Mouse Master Travel Parents' Guide to Children's Clubs on Disney Cruise Line

info@mousemastertravel.com | (888) 416-6873

What are the different experiences, and how are they divided?

- **"it's a small world" Nursery (6 months - 3 years)** - The ONLY one that has an additional charge and requires advance booking (and it does sell out). The nursery maintains a strict caregiver-to-child ratio of 1:4 for babies up to 14 months and 1:6 for those 14 - 36 months. (Current pricing is $9/hour for the first child and $8/hour for each additional child from the same stateroom).
- **Oceaneer Club & Oceaneer Lab (Ages 3 - 10)** - These are technically separate, but children can move freely between the two when both are open. Activities include crafts, experiments, drawing, games, and just-for-the-kids character visits. All participating children MUST be fully potty trained.
- **Edge (Ages 11 - 14)** - A 'tween hangout, with less overall structure. Edge offers video games, photo booths, and activities organized by Youth Counselors. Counselors arrange scavenger hunts, video game tournaments, trivia contests, and theme nights, while leaving space for chilling out in the lounge or playing a board game with new friends.
- **Vibe (Ages 14 - 17)** - Youth Counselors are there to supervise/chaperone at Vibe as well, but activities are left more in the hands of teens. There's a lounge (with WiFi access) and a cool coffee bar, DJ/dance area, and a media room for gaming and movies. They've also got their own private sundeck with deck games and loungers.

How strict are the age brackets?

For the safety and security of all participants, Disney Cruise Line enforces age limits strictly. On rare occasions, a mature 10-year-old might be permitted to move up to Edge instead of the Oceaneer programs. Permission to do so must be sought from the Youth Counselors at Edge on board, and is solely at their discretion. (Once a child enters Edge, they will NOT be allowed to change their mind and return to Oceaneer). Similarly, a 14 year old may choose EITHER Edge or Vibe, but once they choose, that's their Club for the remainder of the cruise.

A child who "ages up" from one club to another by having a birthday on board must change to an appropriate club for their age as of midnight on their birthday. (e.g. a child who turns 11 half way through their cruise will no longer be permitted into the Oceaneer Club after their birthday).

Who are these Youth Counselors?

All of Disney Cruise Line's Youth Counselors are highly trained childcare professionals and entertainers. All have 3-5 years of prior childcare experience, specialized training (including training on caring for children with developmental disabilities). And all undergo rigorous, enhanced background checks during the hiring and placement process.

How do mealtimes work with the clubs?

- Oceaneer Club and Lab serve meals during scheduled lunch and dinner hours, and some snacks are available.
- NOTE: Due to concerns about allergy exposure, outside snacks are strictly prohibited in the clubs.
- Menus are pretty basic and simple kid-friendly quick-service type fare, like pizza, sandwiches, chicken tenders, fruit and veggies. (For children with food allergies or dietary restrictions, meals can be preordered from your main dining room server, to be delivered directly to the club. Participation in meals is always optional.
- Edge & Vibe participants can pick up dinner for themselves from any of the available quick service options on board, or from the buffet.
- **The "Dine & Play" Program** is available if you have the later dinner seating.
  - Let your server know that you want to use Dine & Play
  - Your kids will be served their meals immediately after sitting down, so that they can eat in the first 45 minutes of the scheduled meal time
  - Youth counselors will come by and pick up the kids right from the table and escort them down to the clubs, while you enjoy a (quieter and) leisurely dinner.

When are the clubs open?

- **Oceaneer Club & Lab** are generally open from 9:00 a.m. to midnight. (Hours are often shorter and may vary when the ship is in port - check the Disney Cruise Line Navigator app for details).
  - Certain blocks of time are set aside as "Open House" hours, during which the Club spaces are open for parents and kids of any age to explore. The Clubs are not open for their regular, secured, programming during Open House blocks.
- **Edge & Vibe** usually open around 10:00 a.m. or 11:00 a.m., and often stay open as late as 1:00 a.m. or 2:00 a.m. Hours are adjusted depending on activities on board and how many guests are using the club, so check the Navigator app to be sure.
- **"it's a small world" Nursery** is usually open from 9:00 a.m. - 11:00 p.m. Advance reservations are necessary, so you'll know the hours of availability for sure when you make your reservation.

How does the check-in and check-out process work at the clubs?

- Any child can check themselves IN to their appropriate club.
  - When you register your child for the Oceaneer Club/Lab, your child will be issued an Oceaneer Band. It's a lightweight wristband that is secured around their wrist for safety purposes for the length of the cruise. (Note: the band must be returned at the end of the cruise, or you will be billed for it). The band has an embedded RFID chip, and your child will be scanned in each time they enter the club. (Because kids can check themselves in at any time, the club can serve as a "safe harbor" if they get separated from you and/or lost on the ship. They can check themselves in to the club. If you call the club, they can check their logs and tell you whether (and when) your child scanned in.
  - Children registered for Edge or Vibe will be given a special Key to the World card that can be scanned to enter their clubs. (Note: the card readers are placed discretely, and some people report difficulty finding them. Just ask a crew member, and they can help).
- Check-Out from Oceaneer Club or Lab
  - Children under age 8 can ONLY be picked up from the club by an adult who has been designated as permitted to check them out. The crew member will check the person picking up a child against photos stored in their system to confirm that an eligible person is picking up the child, AND the adult must provide the password that you set at registration. Without both a photo match and the password, your child will not be permitted to be checked-out from the club.
  - Children ages 8 and older MAY be given permission to check themselves out of the club. It's not automatic. You decide, when you register your child for the club, whether to permit them to check themselves out. You can also change your decision - just talk to the crew member at the check-in/check-out desk.
- Vibe & Edge participants can come and go as they wish
- **TIP:** Make sure that any child whom you give permission to check themselves out of the club - including tweens and teens using Edge and Vibe - have a smart device capable of using the Disney Cruise Line Navigator app. Download the app on their devices. Even if you do not pay for a WiFi package, you can use the chat app that is built in to the Navigator app to communicate. You can set up the people with whom they can exchange messages in advance. Make it a rule that any time they check themselves out of the club, they need to message you in the Navigator App and tell you where they are headed.
- **Alternative**: If you have a child that you're comfortable allowing self-checkout privileges, but that doesn't have a smart device that they can use, you can use the old-school family cruise communication method - bring a small magnetic dry erase board and put it on the outside of your stateroom door (the doors are metal, so magnets stick). You can exchange messages by writing them on the whiteboard.

Where are the Children's Clubs located on board the ship?

Ship	"it's a small world" Nursery	Oceaneer Club Oceaneer Lab	Edge	Vibe
Disney Magic	Deck 5, Midship	Deck 5, Midship	Deck 9, Midship	Deck 10, Forward Funnel
Disney Wonder	Deck 5, Midship	Deck 5, Midship	Deck 9, Midship	Deck 10, Forward Funnel
Disney Dream	Deck 5, Midship	Deck 5, Midship	Deck 5, Forward	Deck 5, Forward
Disney Fantasy	Deck 5, Midship	Deck 5, Midship	Deck 5, Forward	Deck 5, Forward
Disney Wish	Deck 2, Aft	Deck 2, Midship	Deck 5, Aft	Deck 12, Aft
Disney Treasure	Deck 2, Aft	Deck 2, Midship	Deck 5, Aft	Deck 12, Aft
Disney Destiny	Deck 2, Aft	Deck 2, Midship	Deck 5, Aft	Deck 12, Aft
Disney Adventure	Deck 8, Forward	Deck 8, Midship	Deck 7, Aft	Deck 7, Aft

What are the themed areas in the Oceaneer Club?

Ship	Themed Areas
Disney Magic	Andy's Room Pixar Toy Story play area, Marvel Super Hero Academy, Disney Junior & Pixie Hollow
Disney Wonder	Andy's Room Pixar Toy Story play area, Marvel Super Hero Academy, Mickey and Minnie's Captain's Deck, *Frozen* Adventures
Disney Dream	Andy's Room Pixar Toy Story play area, Marvel Mobile WEB Workshop, Pixie Hollow, *Star Wars: Millennium Falcon*
Disney Fantasy	Andy's Room Pixar Toy Story play area, Marvel Super Hero Academy, Star Wars: Command Post, Pixie Hollow
Disney Wish	Marvel Super Hero Academy, Star Wars: Cargo Bay, Fairytale Hall, Mickey and Minnie's Captain's Deck
Disney Treasure	
Disney Destiny	
Disney Adventure	Fairytale Hall, Andy's Toy Box, Mickey and Minnie's Captain's Deck, Marvel WEB Workshop