

Kids Clubs on the Disney Wonder

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:**
 - A multi-level room inspired by Toy Story that even has a supersized Slinky Dog slide.
- **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.
- **Disney Junior:**
 - There are games, character experiences, and more.
- **Frozen Adventures:**
 - Kids will prepare for Elsa’s royal coronation, play games that celebrate the season,s and have a silly sing-along with Olaf.

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

- **Mickey and the Roadster Racers:** Kids can build their own roadster and compete for the Cruise Line Cup.
- **Join the Lion Guard:** Kids will channel their inner animal and learn if they have what it takes to join the Lion Guard.
- **Captain America’s Super Hero 101:** Kids will learn the basics of what it means to be both a hero and a real American super hero during this interactive activity with Steve Rogers.

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.
- **Captain's Workshop:**
 - A spacious play area for kids to watch Disney movies, relax, play video games, and play with pirate-themed props.
- **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.
- **Animation Antics:**
 - Kids will learn the fascinating history of animation, how to draw their favorite Disney characters, and create their own flipbook.
- **Stitch's Space Goo:**
 - With some help from Stitch and the Professor kids will learn how to make their own goo.
- **Pluto's Pajama Party:**
 - Kids can even wear their pajamas to a spectacular slumber party hosted by everyone's favorite pooch, Pluto!

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 9, 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 Wonder, this tween lounge looks like an old boiler room and features a control station and large tv's for karaoke, watching Disney movies or playing video games. The club is even equipped with virtual portholes complete with underwater scenes and fish! 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 10 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 Wonder, Vibe is modeled after an urban loft and has modern industrial elements throughout. 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 down time.
- **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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