

PROJECT LEARN THEME OF THE YEAR IDEAS

THEME OF THE YEAR	SAMPLE MONTHLY THEMES	SAMPLE DECORATION IDEAS	SAMPLE PROJECT LEARN TEACHING EXPERIENCES
WRITE YOUR OWN STORY	VARIOUS CHILDREN'S BOOKS: HAROLD AND THE PURPLE CRAYON, RAINBOW FISH, THE LORAX, ETC.	EACH AREA PICKS A CHILDREN'S BOOK AND DECORATES REPRESENTING THAT BOOK. EXAMPLE: THE LORAX—LOTS OF BRIGHT COLORS, INFORMATION ABOUT PROTECTING THE EARTH, TREES, ETC.	WHEN DISCUSSING HAROLD AND THE PURPLE CRAYON TALK ABOUT CREATIVITY AND THE IMPORTANCE OF PRODUCTIVELY USING YOUR IMAGINATION. GIVE EACH MEMBER A CRAYON AND ASK THEM TO CREATE AND DRAW THEIR OWN STORY WITHOUT WRITING! HAVE MEMBERS SHARE!
LET YOUR INNER HERO SOAR	VARIOUS SUPERHEROES: SUPERMAN, BATMAN, WONDER WOMAN, SPIDERMAN, ETC. OR QUOTES FROM SUPERHEROES.	EACH AREA MAKES UP THEIR OWN SUPERHERO WITH SUPERPOWERS. EXAMPLE: THE TORCH IN THE PRE-TEEN CENTER (THE TORCH GIVES BACK TO THOSE IN NEED, HE HAS X-RAY VISION, AND HAS LOTS OF MUSCLES.)	WHEN DISCUSSING SUPERMAN TALK ABOUT WHAT MAKES HIM A "GOOD GUY." HAVE MEMBERS CREATE THEIR OWN SUPERHEROES AND WHAT KIND OF CHARACTERISTICS THEY WOULD POSSESS.
CHILDREN OF THE WORLD	VARIOUS CULTURES: AFRICAN, NATIVE AMERICAN, ASIAN, MIDDLE EASTERN, ETC.	EACH AREA REPRESENTS A DIFFERENT CULTURE AND DECORATES WITH TRADITIONAL MATERIALS. EXAMPLE: THE GAMES ROOM COULD BE CHINA AND THERE COULD BE CHINSE SYMBOLS AND CLOTHING AND ARTIFACTS THAT REPRESENT THE CULTURE.	WHEN DISCUSSING AFRICAN CULTURE, HAVE MEMBERS PLAY TRADITIONAL GAMES OR MAKE CULTURAL CRAFTS SO THEY GAIN A DEEPER UNDERSTANDING OF THE CULTURE.
IMAGINARIUM	VARIOUS CREATIVE CAREERS: MAGICIAN, ARCHITECT, PROGRAMMER, ATHLETE, ARTIST, PHILANTHROPIST, ETC.	EACH AREA REPRESENTS A DIFFERENT CAREER AND HAS INFORMATION ABOUT HOW TO GET THAT CAREER. EXAMPLE: THE TECH LAB IS MAGICIANS CORNER AND IS DECORATED WITH CARDS, TRICK MATERIALS, WHIMSICAL CRAFTS, ETC.	HAVE MEMBERS WRITE DOWN CAREER GOALS AND SHARE WHY THEY WANT TO DO WHAT THEY WANT TO DO. HAVE THEM DO THIS IN A CREATIVE WAY BY WRITING AN ARTICLE OR PERFORMING A SKIT.
A HOLIDAY AT THE CLUB	VARIOUS HOLIDAYS: 4 TH OF JULY, BIRTHDAY, ST. PATTY'S, CHRISTMAS, ETC.	EACH AREA REPRESENTS A DIFFERENT HOLIDAY OR CELEBRATION. EXAMPLE: THE CAFETERIA IS THANKSGIVING AND IS DECORATED WITH FOOD AND NUTRITION INFORMATION, AND THANKFUL NOTES, ETC.	EACH MONTH, THE CLUB COULD CELEBRATE THE HOLIDAY WITH A SMALL PARTY OR EVENT. THE PARTY COULD HIGHLIGHT THE MEANING OF THE HOLIDAY AND INCORPORATE ACTIVITIES AND GAMES THAT EDUCATE AND ENSURE MEMBERS ARE HAVING FUN.
ADVENTURELAND	VARIOUS LOCATIONS FOR AN ADVENTURE: JUNGLE, OCEAN, HOT AIR BALLOON, FOREST, ETC.	EACH AREA REPRESENTS A DIFFERENT ADVENTURE LOCATION. EXAMPLE: THE LEARNING CENTER IS THE	MEMBERS COULD LEARN ABOUT VARIOUS ADVENTURES IN FUN WAYS. FOR EXAMPLE, IN THE LEARNING CENTER THE THEME COULD BE FOREST

		FOREST AND IS DECORATED WITH CAMPING THEMED ITEMS, ETC.	AND MEMBERS COULD LEARN ABOUT CAMPING SAFETY AROUND A "FIRE PIT" WHILE EATING SMORES.
UNDER THE BIG TOP	VARIOUS CIRCUS ELEMENTS OR ACTUAL CIRCUSES: RINGLING, LION, FIRE, ETC.	EACH AREA REPRESENTS A DIFFERENT CIRCUS ITEM OR EVENT. EXAMPLE: RINGMASTER, ANIMALS, ETC.	MEMBERS COULD LEARN ABOUT THE ROLE OF A RING LEADER AND HOW THAT CAN BE A GOOD OR BAD THING. MEMBERS COULD ACT OUT SKITS OF GOOD RING LEADER (KIND, COMPASSIONATE, ROLE MODEL) AND BAD RING LEADERS (BULLY, GOSSIPER, ETC)