

OUR WEEK WITH

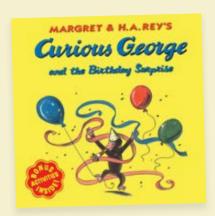


Birthday for Bear

TOGETHER

Happy Birthday

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



Curious George and the Birthday Surprise by Margret & H.A. Rey

Balloon Tennis

What?

In the story of the week at school, we learned about sharing and playing nicely with friends at Bear's Birthday party. Have fun playing with balloons today.

How?

Blow up a balloon and use either a flyswatter or cardboard paper towel roll to hit the balloon. You can attempt to hit it back and forth, but it is enough simply for the child to explore batting the balloon freely.

Why?

This activity supports gross motor skills and helps your child build hand-eye coordination.





Birthday for Bear Calendar



language & literacy

BOOK DISCOVERY Birthday for Bear

LLD 6 READING COMPREHENSION

Read a story and point at pictures.

math & reasoning

SENSORY PLAY Decorate a Cake

MR 1 NUMBER SENSE

Decorate a Sensory Mat with playdough.

music & movement

COORDINATION Letter F Dance

LLD 4 ALPHABETIC KNOWLEDGE

Dance to a song about the letter F.

art & drama

COLLAGING Fox Puppet

LLD 4 ALPHABETIC KNOWLEDGE

Decorate the letter F to look like a fox.

LESSON 2

COMMUNICATION Surprise!

SED 3 ATTENTION & PERSISTENCE

Hide a Forest Friend under a bowl and pick up bowls until you find the Forest Friend. Say, "Surprise!"

Scooping Bears

PD 4 PERSONAL CARE

Practice how to scoop with spoons.

GROUP DANCE Letter G Dance

PD 1 GROSS MOTOR

Dance to a song about the letter G.

DRAMATIC PLAY Gorilla Portrait CA 3 VISUALARTS

Use different tools to create a gorilla portrait.



STORY PLAY Bear's Friends

LLD 2 COMMUNICATION

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

NUMBER PLAY Mud Play

MR 1 NUMBER SENSE

Make groups of bears. Count 3 bears to put in each group. Pretend to have a mud party.

sounds & signs Hot Hippo

LLD 1 LISTENING

Listen to a song and practice making the signs for "hippo" and "hot."



COLORING

Color-by-Letter Tree

PD 2 FINE MOTOR

Color the leaves on a tree by the color and letter code.



PICTURES & LETTERS Cupcake Concepts

LLD 4 ALPHABETIC KNOWLEDGE

Play with cupcakes to identify pictures and letters.

SORTING & SHAPES Hidden Bears Match

MR 7 LOGIC & REASONING

Hide bear counters under cups and name a color, then lift cups until that bear is found.

RHYTHM PATTERNS Letter | Dance

PD 4 PERSONAL CARE

Dance to a song about the letter I.

PAINTING Inchworm

SCI 2 NATURAL & EARTH SCIENCE

Explore bending, tearing and folding paper to make inchworm art.



ACTIVE LISTENING Draw a Balloon

LLD 6 READING COMPREHENSION

Draw or scribble on a paper balloon while listening to a read-aloud. Use the drawings to retell the story.

MEASURE WITH ME High/Low Balloon

MR 4 MEASUREMENT

Explore tossing and catching a balloon or ball and explore height.

Dancing Jellyfish

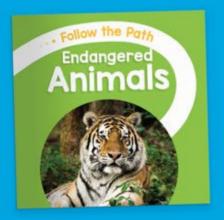
SED 2 SELF-REGULATION

Dance to a song about the letter J.

STICKER ART Bear's Party Stickers

PD 2 FINE MOTOR

Place stickers on a Story Scene and tell a story about a birthday.



OUR WEEK WITH

Endangered Animals



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



Good Night, Gorilla by Peggy Rathmann

TOGETHER

TIME

Hide & Seek Letter

What?

In the story of the week, we learned about endangered animals and how they are hard to find because there are so few on this earth.

How?

Cut a piece of paper into 12 pieces. On one piece, write the first letter of the child's name. Hide both the letter and blank pieces of paper around the room. Go on a letter hunt and encourage your child to keep finding hidden papers until they find the one with the letter on it.

Why?

This activity supports literacy skills including letter recognition, attention and persistence.



Endangered Animals Calendar







LESSON

language & literacy

COMMUNICATION **Endangered Animal Story**

LLD 6 READING COMPREHENSION

Play with Story Pieces and make up your own stories.

math & reasoning

NUMBER PLAY Counting Snakes

MR 1 NUMBER SENSE

Flip cards, identify numbers and count "snakes."

music & movement

RHYTHM PATTERNS Letter T Dance

CA 2 DANCE & MOVEMENT

Dance to a song about the letter T.

art & drama

PAINTING Panda Design

CA 3 VISUAL ARTS

Create a fingerpaint panda bear.

ESSO!

Jumping Tiger LLD 1 LISTENING

Listen actively and follow the one- and two-step directions.

Shape Animal Dominoes

MR 6 CLASSIFICATION

Make a long line of dominoes by matching the shape or animal.

Monkey See, Monkey Do

PD 1 GROSS MOTOR

Lead others in a yoga pose and move like monkeys.

Penguin Paths

PD 2 FINE MOTOR

Trace penguin paths across a page and improve fine motor control.



BOOK DISCOVERY Penguin Slides

LLD 5 CONCEPTS OF PRINT

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

MEASURE WITH ME Twig Measure

MR 4 MEASUREMENT

Measure toys with nature items and determine which are longer or shorter.

GROUP DANCE Letter S Dance

LLD 4 AIPHARETIC KNOWLEDGE

Dance to a song about the letter S.

STICKER ART **Heart Animals**

LLD 2 COMMUNICATION

Choose animal stickers that you like and put them on a heart. Write the names of people and pets you love on the heart too!



PICTURES & LETTERS Where is the Seal?

LLD 6 READING COMPREHENSION

Hold a picture of an animal and stand up when it appears in the book

SENSORY PLAY Bear Ice Plau

SCI 2 NATURAL & FARTH SCIENCE

Play with bear toys on ice in water. Explore concepts of melting glaciers.

SOUNDS & SIGNS Nice Newt. Cute Newt

SED 4 SOCIAL RELATIONSHIPS

Dance to a song about the letter N.

DRAMATIC PLAY Zoo Movements

LLD 1 LISTENING

Choose a favorite animal and walk around the room like that animal



ACTIVE LISTENING Hum the Path

LLD 3 PHONOLOGICAL AWARENESS

Imitate the sounds heard in a read-aloud story.

LIFE SKILLS

Care for the Environment

MR 4 MEASUREMENT

Explore how to water a plant.

CREATIVE MOVEMENT Letter O Dance

CA 2 DANCE & MOVEMENT

Dance to a song about the letter O.

COLLAGING Zoo Rook

PD 2 FINE MOTOR

Use collage shapes to create animals and build a zoo book.

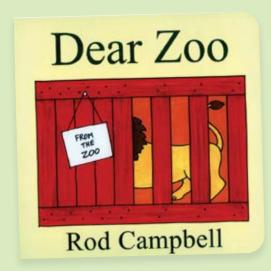


OUR WEEK WITH

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This week, let's read books about going to a zoo. Find this one at your library or on YouTube:



Dear Zooby Rod Campbell

TOGETHER

TIME

Land & Sea Animal Habitat

What?

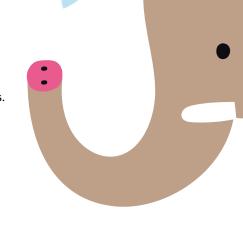
In the story of the week at school, we learned about zoo animals who live on land and in water.

How?

Go outside and work with your child to fill a bin with dirt, sticks, leaves and rocks. Then pour water in one corner to make a small pond. If you have animal figurines, put the animals in the water.

Why?

This activity supports life science skills as you explore how life exists in the water and on land.



Zoo Calendar



language & literacy

LESSON

BOOK DISCOVERY Turn the Page Zoo

LLD 5 CONCEPTS OF PRINT

Show the children one of the Story Pieces and, after turning each page of the book, ask if they see that same animal.

math & reasoning

MEASURE WITH ME Heads & Tails

MR 4 MEASUREMENT

Explore and compare sizes of tails, eyes and ears of animal body parts.

music & movement

CREATIVE MOVEMENT A-A-Alligator

CA 2 DANCE & MOVEMENT

Dance to a song about the letter A.

art & drama

DRAMATIC PLAY Alligator Headband

CA 4 DRAMA

Make an alligator headband with big teeth, then wiggle on your belly.

LESSON 2

PICTURES & LETTERS Animal Pompom Toss

PD 1 GROSS MOTOR

Read the storybook, then toss the pompom toward the matching animal piece when shown in the book. NUMBER PLAY

Counting Birds

MR 1 NUMBER SENSE

Draw a number and put the same number of birds on the alligator's back.

COORDINATION
Letter B Dance

LLD 4 ALPHABETIC KNOWLEDGE

Dance to a song about the letter B.

PAINTING
Bird Puppet
CA 4 DRAMA

Make a bird puppet and pretend to fly it around the room.



Sticky Note Zoo

LLD 2 COMMUNICATION

Peek under a sticky note in a book to see the hidden pictures.

SENSORY PLAY

Bears in Shapes

MR 3 SHAPES

Use playdough to create shapes, then put bears in the shapes.

RHYTHM PATTERNS

Camel Crossing

CA 1 MUSIC

Dance to a song about the letter C.

STICKER ART
Zoo Sticker Scene

PD 2 FINE MOTOR

Put stickers on a page and identify the animals.



STORY PLAY Zoo Leaves

MR 6 CLASSIFICATION

Hide the Story Pieces with matching leaves pulled off the wall.

SORTING & SHAPES
Match the Shapes

MR 6 CLASSIFICATION

Match the shapes on the cards.

SOUNDS & SIGNS

Dolphin Diving Deep Down

SED 3 ATTENTION & PERSISTENCE

Listen to a song and practice making the signs for "dolphin" and "down."

COLLAGING

Dolphin Collage

MR 2 SPATIAL AWARENESS

Arrange shapes to create a dolphin collage.



COMMUNICATION Lion's Leafy Directions

PD 4 PERSONAL CARE

Follow directions and move a leaf as prompted.

LIFE SKILLS Elephant Hose

PD 2 FINE MOTOR

Draw outside on a hard surface with chalk. Explore spraying the chalk with water from a hose. Investigate hoses.

GROUP DANCE Loud Elephants

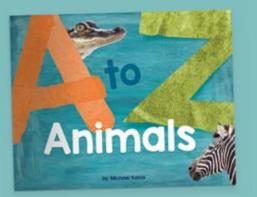
SED 1 SELF-AWARENESS

Dance to a song about the letter E.

COLORING ABC Coloring

LLD 7 WRITING

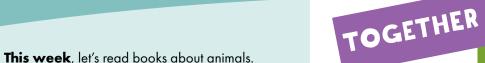
Color and trace over the letters A-B-C.



OUR WEEK WITH

Anto Z Animals

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TIME

Laundry Basket Zoo

What?

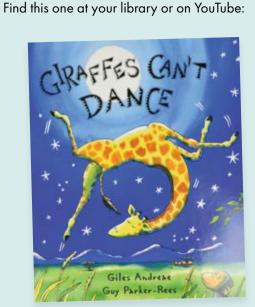
In the story of the week at school, we learned about many different animals that live in a zoo.

How?

Explain that sometimes animals go to zoos when they have been injured in the wild. Invite your child to put stuffed animals or animal figurines in a laundry basket or box. Role-play how to care for the animals like a zookeeper and to create a nice habitat for them to live in the box.

Why?

This activity helps build your child's symbolic thinking as they pretend to take care of the animals.



Giraffes Can't Dance by Giles Andreae



A to Z Animals Calendar



language & literacy

LESSON

BOOK DISCOVERY A to Z Favorites

LLD 5 CONCEPTS OF PRINT

Read the story aloud and talk about the pictures on the page. Talk about a favorite animal.

math & reasoning

MEASURE WITH ME Tiger Races

MR 4 MEASUREMENT

Explore size and distance by walking to Story Pieces taped to a wall.

music & movement

GROUP DANCE Alphabet Song

LLD 4 ALPHABETIC KNOWLEDGE

Raise and lower a parachute to the ABC song. Listen for the first letter of your name and go under the parachute.

art & drama

COLLAGING Llama Textures

PD 2 FINE MOTOR

Decorate the letter L to look like a llama.

LESSON 2

Love All the Animals

LLD 2 COMMUNICATION

Read the book and turn the page. Sign "love" to each animal.

Moose Antler Game

MR 1 NUMBER SENSE

Select a number card and put that many sticks on the moose's antlers.

sounds & signs Letter L Dance

CA 2 DANCE & MOVEMENT

Dance to a song about the letter L.

Moose Headband

PD 2 FINE MOTOR

Trace hands, then cut them out to make big moose antlers. Wear the headband and pretend to be a moose.



ACTIVE LISTENING Move from A to Zoo

LLD 6 READING COMPREHENSION

Read and show the picture of an animal. Move across the room like that animal. Repeat for all animals in the story.

SENSORY PLAY A to Zoo Names

LLD 7 WRITING

Name an animal and put playdough on it. Talk about the letter or what that animal may like to eat.

COORDINATION Letter M Dance

PD 1 GROSS MOTOR

Dance to a song about the letter M.

STICKER ART Land or Water Animals

PD 2 FINE MOTOR

Place animal stickers on a scene in their preferred habitat of either water or land.



STORY PLAY Peek-a-Who Zoo?

LLD 2 COMMUNICATION

Peek an animal above the book, say "hello" and practice saying its name.

SORTING & SHAPES Matching Animals

MR 6 CLASSIFICATION

Use blocks to make homes for each animal card. Place each Matching Animal Card in its home.

RHYTHM PATTERNS Dancing Around the Den

SED 4 SOCIAL RELATIONSHIPS

Dance to a song about the letter P.

PAINTING My Letter Painting

CA 3 VISUAL ARTS

Make the first letter of your name with masking tape. Paint over it, then peel off the tape to reveal your letter.



COMMUNICATION Zoo in My Yard

LLD 2 COMMUNICATION

Add craft sticks to each Story Piece and stick them outside in the yard. Visit and greet the animals in the zoo

LIFE SKILLS

Zookeeper Sweep
MR 6 CLASSIFICATION

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Help clean up by sweeping the pompoms onto the matching color paper.

Rattlesnake Slither

PD 1 GROSS MOTOR

Dance to a song about the letter R.

COLORING Animal Maze

PD 2 FINE MOTOR

Trace paths and complete the animal maze.