

Kids Clubs on the Disney Fantasy

One of our favorite things about cruising with Disney Cruise Line is that my kids love their time in the kids club even more than I enjoy my time in the spa and sitting by the pool!

What is even better, unlike other cruise lines, the cost of MOST clubs is included in your cruise fare. In fact, the only Youth Club that charges a fee or requires reservations is the “it’s a small world” nursery, which is for children under three.

Disney’s Oceaneer Club /Oceaneer Lab {ages 3-12}

Disney’s Oceaneer Club is all about Disney fantasy with character-driven performances, special storytelling sessions, larger-than-life play areas, dress-up opportunities, and interactive activities.

Kids can play with toys and games, enjoy an arts and crafts area, and watch Disney movies.

THEMED-PLAY AREAS

There are four lands to explore that also offer different activities.

- **Andy’s Room:** An interactive play room inspired by Toy Story.
- **MARVEL Super Hero Academy:** Kids can wield the weapon of their favorite Avenger, like Captain America’s shield, play video games, and do arts and crafts. There might even be surprise visits from Marvel characters.
- **Pixie Hollow:** Kids can visit Tinker Bell’s home, play dress-up, create art projects, use kid-friendly computers, and listen to stories.

Kids will even have a chance to meet characters and enjoy unique experiences with them, including:

- **Woody’s Round-Up:** Toy Story-themed games, storytelling, singing, and dancing, all held in Andy’s Room.
- **Puzzle Playtime with Mickey and Friends:** Mickey Mouse and company stop by to play games with kids and their families.
- **Doctor Strange:** Defy the Dark Dimension: Doctor Strange teaches his young apprentices the ways of the Mystic Arts.

Disney’s Oceaneer Lab

Disney’s Oceaneer Lab has a pirate theme and is a great learning experience for kids. They can participate in themed activities and games that are not only fun but also educational.

It is connected to the Oceaneer Club on Deck 5. Kids can move between each space and partake in all of the activities. Youth Activities counselors are available at all times to assist children, including going back and forth between each space.

From experiments to guided experiences, to dancing, to interactive games, to special character appearances, there’s a lot to look forward to.

THEMED-PLAY AREAS

There are four lands to explore that offer different activities.

- **Animator's Studio:** Kids can create artwork and learn to sketch Disney characters.
- **Media Room:** A relaxing place where kids can watch Disney movies and play video games all based on Disney characters and themes.
- **Craft Studio:** A spot to unplug and focus on hands-on arts and crafts.
- **The Wheelhouse:** Kids can steer their own Disney ship through the Caribbean Sea courtesy of LCD screens and navigation simulators.

GUIDED GROUP ACTIVITIES

There are several activities that are of course themed and offer different types of fun.

- **Anyone Can Cook:** Inspired by Ratatouille, kids will learn how to measure and mix ingredients before baking chocolate chip cookies.
- **Piston Cup Challenge:** Kids can build race cars from bars of soap based on Cars.
- **Super Sloppy Science with Professor Make-O-Mess:** Kids can make discoveries with the world-famous scientist who also just might leave "a trail of mayhem behind."
- **Get the Hook!** Join Detective Clue for a 3-day search for Captain Hook's favorite dress hook and earn a reward from Hook, himself, at the end.

Children can be pre-registered for both the Oceaneer Club and Oceaneer Lab or they can be registered aboard the ship as well.

When boarding the ship on Embarkation Day, children and parents are required to check in and fill out the final paperwork at the front desk at the Club or Lab.

At this time, parents can tour each club and meet the trained counselors. Kids will also get a Disney Cruise Line Youth Activities wristband, which gives them access to both the Club and Lab.

DINING

On select days, children can have lunch and dinner at both the Club and Lab. Activities are still available during meals for those who don't want to dine.

For parents attending the ship's second dinner seating, **they can take advantage of the Dine and Play program.** This allows kids to have their meals early and to be escorted by counselors to the clubs.

Adults are not allowed inside the clubs, so the embarkation day open house is a great day to explore all that they have to offer. It's also a fun way to get kids involved that are a little bit nervous about trying the clubs alone. Open house time gives them an opportunity to explore with mom and dad.

EDGE {ages 11-14}

Located on Deck 13, Edge is the dynamic club created especially for tweens, ages 11-14, where they can watch a movie, play games, participate in crafts, and just enjoy their own special hangout, where they can make friends and spend time with other kids their own age.

On the Fantasy, this tween lounge light and bright and features a control station and large TVs for karaoke, watching Disney movies, or playing video games. There are board games and lounge spots

perfect for the kids to get to know each other in a fun, relaxed environment.

Here are a few of the fun activities specially designed for tweens at EDGE:

- **That's Hilarious:** Inspired by Disney Channel's So Random!, tweens will learn improv and scene interaction basics to create their own comedy show using special effects, costumes, and camera tricks. They'll even perform their show live in the club.
- **Heroes and Villains:** Teams will compete to solve clues and complete challenges across the ship in order to win a prize.
- **Crowning of the Couch Potato:** An "outrageous" movie trivia contest.
- **A Pirate's Life for Me:** A pirate-themed activity that includes physical challenges and trivia questions.
- **Descendant's Den DJ Spin-Off:** Descendants fans can enjoy a photo booth, DJ lessons, games, singing, and dancing.

VIBE {ages 14-17}

Vibe is located on Deck 5 of the ship and is for older teenagers ages 14-17.

Even though this is a teens-only hangout, you can rest assured it is fully chaperoned. At the beginning of the cruise, teens have the freedom to select the specific activities they want to participate in at Vibe.

On the Fantasy, Vibe is an indoor/outdoor club featuring a private sundeck and a secret entrance. There are a variety of video and virtual-reality games, like Nintendo Switch, arcade games, TVs for movie watching, board games, reading nooks, and even has a teen bar where they can sip on smoothies and coffee while enjoying an ocean view.

Teens can also enjoy dance parties, karaoke competitions, and games promoting group interaction. It's the perfect place for teens to mix and mingle with others their age and take a little break to just vibe and relax while having fun and making memories and new connections.

Additional activities may include:

- **Teen Download:** With help from the latest media technology, together, teens can design their own dream vacation that includes games, activities, Port Adventures, and downtime.
- **Vibe Movie Makers:** Teens can create a movie based on the best of Disney and learn movie-making skills in the process.
- **Gotcha:** A game of elimination and trying to be the last one standing, teens will spend the day tagging out competition across the ship.

With all of these activities available, there is truly something for everyone to enjoy and plenty of opportunities to make friends and memories that will last a lifetime.



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