



LITTLE DUTCH ACADEMY AT THE VIERSEN EARLY LEARNING CENTER

3 and 4 Year Old Preschool Tuition Fees

Days: M, T, Th, Fr

AM Session: 8-11 OR PM Session: 12:15-3:15

3 Year Old Preschool

\$90/wk

4 Year Old Preschool

FREE
(State-Funded)

*Updated February 2026. Tuition costs will be reviewed yearly and updated before registration.

FAQs

Are the preschool teachers certified?

All 3 and 4 year old preschool teachers are certified and licensed through the Department of Education.

How old must my child be to attend preschool?

To be eligible for 4 year old preschool, your child must be four years old on or before September 15. For 3 year old preschool, your child must be three years old on or before September 15.

How many preschool spots are available?

There are 160 spots available for 4 year old preschool at Little Dutch Academy. Of those spots, 80 are available in the AM section and 80 in the PM section. There are 32 spots available for 3 year old preschool, with 16 in the AM and 16 in the PM. If you are interested, we recommend you sign up for preschool as soon as possible starting March 2 at 8am.

Can I choose which section my child will be in (AM/PM)?

While completing the registration form, you will be asked to indicate your preference of AM, PM or No Preference. These preferences will be considered; please note that due to the need to balance class sizes, we cannot guarantee that your child will be in your preferred section.

How and when do I register my child for preschool?

Starting March 2 at 8am, families can register their child for preschool. Please visit pellaschools.org/parents/registration and follow the process for either an existing family or a new family to the district. If you don't have an email address or access to a computer, please visit one of our school buildings to complete the online registration on an available kiosk.

For more FAQs as well as information about scholarships, wrap-around care and transportation, please visit pellaschools.org/schools/little-dutch-academy/

