

## FAMILY NEWSLETTER

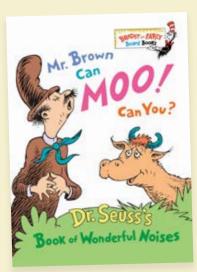
**OUR WEEK WITH** 



# Sounds from the Forest

TIME

**This week**, let's read books about sounds we hear inside and outside. Find this one at your library or on YouTube:



Mr. Brown Can Moo! Can You?

by Dr. Suess

## Nature Drumming

TOGETHER

#### What?

In the story of the week at school, we read about using nature to make different sounds. This week, make nature music with your children.

#### How?

Gather sticks and use them to drum on different objects outside. Try drumming on a tree trunk or the sidewalk. What happens if you wipe a stick back and forth across the leaves of a bush?

#### Why?

This activity encourages curiosity and investigation skills as your child explores pounding on different things. This is key for your child's emerging sense of scientific reasoning skills.





# Sounds from the Forest Calendar





#### language & literacy

## BOOK DISCOVERY Read to Raccoon

LLD 5 CONCEPTS OF PRINT

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

#### math & reasoning

## SORTING & SHAPES Sort Acorns & Leaves

MR 6 CLASSIFICATION

Sort acorns and leaves into two piles. Then sort the acorns by color.

#### music & movement

## RHYTHM PATTERNS Sound Bottles

CA 1 MUSIC

Shake bottles and count aloud with a song.

#### art & drama

## COLLAGING Tree Collage

LLD 2 COMMUNICATION

Gather leaves to make a tree collage.

## LESSON 2

## PICTURES & LETTERS Letter Leaves

LLD 4 AIPHABETIC KNOWLEDGE

Play with leaves and identify letters printed on them.

## Walking with Shapes

SS 3 GEOGRAPHY

Explore walking with a tray and transport the shapes from one table to another.

## GROUP DANCE Flashlight, Shine Your Light

LLD 1 LISTENING

Follow movement prompts while dancing along to a song.

## DRAMATIC PLAY Growing Hair

SCI 2 NATURAL & EARTH SCIENCE

Plant seeds and learn about earth science while watching them grow.



### ACTIVE LISTENING Listen & Draw

LLD 6 READING COMPREHENSION

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

## SENSORY PLAY Bear Counts

MR 1 NUMBER SENSE

Place bottle caps on the mat and take turns counting.

## In & Out of the Square

CA 2 DANCE & MOVEMENT

Dance in personal space in a dance square. Pause the music and run to another square.

## Circle the Sticker

PD 2 FINE MOTOR

Explore putting stickers on a paper, then circle your favorite.



## STORY PLAY Where Is Raccoon?

LLD 6 READING COMPREHENSION

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

## NUMBER PLAY Friction Heat

MR 1 NUMBER SENSE

Identify numbers and rub hands together to create friction and warmth.

## Catching Leaves

PD 1 GROSS MOTOR

Explore tossing and catching leaves while the music plays.

## COLORING Coloring with Friends

LLD 7 WRITING

Draw a self-portrait and color the Forest Friends.



## COMMUNICATION Stick Rhythm Conversation

LLD 3 PHONOLOGICAL AWARENESS

Participate in a call and response game. Tap sticks and repeat the rhythm.

## MEASURE WITH ME Dropping Rocks

SCI 3 PHYSICAL SCIENCE

Measure sound volume by listening to rocks and other objects drop into water.

## SOUNDS & SIGNS Jump & Me

SED 3 ATTENTION & PERSISTENCE

Follow the leader to make the signs for "jump" and "me" while listening to a song.

## PAINTING Splatter Painting SCI 3 PHYSICAL SCIENCE

Create a splatter painting with various tools.



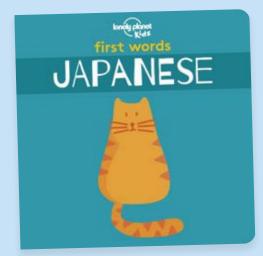
## FAMILY NEWSLETTER

**OUR WEEK WITH** 

# Origami



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



**First Words: Japanese** by Lonely Planet Kids



## Say Cat?

#### What?

In the story of the week, we followed paths to discover origami animals. This week, invite your child to experiment with folding paper.

#### How?

Try folding paper with your child and make different items or animals you see in your house. Whatever you fold, give to your child to open up and unfold. Give your child a new piece of paper to explore and fold or tear any way they want. Have fun in the process.

#### Why?

This activity supports spatial reasoning and fine motor skills.



## Origami Calendar



#### language & literacy

LESSON 1

## BOOK DISCOVERY Trace the Path

LLD 5 CONCEPTS OF PRINT

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

#### math & reasoning

## MEASURE WITH ME Dragon Stars

MR 4 MEASUREMENT

Explore concepts of height by reaching up and tapping the stars hung at different heights with a Dragon Pointer.

#### music & movement

## SOUNDS & SIGNS Follow the Butterfly

CA 2 DANCE & MOVEMENT

Pretend to be butterflies flying around a circle of chairs. Pause the music and invite the children to "land" on the chairs.

#### art & drama

## COLLAGING Leaf Animals Class Book

LLD 5 CONCEPTS OF PRINT

Create leaf "animals" and assemble a class book.

## LESSON 2

## PICTURES & LETTERS Tap the Origami

LLD 1 HISTENING

Listen for one-step directions and tap the named animal.

## SENSORY PLAY Growing Letters

LLD 4 ALPHABETIC KNOWLEDGE

Identify letters on a sensory mat and recreate them with playdough.

## GROUP DANCE Paper Dance

CA 2 DANCE & MOVEMENT

Dance while standing on a piece of paper. Try to stay on the paper for the whole song.

## COLORING Origami Maze

PD 2 FINE MOTOR

Color and follow a maze path to build hand-eye coordination.



## ACTIVE LISTENING Circle Cap Paths

**LLD 3** PHONOLOGICAL AWARENESS

Imitate the sounds heard in a read-aloud story.

## SORTING & SHAPES Origami Matching Game

MR 6 CLASSIFICATION

Play a matching game.

## RHYTHM PATTERNS If You're a Bird

TID 3 PHONOLOGICAL AWARENESS

Sing along to a rhyme and talk about favorite animals.

## STICKER ART Origami Stickers Match

SED 3 ATTENTION & PERSISTENCE

Match stickers to the same picture.



## STORY PLAY Do You Have the Origami Animal?

**LLD 6** READING COMPREHENSION

Hold up the Story Piece when a character is named during a read-aloud.

## LIFE SKILLS Finding Germs

PD 4 PERSONAL CARE

Pick up "germs" and pretend to wash hands while counting aloud.

## COORDINATION Listen for Lightbulb

CA 2 DANCE & MOVEMENT

Use listening skills while dancing and touch your head each time the word "lightbulb" is sung.

## PAINTING Turtle Origami Puppet

CA 3 VISUAL ARTS

Paint designs on a turtle shell with a cotton swab.



## COMMUNICATION Who Is in the Bathroom?

LLD 2 COMMUNICATION

Practice making the signs for "bathroom" and "toilet."

### NUMBER PLAY Clean Water

SCI 2 NATURAL & EARTH SCIENCE

Scoop scraps out of water to clean it up for the animals.

## Folded Fan Dance

CA 2 DANCE & MOVEMENT

Dance with folded paper fans inside a circle on the floor without touching each other.

## DRAMATIC PLAY Heart Puppets

LLD 2 COMMUNICATION

Create a heart with accordion-style arms and legs. Talk about who you love.



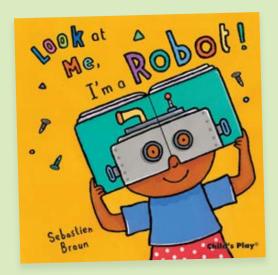
## FAMILY NEWSLETTER

**OUR WEEK WITH** 

# Robots



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



Look at Me, I'm a Robot! by Sebastien Braun

TOGETHER

TIME

## Shape Hunt

#### What?

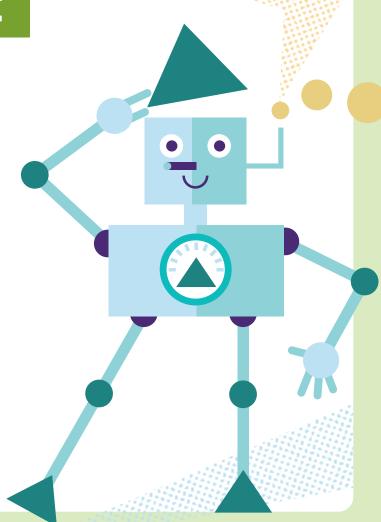
In the story of the week at school, we looked at different shapes and robots on each page. Look for shapes with your child in your home this week.

#### How?

Cut out a shape from paper and show it to your child. Then walk around your home and try to find the same shape in each room of your house.

#### Why?

This activity will help your child with shape identification, as well as spatial awareness.





## Robots Calendar







#### language & literacy

LESSON ROLLED 5

## Robot Flaps

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

## SORTING & SHAPES Robot Shape Matching

MR 2 SPATIAL AWARENESS

Match shapes to a Robot Shape Matching Game.

#### music & movement

## GROUP DANCE Lightbulb Leader

CA 1 MUSIC

Explore following the prompts of clapping, stomping and showing muscles as the music plays.

#### art & drama

## Painting with Ice

SCI 3 PHYSICAL SCIENCE

Use ice colors to paint designs and shapes.



# LESSON 2

### PICTURES & LETTERS Robot Roll

MR 1 NUMBER SENSE

Listen for a number. Roll a ball toward the robot on the paper with that number.

## NUMBER PLAY Spin a Robot

MR 6 CLASSIFICATION

Identify colors on a spinner. Place bottle caps on a Game Board that match the robot colors.

## sounds & signs Freeze Dance

CA 2 DANCE & MOVEMENT

Dance along or around a path and freeze when the music stops.

## PRAMATIC PLAY Robot Mask

CA 4 DRAMA

Decorate a robot mask, then move around the room like robots.



## STORY PLAY Hiding Robot

LLD 2 COMMUNICATION

Hide the Story Pieces one at a time under a bowl. Tell a story about why that character may be hiding.

#### LIFE SKILLS

#### Mixing Experiment

SCI 1 INVESTIGATION & INQUIRY

Explore putting small objects inside bottles, opening and closing them and shaking them.

### CREATIVE MOVEMENT Bot Beats

CA 1 MUSIC

Pound on a box with spoons like a drum and make beats with friends.

#### **COLLAGING**

#### Robot Shape Collage

CA 3 VISUAL ARTS

Explore shapes and make a robot collage out of shapes.



## ACTIVE LISTENING Science Lab

\*\* SCI 4 TECHNOLOGY

Listen to a story and pretend to be scientists.

## MEASURE WITH ME Tall Robot, Short Robot

MR 4 MEASUREMENT

Explore tall and short sizes. Use bottle caps to measure how tall a robot is.

## COORDINATION Superman Robot

SED 2 SELF-REGULATION

Move to the song until the leader says "Superman," then roll onto tummies and do the Superman pose.

## STICKER ART Robot Factory

PD 2 FINE MOTOR

Put stickers on a picture of the robot factory.



## COMMUNICATION Find the Robot

LLD 2 COMMUNICATION

Interact with a book and make the signs for "robot" and "find."

## SENSORY PLAY Shape Press & Fill

MR 3 SHAPES

Explore filling 3D GeoSolids with dough or pressing them into dough to make shape imprints.

## RHYTHM PATTERNS Robot Arms & Legs

LLD 1 LISTENING

Follow directions by moving with the words and music.

## COLORING Science Shape Tracing

MR 3 SHAPES

Identify shapes and trace them with fingerprints.

# Ingenuity!

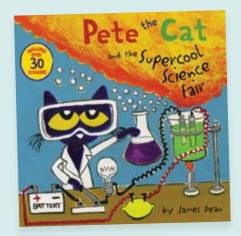
## FAMILY NEWSLETTER

**OUR WEEK WITH** 

# Ingenuity.



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



Pete the Cat and the Supercool Science Fair by James Dean



## Mix the Mixture

#### What?

In the story of the week at school, we read about famous inventors. Pretend to be inventors with your child by exploring kitchen science.

#### How?

Invite your child to help you cook. Your child will especially love the pouring and stirring part! As they stir, talk about how the ingredients mix together. How do they look? How do they feel?

#### Why?

This activity supports both the development of physical science skills and a deeper understanding of cause and effect.





## Ingenuity! Calendar experience R



#### language & literacy

#### **BOOK DISCOVERY** Act Out the Inventor

LLD 5 CONCEPTS OF PRINT

Look at a book's pictures and listen to the story. At the end of each page, act out the story.

#### math & reasoning

#### **SORTING & SHAPES** Lightbulb Shapes

MR 6 CLASSIFICATION

Find hidden shape pieces and match them to the Lightbulb Cards.

#### music & movement

#### SOUNDS & SIGNS Little & Goodbye

LLD 1 LISTENING

Sing along to the song and make the signs for "little" and "goodbye."

#### art & drama

#### PAINTING On Light, Off Light

SCI 4 TECHNOLOGY

Paint a paper lightbulb.



## Similar & Different

LLD 1 HISTENING

Look at the clothes on the Story Pieces and self. What is similar and different?

## Rolling Distance

MR 4 MEASUREMENT

Explore objects that roll and measure how far they go.

#### Boogie Woogie Bridge SS 3 GEOGRAPHY

Walk along a triangle "bridge" path while listening to a song.

## Color Paddle

PD 5 NUTRITION

Explore looking through a colored spy glass.



#### **ACTIVE LISTENING** Tap Head for Invent

LLD 1 HISTENING

Pat your head each time the word "invent" is spoken during a read-aloud.

#### SENSORY PLAY Paintbrush Design

CA 3 VISUAL ARTS

Explore using various tools to paint and create designs.

#### RHYTHM PATTERNS Table Taps

CA 1 MUSIC

Make music with friends by tapping a cup

#### STICKER ART Inventor Names

\$\$ 1 CHITURE & COMMUNITY

Learn the names of famous inventors while playing with stickers.



#### STORY PLAY Inventor Puppet Show

LLD 2 COMMUNICATION

Use Story Pieces to have a conversation with each child's photo.

#### **NUMBER PLAY** Inventors in a Car

SS 2 CIVICS & ECONOMICS

Put different Number Cards on a car and add the matching number of inventor Story Pieces to ride in the car.

#### GROUP DANCE What Can You Invent?

CA 2 DANCE & MOVEMENT

Follow the lyrics and make big, rolling and bouncy movements.

#### COLORING Inventors & Scientists SED 3 ATTENTION & PERSISTENCE

Practice writing and coloring on a vertical surface.



#### COMMUNICATION What Are You Inventing?

LLD 2 COMMUNICATION

Stack, build and create with cups. Ask and answer questions about the creations.

#### LIFE SKILLS Stir the Mixture

PD 4 PERSONAL CARE

Practice self-help skills by using tools to pour, mix and stir.

#### **CREATIVE MOVEMENT** Wind Moves Me

SED 1 SELF-AWARENESS

Try to keep the feathers "dancing" in the air as the song plays.

#### COLLAGING Liquid Solid Blob CA 3 VISUAL ARTS

Explore how liquids become solids in this gluey art experience.