WEEK IN REVIEW - 1/14

ART

This week we experimented with a varying forms of paint. We dyed paper using biocolors and then used tools to pull off excess paint to reveal the design underneath. We also used spray bottles (fine-motor) filled with paint at the easel to create some really cool drip effects.





SCIENCE



We had fun with the Icy Hands science activity. We filled latex gloves with colored water and froze them overnight. Then we used droppers (fine motor) to melt them the following day.

MATH/FINE MOTOR



Fine motor activities included architecture this week as our friends impressed us with quite elaborate structures using straws and jacks. So much pre-math learning goes into even the simplest structures (weight/height, volume, balance, measurements, pre-planning, calculation...) and they've advanced from single layer structures to a 3-D structures.



LITERACY/LANGUAGE



We read a Scholastic News article about Martin Luther King and discussed why he was important. We talked about the differences in skin color and how those differences make our world a more beautiful place. We also talked about how God created us all and loves us all!

We agreed that different colors make our world less boring. We did a fun activity where we painted our hands two different primary colors and then shook hands with a partner to make a third color (i.e. blue and yellow make green).

OUR WORLD







Though we have fun with music/movement every day; this week we played a game of bean bag toss using a hula hoop. This was a fun, end of the day treat following a fast and efficient clean up job!

LOOKING FORWARD:

Thank you for the yummy snacks this week Lucy! Next up: Ava

Jan 21 - Martin Luther King Jr. Day *SCHOOL CLOSED*

Jan 23 - St. Jude's Trike-a-thon (bring helmet and bike, trike, or scooter)
Remember to turn in permission slips TOMORROW!

Jan 28 - Fall Deposit DUE

Feb 4 - 8 - Literacy Week

Feb 5 - PTO Books & Burgers

Feb 6 - PTO Café con Libros

Feb 18 - Presidents Day *SCHOOL CLOSED*

Feb 22 - PTO Big Saints Bash