

**Please note:**

For everyone hoping for an advance look at the registered EarlyON and customized programs we will be offering this fall, here is the complete list.

This advance list is for information only and **DOES NOT** include registration links.

- This advance list is accurate to the best of our ability at this time; however, programs, dates and times may be subject to change without notice.
- A final program list and corresponding registration link for each program will be available at the top of our website home page beginning at 9 am on Monday, April 6<sup>th</sup>, 2026. [www.brightstartcaledon.com](http://www.brightstartcaledon.com)
- Program sessions listed below begin the week of April 20<sup>th</sup>, 2026 and will run for 6 consecutive weeks unless noted otherwise.
- As always, spots fill quickly. If the program you are interested in is full, you may join the waiting list.

## **BOLTON REGISTRATIONS**

### **Monday:**

- **Toddler Playtime** 10:00am - 11:00am (Ages 18 mo. – 2.5yrs)
- **Songs and Stories** 1:30pm – 2:30pm (All Ages)

### **Tuesday:**

- **Baby Gym** 10:00am - 11:00am (Ages 6-18 months)
- **Infant Sing and Sign** 1:30pm - 2:30pm (Ages 0-12 months)

### **Thursday:**

- **Math is Everywhere** 10:00am - 11:00am (Ages 2.5+ yrs)
- **School Here I Come** 1:30pm - 3:00pm  
(Children starting school Sept. 2026)

## **SOUTHFIELDS VILLAGE REGISTRATIONS**

### **Monday:**

- **Infant Mother Goose** 1:00pm - 2:00pm (Ages 0-18mo.)
- **Toddler Music & Movement** 2:00pm - 3:00pm (Ages 18mo-2.5yrs)

### **Tuesday**

**\*ALL ONE PROGRAM** (Register once for both programs) \*

- **Preschool Time** 1:00pm – 2:00pm (Ages 2.5+ yrs)
- **Jump! Hop! Run!** 2:00pm – 3:00pm \* (Ages 2.5+ yrs)

## **CALEDON EAST REGISTRATIONS**

### **Tuesday:**

- **Jump! Run! Hop!** 10:00am – 11:00am (Ages 2.5+ yrs)
- **Baby Gym** 1:30pm – 2:30pm (Ages 6-18 months)

### **Thursday:**

- **Infant Sing & Sign** 10:00am – 11:00am (Ages 0-12 months )
- **Infant Songs and Stories** 1:30pm – 2:30pm (Ages 0-18 months)