

# FAMILY NEWSLETTER OUR WEEK WITH Building Buddies

TIME

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



**Not a Stick** by Antoinette Portis

# Stick Design

TOGETHER

#### What?

In the story of the week at school, we learned about a raccoon who had to figure out how to cross a river. He used resourcefulness to build a bridge out of sticks and other materials that can be found outside. This week, go outside and build with sticks.

#### How?

Go on a walk and gather as many sticks as you can. Ask your child what they would like to build: a bridge, boat or house. Work together to build it with the sticks.

#### Why?

This activity supports logic and encourages an appreciation of earth science.



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# Building Buddies Calendar



# language & literacy

# BOOK DISCOVERY Read to Raccoon

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

## math & reasoning

NUMBER PLAY Counting Sticks MR 1 NUMBER SENSE

Count quantities up to five.

# music & movement

# RHYTHM PATTERNS Wall Drum

MUSIC

Use craft sticks to tap on paper oval "drums" that are taped to the wall.

## art & drama

#### DRAMATIC PLAY Grass Crown

SCI 2 NATURAL & EARTH SCIENCE

Flamingo Puppet

Make a flamingo puppet and

answer simple questions.

Orange Design

Explore mixing red and yellow paint to

PAINTING

CA 3 VISUAL ARTS

make orange

COLORING

**Raccoon River** 

Make a headband, practice snipping with scissors and put insect stickers in the grass.

# LESSON 2

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# PICTURES & LETTERS Fly Bird, Crawl Cat

Practice signing "bird" and"cat," then walk toward the picture signed.

#### LIFE SKILLS Safe Sticks PD 3 SAFETY

Practice how to hold and walk with a stick safely.

## SENSORY PLAY Calming Waves

SED 2 SELF-REGULATION

Trace over the river waves and relax quietly.

#### SOUNDS & SIGNS Cat & Bird Sign Song CA 2 DANCE & MOVEMENT

Listen for the words "cat" and "bird." Sign the words to the music.

# GROUP DANCE Pass the Orange

SED 3 ATTENTION & PERSISTENCE

Listen to a song and pass a toy orange around a circle.

#### COORDINATION Squish an Oval

**CREATIVE MOVEMENT** 

T GROSS MOTOR

movement prompts.

Safari Movements

Take turns rolling a cube and exploring

PD 2 FINE MOTOR

Explore squishing playdough balls to make ovals.

# to Color the raccoon and river, then tape or glue on a real stick.

# STICKER ART

#### Building Buddy Stickers PD 2 FINE MOTOR

Place stickers on paper to make a design.

# COMMUNICATION Bridge Over Water

Explore making bridges with the body and balancing stuffed animals on the back.

# LESSON

ESSO

# STORY PLAY Hold a Stick

Build a bridge for the Story Piece characters while re-reading the story.

# ACTIVE LISTENING Draw a Bridge

LLD 6 READING COMPREHENSION

Draw or scribble while listening to a readaloud. Use the drawings to retell the story.

# SORTING & SHAPES Shape Beetles

Play a matchina aame with

Play a matching game with Shape Cards, then recreate shape/color patterns with the Pattern Strips.

# MEASURE WITH ME River Jumps

MR 4 MEASUREMENT

Explore stepping over or jumping over a blanket. Pretend it is a river.

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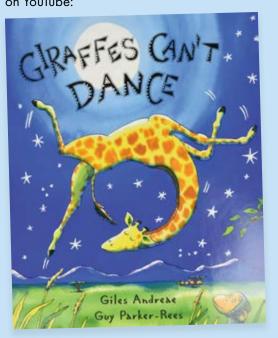


# FAMILY NEWSLETTER

Safari

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



**Giraffes Can't Dance** by Giles Andreae

# TOGETHER TIME The Great Migration

#### What?

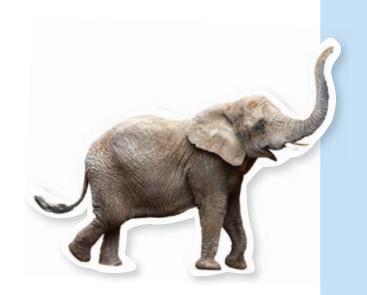
In the story of the week, we followed paths on a page to discover different types of safari animals. Make a path through your house and, with your child, follow it like animals on migration across the great plains.

#### How?

Use masking tape to make a path through your hall, under the kitchen table and to a special place behind your couch. Put a snack, books or animal toys behind the couch.

#### Why?

This activity supports geography skills as your child practices walking on a path. They will also learn about animals and how they migrate to find food, water and safety.





# Safari Calendar

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# language & literacy

### COMMUNICATION **Continent Toss**

ESSON

ESSO

ESSON

LESSON

LESSON

Look at a World Map and talk about colors and animals of the world

## math & reasoning

MEASURE WITH ME **Color Squirt** MR 4 MEASUREMENT

LIFE SKILLS

**Reaching Leaves** 

SCI 2 NATURAL & EARTH SCIENCE

reaching for leaves on tall trees.

Explore concepts of length by squirting water onto a hard surface

Explore how giraffes and elephants eat by

## music & movement

**SOUNDS & SIGNS** Run in the Sun SED 3 ATTENTION & PERSISTENCE

**Dance to Orange** 

**CREATIVE MOVEMENT** 

**Cheetah Fast** 

CA 2 DANCE & MOVEMENT

GROUP DANCE

PD 1 GROSS MOTOR

Sing along to a song and make the signs for "run" and "sun "

Dance with a partner. Hold hands and move

together to colored papers on different walls.

Dance like a cheetah very quickly, then slowly.

## art & drama

#### PAINTING

Passport CA 3 VISUAL ARTS

Explore stamping and making fingerprints in a passport.

#### DRAMATIC PLAY Safari Hat The PD 4 PERSONAL CARE

Create a hat and wear it. Discuss what to wear on safari.

#### STICKER ART African Grasslands Scene LLD 2 COMMUNICATION

Put stickers of the big five animals on an African Grasslands scene.

#### COLLAGING **Colorful Elephant**

Collage square tiles onto an elephant.

#### COLORING Letter C Coloring PD 2 FINE MOTOR

Color items that begin with the letter C.

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#### STORY PLAY Show the Animal LLD 6 READING COMPREHENSION

Listen actively and hold up the Story Piece when a character is named during a story.

#### **BOOK DISCOVERY** Migrate Across the Page LLD 5 CONCEPTS OF PRINT

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

## **PICTURES & LETTERS** Letter Path

# LLD 3 PHONOLOGICAL AWARENESS

Follow a path and practice making /s/ sounds.

**ACTIVE LISTENING** 

**Animal Paths** 

LLD 3 PHONOLOGICAL AWARENESS

Imitate the sounds heard in a read-aloud story.

#### NUMBER PLAY **Hiding Animals** MR 6 CLASSIFICATION

Count the animals on the Counting Strips, then find the matching animal Story Pieces.

SENSORY PLAY C Is for Car

LLD 4 AIPHABETIC KNOWLEDGE

Drive a car on the Letter C road and find objects that begin with the /c/ sound in the sand.

#### **SORTING & SHAPES Protect the Animals** MR 2 SPATIAL AWARENESS

Sort and assemble two-piece puzzle cards.

#### COORDINATION **Resourceful Rhuthm** CA 1 MUSIC

**Oval Herd** 

CA 1 MUSIC

Listen to a song and pound out the rhythm on pots and pans.

Dance and pick up ovals to put on a line.



FAMILY NEWSLETTER

TIME

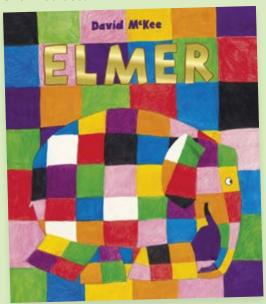
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**This week**, let's read books about elephants. Find this one at your library or on YouTube:



**Elmer** by David McKee

# Hiding Animals

TOGETHER

#### What?

In the story of the week at school, we looked for safari animals in books.

#### How?

Hide a stuffed animal and invite your child to hunt for it. When it is found, feed it some veggies and eat a snack together!

#### Why?

This activity supports logic and reasoning skills by reinforcing that the toy exists even if it can't be seen. When your child keeps looking elsewhere, they practice deductive reasoning and problem-solving.





# language & literacy

BOOK DISCOVERY Look for Lion LLD 5 CONCEPTS OF PRINT Turn pages and look for the lion.

## math & reasoning

SORTING & SHAPES Safari Search & Sort MR & CLASSIFICATION

Hide pompoms around the room, find them and sort them onto matching colored trees.

music & movement

SOUNDS & SIGNS What Rhino?

GROUP DANCE

the song.

CA 1 MUSIC

SED 4 SOCIAL RELATIONSHIPS

**CREATIVE MOVEMENT** 

Safari Animal Dance

Pretend to dance like different animals

Practice signing the words "what" and "rhino" when heard in the song.

Monkey See, Monkey Do

Take turns being the movement leader during

## art & drama

DRAMATIC PLAY Lion Mask

Create a lion mane from a paper plate and pretend to be a lion.

#### STICKER ART Hippo Peekaboo PD 2 FINE MOTOR

Put stickers on a page, fold it up and pull down flaps to play peekaboo.



# COLLAGING Giraffe Collage

Trace the child's foot and cut it out to make a airaffe head.

# PAINTING Zebra Stripes

Draw stripes with chalk to make a zebra.

#### COLORING Letter R Coloring PD 2 FINE MOTOR

Color the letter R and pictures that begin with the /r/ sound.

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ESSON

#### PICTURES & LETTERS Elephant Trunk SCI 1 INVESTIGATION & INQUIRY

Squirt water on blocks with chalk letters and shapes printed on them.

## ACTIVE LISTENING Sticky Note Safari

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

# STORY PLAY Under the Leaves

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

# ESSON Hide or Hi LLD 4 ALF

#### COMMUNICATION Hide & Seek Rhino or Hippo

**LLD 4** ALPHABETIC KNOWLEDGE

Ask "where" questions, play hide and seek with rhinos and hippos and explore the /r/ and /h/ sound.

# SENSORY PLAY R Is for Rhino

Did You Know?

SCI 2 NATURAL & FARTH SCIENCE

LIFE SKILLS

★ LLD 4 ALPHABETIC KNOWLEDGE

Play with dough on a mat, form the letter R and cut pieces to make grass.

Explore fun facts about African animals, then

pretend to be elephants walking in a line.

#### MEASURE WITH ME Heavy as a Hippo

MR 4 MEASUREMENT

Explore the concepts of heavy and light by lifting milk jugs filled with varying volumes of water.

# NUMBER PLAY Giraffe Spots Game

Look at a Giraffe Card, count the spots and put the same number of spots on the poster.

# COORDINATION Cats in Rain

PD 1 GROSS MOTOR

Do the Yoga pose during the song to improve balance, flexibility and strength.

#### RHYTHM PATTERNS Open/Shut Them LLD 1 LISTENING

Follow directions by moving with the words and music.

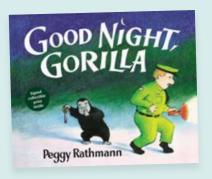


# FAMILY NEWSLETTER

TIME



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



**Good Night, Gorilla** by Peggy Rathmann

# Hide 'n Seek Sock

TOGETHER

#### What?

In the story of the week at school, we imagined socks were safari animals. Try making your own sock puppet this week.

#### How?

Gather wiggle eyes, yarn, felt and some old socks. Work together to hot glue different pieces onto the sock to make silly animals.

### Why?

This activity supports creative thinking and imaginative play.

# , Sockfari Calendar

# language & literacy

#### **BOOK DISCOVERY** Sockfari

**LLD 5** CONCEPTS OF PRINT

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

# math & reasoning

#### MEASURE WITH ME **African Color Patterns** MR 5 PATTERNIS

Explore color patterns and create them with colored bottle caps.

## music & movement

**SOUNDS & SIGNS** Letter S Song CA 2 DANCE & MOVEMENT

Listen for the /s/ sound and wiggle next to the Letter Card like slithery snakes.

### art & drama

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#### PAINTING

#### **African Necklace** SS 1 CULTURE & COMMUNITY

Paint with a cotton swab and make designs on a Maasai necklace

# ESSON

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#### COMMUNICATION Sock Discovery LLD 6 READING COMPREHENSION

Explore the animals from the story by finding them hiding in socks.

#### NUMBER PLAY In My Sock MR 1 NUMBER SENSE

Count the pompoms in a sock.

## SENSORY PLAY S Is for Snake

LLD 4 AIPHABETIC KNOWLEDGE

Play with dough on a mat and form the letter S and count the snakes.

### **SORTING & SHAPES** Sock Shape Toss

MR 3 SHAPES

Toss socks at Shape Targets on the wall.

#### GROUP DANCE **Fast/Slow Parachute** LLD 1 LISTENING

Work together to raise and lower or shake a parachute in slow, then fast movements.

#### **RHYTHM PATTERNS Finding Food** SED 2 SELF-REGULATION

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

#### **CREATIVE MOVEMENT Repeat the Beat**

THE S PATTERNS

Explore rhythms through tapping and pausing to the beat.

#### COORDINATION **Oval Path** PD 1 GROSS MOTOR

Dance and improve balance by walking on a masking tape path. Stomp on the ovals as the song plays

# DRAMATIC PLAY

Plau Hut The second secon Build and decorate a hut and Maasai village.

STICKER ART **Sockfari Story Stickers** PD 2 FINE MOTOR

Decorate a Story Scene with stickers.

### COLLAGING

#### S Snake

CA 3 VISUALART

Collage tissue circles onto the letter S, like snake skin.

#### COLORING Letter S Coloring PD 2 FINE MOTOR

Trace over the letter S and explore words that begin with the /s/ sound.

### **ACTIVE LISTENING** Sock Animal LLD 1 LISTENING

Listen to a read-aloud and practice making the signs for "animal" and "sock."

#### **STORY PLAY Our Sock Puppet** LLD 2 COMMUNICATION

Make conversation between the Story Pieces and a sock puppet you create with the children.

# LESSON

#### **PICTURES & LETTERS Roll to Safetu** LLD 4 ALPHABETIC KNOWLEDGE

Roll a ball toward the letter S or to a specific picture when prompted.

#### LIFE SKILLS Feed the Tiger PD 4 PERSONAL CARE

Talk about tigers and being hungry while feeding a tiger with a spoon.