



## **What To Wear And Bring**

### **Clothing**

- All clothing should be suitable and comfortable for play.
- Every child should have 2 to 3 changes of clothes in their cubbie. If the child has no clean clothes in their cubbie, and require a change, we may have to call you.
- All clothing should be clearly labeled. We are not responsible for lost items.

### **Seasonal Clothing**

- Winter: Hat, Coat, Mittens, and Boots.
- Summer: Tank Tops, T-Shirts, Shorts. **NO FLIP FLOPS**
- Please be sure to have your child prepared to play outside everyday.

### **Shoes**

- No flip flops as this is a safety hazard. Strappy sandals are ok.
- If boots are worn; please bring a change of shoes also.
- Tennis shoes are ideal, and a spare set may be left in the child's cubbie if you choose.

**If child(ren) are wearing sandals, please make sure to bring socks in case your child(ren) does not want to wear their shoes anymore.**

We do try to keep a few extra clothing around for emergencies. If we put them on your child, please make sure to wash and return them as soon as possible.

### **Personal Items**

Personal toys are allowed to be brought in, but must be kept in the child's cubbie. However, the teacher may indicate a special play time for toys from home. We are not responsible for any lost items.

A blanket should be brought for each child. A small pillow and/or stuffed animal may be brought for naptime. Please be sure to label all belongings. If your child is under 1 years old and they will be sleeping in a crib, a blanket or toy is not allowed in the crib with the infant.

We do not keep wet wipes separate for each child, unless there is an allergic reaction to a certain brand. We ask that parents bring in wipes a couple of times a month. If special wipes are needed, it may be more than that, but those wipes will only be for your child.

Diapers, Pull-Ups, Bottles and Pacifiers must be brought by the parents. Please see the list in the Enrollment Packet as to what exactly is needed for your child's age group.