

MEREDITH
PARKS &
RECREATION

AFTER SCHOOL PROGRAM 2025-2026 FOR K TO 8TH GRADERS



REGISTRATION:
Meredith Residents: August 1, 2025
Non-Meredith Residents: August 5, 2025

Days: Monday - Friday
Dates: September 2, 2025 - June 18, 2026
Time: 3:00pm - 5:30pm
Location: Meredith Community Center

Transportation from the Elementary School to the Community Center is provided daily. You must give the school permission for your child to ride the bus to the Community Center.

Program Includes:

- Outside time daily
- Arts & Crafts
- Active Games
- Snack & Homework time (if needed)
- Walks
- Game Room Activities
- Climbing Wall
- Cooking/baking
- Gaga Ball

Please see back of this flyer for additional registration and program information. Program registration packet included.



AFTER SCHOOL PROGRAM 2025-2026



What to Bring:

- Snacks
- Sneakers
- Water bottle
- Outside clothes
(i.e. Jacket, gloves, hats, snowpants, boots in the winter)



Contact Us:

For any questions, schedule changes, etc. please call/email us:

603-279-8197

parksrec@meredithnh.gov



Registration Details:

Registration: Meredith Residents: August 1, 2025

Non-Meredith Residents: August 5, 2025

Registration is required with payment prior to attending the program. Space is limited.

Payment must be received the Wednesday prior to attending each week.

We must have a written 2-week notice if your child will not attend in order to receive credit for the week. Credit will not be given without the 2-week notice.

Program Fees:

No daily rates



Resident Fees:

1 Child ----- \$35.00/ per week

2 Children ----- \$50.00/ per week

3 or More Children ----- \$66.00/ per week

Non-Resident Fees:

1 Child ----- \$50.00/ per week

2 Children ----- \$66.00/ per week

3 or More Children ----- \$81.00/ per week

*There are no daily rates, fees cover the whole week. If your child is only attending certain days, please note this on the registration form!



*Due to the popularity of this program space is limited and we may start a waitlist. We anticipate adding to the program as we are able to do so.

