



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

SEPTEMBER 2026

CHILD WATCH ACTIVITIES

SUN	MON	TUE	WED	THU	FRI	SAT
		1  APPLE CORE 9:45 A.M. & 6:30 P.M.	2  MYSTERY BOX 9:45 A.M. & 6:30 P.M.	3  PIZZA CRAFT 9:45 A.M. & 6:30 P.M.	4  PLAYDOUGH 9:45 A.M.	5  STORY TIME 10 A.M.
6  STORY TIME 11:30 A.M.	7 The YMCA is closed for Labor Day	8  DIY FACE MASK 9:45 A.M. & 6:30 P.M.	9  MYSTERY BOX 9:45 A.M. & 6:30 P.M.	10  ICE CREAM CONE CRAFT 9:45 A.M. & 6:30 P.M.	11  PLAYDOUGH 9:45 A.M.	12  STORY TIME 10 A.M.
13  STORY TIME 11:30 A.M.	14  MOVEMENT MONDAY 9:45 A.M. & 6:30 P.M.	15  LEAF PUPPETS 9:45 A.M. & 6:30 P.M.	16  MYSTERY BOX 9:45 A.M. & 6:30 P.M.	17  SHOOTING STARS 9:45 A.M. & 6:30 P.M.	18 PLAYDOUGH A.M. ONLY KIDS NIGHT OUT! REGISTRATION IS REQUIRED.	19  STORY TIME 10 A.M.
20  STORY TIME 11:30 A.M.	21  MOVEMENT MONDAY 9:45 A.M. & 6:30 P.M.	22  PAPER PLATE LADY BUGS 9:45 A.M. & 6:30 P.M.	23  MYSTERY BOX 9:45 A.M. & 6:30 P.M.	24  CUPCAKE LINER FLOWER 9:45 A.M. & 6:30 P.M.	25  PLAYDOUGH 9:45 A.M.	26  STORY TIME 10 A.M.
27  STORY TIME 11:30 A.M.	28  MOVEMENT MONDAY 9:45 A.M. & 6:30 P.M.	29  DOT MARKER FISH 9:45 A.M. & 6:30 P.M.	30  MYSTERY BOX 9:45 A.M. & 6:30 P.M.			

**CHILD WATCH IS FOR CHILDREN
AGES 8 WEEKS TO 8 YEARS.**

Kids Night Out: To Infinity and Beyond

Get ready for an adventure beyond the toy box! Join us for a To Infinity & Beyond Kids Night Out, where kids can let their imaginations run wild with an evening inspired by their favorite toys and space-faring adventures.

Kids will take part in an Andy's Room freeze dance, create fun Slinky and alien crafts, enjoy a pizza dinner, and wind down with a special showing of Toy Story. It's a night packed with play, creativity, laughter and friendship, giving kids a chance to make memories while parents enjoy a well-deserved night out!

Children must be potty trained.

FRIDAY, SEPTEMBER 18
5:30–8:30 P.M.
AGES 3–11

**SCAN THE QR CODE
TO REGISTER!**



B.R. Ryall YMCA
49 Deicke Dr. Glen Ellyn, IL 60137
630.858.0100 | www.brryallymca.org