

June Newsletter

Monthly Lesson Plans:

Infants

Week 1 & 2— Exploring Under the Sea, signing “more”, and the color “blue”

Week 3 & 4— Learning about dinosaurs, signing “all done”, and the color “green”

Toddler

Week 1 & 2— Discussing our Dads and how to celebrate them

Week 3 & 4— Welcoming Summer and exploring what the season brings

Preschool

Week 1 & 2— Starting our Africa unit and exploring different science experiments

Week 3 & 4— Welcoming summer and discussing our Dads

Kinder/ Summer Camp

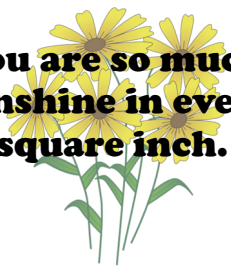
Week 1 & 2— Welcoming Summer campers and summers! Exploring the Wilderness

Week 3 & 4— Exploring the oceans of the world , underwater landforms, and sea creatures

Did you Know...

A flock of flamingos is called a flamboyance.

**You are so much
sunshine in every
square inch.**



News and Events:

June 2nd - First Day of Summer Camp

The first Monday of June starts off our summer camp which will continue on until August 1st.

June 5th - First splash day!

The first Thursday of June will mark the beginning of our Splash Days. Don't forget to bring your little one in their bathing suits with a towel and sunscreen applied.

June 20th - Donuts with Dad

Come and join us for a Fathers Day Celebration! Donuts will be available for all dads and their little ones in the library. Sit down and eat or take it to go!

June 19th - Juneteenth

Celebrating the Emancipation Proclamation.

June 13th - Western Day

Wear your favorite western attire

June 25th - Popsicle Day

We will be enjoying popsicles with our afternoon snack



Sun Threading

What you'll need:

-paper plate -pipe cleaners -beads
-hole punch -paint -scissors

Paint the paper plate and punch holes around the perimeter. Then twist pipe cleaners through the holes and apply beads . All Done!



DON'T FORGET!

First splash day.....5th
Donuts with Dad.....13th
Juneteenth.....19th
Western Day.....20th
Popsicle Day.....25th

JUNE BIRTHDAYS!

6/3 Griffin turns 4!
6/6 Bailey turns 5!
6/8 Nihaar turns 3!
6/9 Asher turns 6!
6/25 Jaxten turns 7!

