



Will there be Colonial Kids programming while parents attend worship?

- Absolutely! We can't wait to be together inside with your kids for CK Live!
- Colonial Kids reservations will be a part of the adult worship reservation form.

• 9:15 **AND** 10:45am; We will offer programming for Infants thru 5th Grade.

What are the Covid-19 protocols for Colonial Kids Ministry?

- Upon entering the building, please travel together as a family and remain socially distant from others.
- Elevator is off-limits unless needed for health/medical reasons.
- For Elementary & Jr families, please use the stairwell closest to the entry for access to the second floor.
- Face masks are required for elementary students through adults upon entering the building. Once elementary kids are in their classroom, masks will only be required when unable to be socially distanced. Please let us know upon check-in if you always prefer your elementary student wear their mask.
- Face masks are optional for preschool thru kindergarten. Therefore, if they are dropped off wearing a mask then we will be sure that they wear it throughout the duration of class.
- Temperature checks will take place for the kids and adults prior to entering the Colonial Kids secure area and nursery classrooms. Temps must be below 100.4 for participation.
- Hand sanitizing will take place prior to entering and leaving the CK secure area.
- Please leave all personal belongings at home (For children under two, items such as pacifiers, sippy cups, and bottles are allowed – diapers will be provided.)
- Rooms/equipment will be sanitized as needed during class and in between worship hours.
- We will be using a touchless check-in process. A Covid-screened adult will check you in via computer. A printed nametag will be provided for each student and the pick-up security code provided for the parent to be shown to the Ministry Partner at child pick-up.
- Remain socially distanced outside the classrooms at drop-off and pick-up.
- No congregating allowed inside the building.