

Spring 2020

CHILDREN'S PROGRAMS

APR 13 - MAY 25

*Programs will not run Monday, May 18

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

VICTORIA

4848 Victoria Ave.
905-356-8080

Babytime
1:30 pm

Fun for Ones
6:30 pm

Time for 2s & 3s
10:30 am

Time for 2s & 3s
6:30 pm

Fun for Ones
10:30 am

Babytime
1:30 pm

Time for 2s & 3s
10:30 am

Shake, Shimmy & Dance
10:30 am

STAMFORD

3643 Portage Rd.
905-357-0410

Family Storytime
6:30 pm

Time for 2s & 3s
10:30 am

Kids' Reading Club Jr
4:00 pm

Time for 2s & 3s
9:30 am

Time for 2s & 3s
10:30 am

Fun for Ones
10:30 am

COMMUNITY

7150 Montrose Rd.
905-371-1200

Shake, Shimmy & Dance
10:30 am

Time for 2s & 3s
10:30 am

Shake, Shimmy & Dance
6:30 pm

Time for 2s & 3s
10:30 am

Babytime
1:30 pm

CHIPPAWA

3763 Main St.
905-295-4391

Shake, Shimmy & Dance
6:15 pm

Time for 2s & 3s
10:30 am

REGISTRATION OPENS MARCH 2

All programs require advance registration

Please register for one class per session only in order to allow more children to attend

CHILDREN'S PROGRAMS

You're Invited!



Niagara Falls Public Library offers Early Literacy programs for all ages.
Find the one that's right for you!



BABYTIME

Come and have fun with music, rhymes, tickles and bounces. Bring a blanket and let us introduce you and your baby to a variety of activities.

FUN FOR ONES

For babies who are walking and talking and their adult caregivers. Join us for songs, stories, music and activities.



TIME FOR 2S & 3S

For toddlers and preschoolers ready for a longer, more active program and their adult caregivers.

KIDS' READING CLUB JR.

Need a break after school? Come read with us.
Ages 5-8



SHAKE, SHIMMY & DANCE

Make some noise and bring your dancing shoes for our music and movement storytime!
Ages 0-7

FAMILY STORYTIME

For children of all ages and their adult caregivers.

Register at any Library location, online or by phone

For more information call **905-356-8080** or email programming@nflibrary.ca

Children age 7 and under must have a parent or guardian remain in the library during the program