Boys & Girls Club After School Zone Hunter's Creek Middle School

May 2024						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	3 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	4
5	6 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	7 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	8 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	9 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	10 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	11
12	13 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	14 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	15 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	16 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	17 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	18
19	20 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	21 Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	24 Last Day of School Power Hour Intramural Sports Video Games/Board Games Arts & Craft/Social Emotional Learning	25
ORANGE COUNTY GOVERNMENT F L O R I D A	27 Memorial Day Holiday ASZ Closed	28 ASZ Closed	29 ASZ Closed	30 ASZ Closed	31 ASZ Closed	Funded by a grant from the Orange County Government