

Congress Park September Newsletter



IMPORTANT ITEMS

- Please make sure ePact forms are filled out and submitted
- Late Pick-Up is \$2 per minute. Please call or email if you will be late.
- Light breakfast items and snacks will be provided.
- Please communicate all changes to your child's schedule by Friday

BASE INFO:

Andrew Vogrin
Base and Camp Supervisor
andrewvogrin@pdlg.org
708-352-1762

BASE Website
www.pdlg-base.org

Hours of Operation
AM: M-F 7am-8:30am
PM: M/Tu/Th/F 3:15-6pm
PM: Wed. 2:15-6pm

Welcome to Congress Park BASE!

We hope you had a wonderful summer! We would like to take this opportunity to welcome everyone to the 26/27 Congress Park BASE program! We are very excited for the upcoming school year. Each day, we provide dedicated homework time and many activities for the kids' enjoyment, such as arts & crafts, small group games, reading time, playground/gym time, and special theme days.

We will have base the first day of school. For drop-off and pick-up, please use door # 8 (on north side of the building). All parents/guardians must have a valid form of identification when signing out their child. Your child will only be released to those on the authorized pick-up list.

We are excited to have a great team this year, including Mr. Reilly, Mr. Alejandro, and Ms. Sherry! Mr. Reilly and Mr. Alejandro are returning for another year with the program, and we are excited to welcome Ms. Sherry to her first year with BASE. Please join us in giving her a warm welcome! If you have any changes to your schedule for next week, please email me at andrewvogrin@pdlg.org.

WHAT'S HAPPENING AT BASE

This Month

This week we will:

- Go over expectations and rules with the students
- Do ice breaker games and get to know you activities

Next Month

Next month we will:

- Halloween Party
- More information coming soon

Upcoming

Here's a look at what's coming!

- Teachers Institute Camp 10/9
- Indigenous Peoples Day Camp 10/12

Please label all of your child's belongings so we can return any lost items!