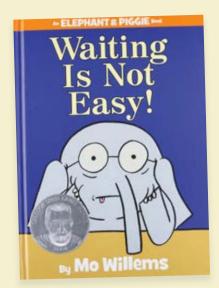


**OUR WEEK WITH** 

# Fox and the Last Piece of Pie

**This week**, let's read books about waiting and patience. Find this one at your library or on YouTube:



Waiting Is Not Easy! by Mo Willems

## Cinnamon Apples

TOGETHER

#### What?

In the story of the week at school, Fox makes a pie and shares it with his friends. Cut and stir up some apples with your child.

#### How?

Cut up apples, then invite your child to shake on cinnamon. Yum! Eat and enjoy.

#### Why?

This activity supports both healthy nutrition and invites your child to help cook in simple food experiences.





LESSON

## Fox and the Last Piece of Pie Calendar



#### language & literacy

BOOK DISCOVERY
Help Me Turn the Page

LLD 5 CONCEPTS OF PRINT

Pretend to read books. Practice turning pages from front to back

#### math & reasoning

SORTING & SHAPES
Sorting Pie Hearts

MR 6 CLASSIFICATION

Pull a heart from a bag and put it in the pie tin with the matching color hearts.

#### music & movement

CREATIVE MOVEMENT Squeaky Clean

SED 1 SELF-AWARENESS

Listen to a song and "wash" the table with foam heart "sponges."

#### art & drama

PAINTING
Heart Hands Painting

CA 3 VISUAL ARTS

Make two handprints to create a heart.

# LESSON 2

PICTURES & LETTERS
Pouring Letters

LLD 4 ALPHABETIC KNOWLEDGE

Draw and look for the Letter Q card in the sand.

## SENSORY PLAY Sensory Mat Q

LLD 4 ALPHABETIC KNOWLEDGE

Play with dough on a mat and form the letter Q. Count foam hearts or dough pieces.

## GROUP DANCE Pass the Pink

SED 3 ATTENTION & PERSISTENCE

Sit in a circle and pass a pink pompom around to the song.

## COLLAGING Heart Collage

PD 2 FINE MOTOR

Glue heart confetti onto a bigger heart.



## COMMUNICATION Quick Queen Bee

LLD 4 AIPHABETIC KNOWLEDGE

Talk about the queen on the Letter Q Card, then put the "queen bees" on a masking tape letter Q.

## Chop & Cut

PD 3 SAFETY

Explore cutting playdough with a craft stick on a mat.

## sounds & signs Quick, Quick, Queen

LLD 1 LISTENING

Practice making the signs for "quick" and "queen" while listening to a song.

## DRAMATIC PLAY Little Apple Shaker

PD 2 FINE MOTOR

Make a shaker instrument that looks like an apple.



STORY PLAY
Fox and the Last
Piece of Pie

LLD 6 READING COMPREHENSION

Identify the characters in a story. Hold a character Story Piece and look for it in the book.

## NUMBER PLAY Number Pie Toss

MR 1 NUMBER SENSE

Count quantities up to six and toss that many pompoms into a pie tin.

## Share the Apple

PD 1 GROSS MOTOR

Explore tossing and catching a ball while the music plays.

## COLORING Letter Q Coloring

LLD 7 WRITING

Strengthen fine motor skills by using a swab to paint on the letter Q.



ACTIVE LISTENING
Listen & Draw

LLD 1 LISTENING

Draw on a pie slice while listening to a story.

## MEASURE WITH ME Which Is Biggest?

MR 4 MEASUREMENT

Compare sizes and put objects in order from smallest to largest.

## RHYTHM PATTERNS Bowl Band

CA 1 MUSIC

Tap a beat on a bowl. Use craft stick or spoons to bang on the bowl slowly, then quickly.

## STICKER ART Fox's Sticker Story

PD 2 FINE MOTOR

Decorate a Story Scene with stickers.



**OUR WEEK WITH** 

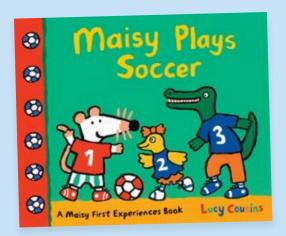
# Sports

TIME





**This week**, let's read books about sports. Find this one at your library or on YouTube:



Maisy Plays Soccer by Lucy Cousins

## Roll Far

TOGETHER

#### What?

In the story of the week, we learned about different types of balls. Roll balls back and forth with your child.

#### How?

Sit across from your child on the floor. Roll the ball in between your child's legs so they can catch it with their body. Scoot farther and farther away. Notice if your child rolls it in your direction and with more force so it reaches you.

#### Why?

This activity builds gross motor and social skills as you take turns pushing and catching the ball.







# Sports Calendar Calendar & Calend



#### language & literacy

#### **ROOK DISCOVERY** Roll Along the Reading Path

LLD 5 CONCEPTS OF PRINT

Develop book-handling skills by following text from left to right.

#### math & reasoning

#### **MEASURE WITH ME** Speed Race Challenge

MR 4 MEASUREMENT

Explore and measure speed during silly races.

#### music & movement

#### RHYTHM PATTERNS

Go Fast

CA 1 MUSIC

Dance expressively to the music while picking up hearts. Then feel your fast heartbeat.

#### art & drama

#### COLORING **Ball Path Tracing**

PD 2 FINE MOTOR

Trace over dotted line paths to improve fine motor control

# ESSON

## **Push the Letter Puck**

LLD 4 AIPHABETIC KNOWLEDGE

Pretend to play hockey and push a block into a goal. Match the letter on the block to the letter on the goal.

## Fill Up Cups

PD 4 PERSONAL CARE

Explore using a spoon to scoop up water and ice cubes to fill a cup.

## Stop to Sleep

CA 2 DANCE & MOVEMENT

Listen and watch for the word "sleep" to be signed. Stop dancing and pretend to sleep until you hear or see the word "play" signed.

## Frog Jump

CA 4 DRAMA

Create a frog headband and dance around the room.



## Up & Down Balls

LLD 3 PHONOLOGICAL AWARENESS

Imitate the sounds heard in a read-aloud story by moving a pompom up and down.

#### **SORTING & SHAPES** Kick & Roll

LLD 4 AIPHARETIC KNOWLEDGE

Roll a ball toward the pins and match the Letter Pin that was knocked down to the Phonic Photo Mat

## Racing Scarves

CA 2 DANCE & MOVEMENT

Race around a circle with scarves without touching each other.

#### PAINTING Kickball CA 3 VISUAL ARTS

texture on a kickball

Use bubble wrap to create



#### STORY PLAY Show the Ball

LLD 6 READING COMPREHENSION

Listen actively and hold up the Story Piece when a character is named during a read-aloud.

#### **NUMBER PLAY** Toss Challenge

PD 1 GROSS MOTOR

Identify numerals to 6. Draw a numbered Ball Card, then toss a pompom at the matching Catcher Card.

#### COORDINATION Bounce Like a Ball

CA 2 DANCE & MOVEMENT

Dance and bounce freely to music.

#### COLLAGING Football Sewing

PD 2 FINE MOTOR

Thread yarn through holes and scribble on a football.



#### COMMUNICATION Signing Sleep & Play

LLD 2 COMMUNICATION

Practice signing words while "playing" and "sleeping."

#### SENSORY PLAY GOAL!

LLD 1 HISTENING

Make playdough balls and roll them along the Sensory Mat's path to the goal.

#### **GROUP DANCE** Yoga Stretch PD 1 GROSS MOTOR

Learn yoga poses and "swim" along with the music.

#### STICKER ART Matching Balls

LLD 2 COMMUNICATION

Put ball stickers next to the matching ball picture.



**OUR WEEK WITH** 



TIME



TOGETHER

# Hiding Fruit

#### What?

In the story of the week at school, we hunted for food. Play hide and seek with your child this week.

#### How?

Play together and look for a piece of fruit. Hide it when your child is not looking, then encourage them to hunt for it.

#### Why?

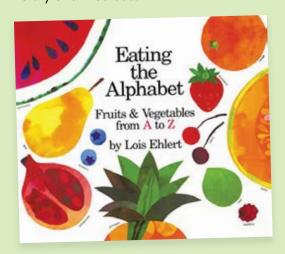
This activity supports logic and reasoning skills by reinforcing that the toy or fruit exists even if they can't see it. When they keep looking elsewhere, they practice deductive reasoning and problem-solving.







This week, let's read books about healthy eating. Find this one at your library or on YouTube:



**Eating the Alphabet** by Lois Ehlert



## Food Calendar





### language & literacy

## **ESSON**

#### **ROOK DISCOVERY** Guess the Food

LLD 5 CONCEPTS OF PRINT

Place a sticky note on each book page. Lift the flap and determine if a word or picture is hiding under it.

#### math & reasoning

#### NUMBER PLAY Tweezer Fun with Grapes

MR 1 NUMBER SENSE

Count the pompoms and use tweezers to put them on the Counting Mats.

#### music & movement

#### SOUNDS & SIGNS Carrots for Bunny

LLD 2 COMMUNICATION

Practice making the signs for "bunny" and "carrot" as the words appear in a song.

#### art & drama

#### DRAMATIC PLAY Sandwich Art

PD 5 NUTRITION

Talk about healthy foods and arrange shapes to build a sandwich

# ESSON

## Letter G Go!

LLD 1 HISTENING

Roll a ball toward the letter G when prompted.

#### Vegetable Stand

\*\* \$\$ 2 CIVICS & ECONOMICS

Set up a pretend vegetable stand and explore buying and selling produce.

## What Is on Your Head?

SED 4 SOCIAL RELATIONSHIPS

Take turns being the movement leader during the song.

## **Food Stickers**

PD 2 FINE MOTOR

Decorate with food stickers and talk about favorite foods.



#### STORY PLAY What's in the Bowl?

LLD 2 COMMUNICATION

Hide the Story Pieces in a bowl with a lid. Guess what food is in the bowl.

#### **MEASURE WITH ME** Fruit Basket Sorting

MR 4 MEASUREMENT

Compare and sort foam hearts by size.

#### **CREATIVE MOVEMENT Heart Beat**

CA 1 MUSIC

Tap along to the beat of a song.

#### COLLAGING Purple Grape Collage

CA 3 VISUAL ARTS

Explore the color purple and make a grape collage.



#### **ACTIVE LISTENING** What Type of Milk?

LLD 4 ALPHABETIC KNOWLEDGE

Spin and identify the letter. Put a pompom on the space with the matching letter.

#### SENSORY PLAY G Is for Gorilla

LLD 4 AIPHARETIC KNOWLEDGE

Play with dough on a mat and form the letter G. Make little grape playdough balls to place on the Sensory Mat for pretend grapes.

#### COORDINATION 5 Little Carrots

PD 2 FINE MOTOR

Show five fingers and count down along with the Carrot Rhyme.

#### COLORING Letter G Coloring

PD 2 FINE MOTOR

Color the letter G and pictures that begin with the /g/ sound.



#### COMMUNICATION Where is the Grape?

LLD 4 AIPHABETIC KNOWLEDGE

Ask "where" questions and play hide and seek with grapes while exploring the /g/ sound.

#### **SORTING & SHAPES** Healthy Plate Game

MR 7 LOGIC & REASONING

Sort and identify different foods and talk about building a healthy plate.

#### RHYTHM PATTERNS Roll the Melon

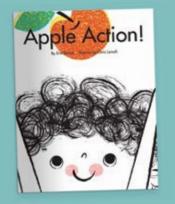
PD 1 GROSS MOTOR

Take turns rolling a ball back and forth while listening to a song.

#### **PAINTING** Watermelon Painting

CA 3 VISUAL ARTS

Paint a plate to look like a watermelon and make fingerprint seeds.

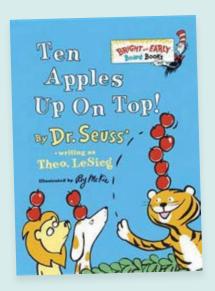


**OUR WEEK WITH** 





**This week**, let's read books about apples. Find this one at your library or on YouTube:



Ten Apples Up On Top by Dr. Seuss

# TOGETHER

## TIME

# Apple Directions

#### What?

In the story of the week, the main character puts apples on different parts of his body. Play a game of "Simon Says" and try putting a real apple on different body parts.

#### How?

Give every family member an apple. Call out different places on the body for your child to balance or put their apple. Demonstrate so they understand: "Put an apple on your head. Put an apple on your knee."

#### Why?

This activity supports listening and vocabulary skills as your child learns about the names of different body parts. Don't forget to try body parts such as eyebrows and armpits!





## Apple Action! Calendar



#### language & literacy

#### **ROOK DISCOVERY Apple Action Story**

LLD 5 CONCEPTS OF PRINT

Explore the book and how to hold it rightside up. Use the pictures as clues to what is happening in the story.

#### math & reasoning

#### LIFE SKILLS Doctor's Bag

SS 1 CULTURE & COMMUNITY

Decorate a doctor's bag and tend to patients.

#### music & movement

#### **SOUNDS & SIGNS** A Kind Heart

SED 4 SOCIAL RELATIONSHIPS

Discuss kindness and practice making the signs for "heart" and "kind" while listening to

#### art & drama

#### PAINTING Heart Stamping

CA 3 VISUAL ARTS

Stamp hearts onto a paper.

ESSO

## Ant on an Apple

MR 2 SPATIAL AWARENESS

Put ants on big and small letter A apple cards.

## Peekaboo Match

MR 6 CLASSIFICATION

Hide foam hearts under stacking cups. Pick up a cup and see if the color of heart and

## Growing Tall

SED 2 SELF-REGULATION

Dance with a partner, Hold hands and move together to colored papers on different walls.

### **Apple Action Story** Stickers

PD 2 FINE MOTOR

Decorate a Story Scene with stickers.



#### **ACTIVE LISTENING Apple Location Cards** LLD 1 HISTENING

Play a listening game and put an apple card on the body part named.

## A is for Apple

LLD 4 AIPHARETIC KNOWLEDGE

Play with dough on a mat and form the letter A. Put apples in a tree and count the amount.

#### GROUP DANCE Hold Up the Berru

LLD 1 HISTENING

Listen for the color word(s) as the song plays and hold up a foam shape or pompom.

#### DRAMATIC PLAY Lifting Weights

\$\$ 4 HISTORY & SENSE OF TIME

Make a pretend dumbbell and use it while exercising.



#### STORY PLAY Apple Action with Me

LLD 2 COMMUNICATION

Retell the story with the Story Pieces.

#### **MEASURE WITH ME** Simple Scale

SCI 4 TECHNOLOGY

Build a scale and explore weight and measurement.

#### COORDINATION Heart Path

PD 1 GROSS MOTOR

Dance and improve balance by walking heelto-toe on a masking tape path.

#### COLLAGING Shape Person Collage

CA 3 VISUAL ART

Collage shapes to make a person.



#### COMMUNICATION Pie Dough Letters

LLD 4 AIPHABETIC KNOWLEDGE

Explore the letter A while playing with "pie dough."

#### **NUMBER PLAY** Stretch & Breathe

SED 2 SELF-REGULATION

Move a spinner and describe the stretch. Roll the die and hold the stretch to that count.

#### RHYTHM PATTERNS Apple on Mu Head

LLD 1 HISTENING

Follow movement prompts and dance to a song with a ball.

#### COLORING Letter A Colorina

PD 2 FINE MOTOR

Trace over the letter A and explore words that begin with the /a/ sound.