

OUR WEEK WITH

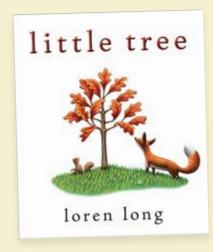


Bang! Boom! Brave.

TOGETHER

TIME

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



Little Tree by Loren Long

Make Some Noise

What?

In the story of the week at school, we learned about a little mouse who is afraid of thunderstorms until he realizes he can make just as much noise as the thunder.

How?

Give your child a wooden or plastic spoon and explore pounding it on different types of pots and pans. Play your favorite song and pound along.

Why?

This activity supports physical science and investigation skills. Exploring why different objects make different noises is a great home STEAM experiment.





Bang! Boom! Brave. Calendar



language & literacy

ROOK DISCOVERY LESSON Read to Mouse LLD 5 CONCEPTS OF PRINT

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

math & reasoning

SORTING & SHAPES Mouse in the House

MR 7 LOGIC & REASONING

Hide a mouse under a color house. Roll a color and see if the mouse is hiding there.

music & movement

COORDINATION **Ouiet as a Mouse**

PD 1 GROSS MOTOR

Explore moving a scarf in the air to mimic the quiet and loud parts of the song.

art & drama

PAINTING Mouse Body

MR 2 SPATIAL AWARENESS

Draw the front half of the mouse.

ESSON

Listen & Draw LLD 5 CONCEPTS OF PRINT

Draw or scribble while listening to

Quiet Mouse

MR 4 MEASUREMENT

Explore making noise at different volume levels.

Pass the Green

SED 3 ATTENTION & PERSISTENCE

Sit in a circle and pass a pompom around to the song.

House Collage

PD 2 FINE MOTOR

Create a gingerbread house collage.



PICTURES & LETTERS B Is for Bang! Boom! MR 6 CLASSIFICATION

a read-aloud.

Talk about the letter B and how it makes the /b/ sound.

SENSORY PLAY Four Bees & a Bear

LLD 4 AIPHARETIC KNOWLEDGE

Play with dough on a mat and form the letter B or count four bees around the bear.

Pound the Drum

CA 1 MUSIC

Pound on a box, then stop pounding until the song says to pound again.

DRAMATIC PLAY Frosting Cookies CA 3 VISUAL ARTS

Explore painting with puff paint and decorate with sprinkles.



STORY PLAY Where Is Mouse?

LLD 6 READING COMPREHENSION

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

NUMBER PLAY Counting Gingerbread

MR 1 NUMBER SENSE

Find the two matching letter Gingerbread and lay them on a tray. Count to six. Roll a die and remove that many gingerbreads.

RHYTHM PATTERNS Dress-Up Band

CA 2 DANCE & MOVEMENT

Play dress-up and follow movement prompts while dancing to music.

COLORING Letter B Coloring

PD 2 FINE MOTOR

Trace over the letter B and explore words that begin with the /b/ sound.



COMMUNICATION More Noise? All Done!

LLD 2 COMMUNICATION

Use the signing words and practice them throughout the day.

LIFE SKILLS

Fire Safetu

PD 3 SAFETY

Practice stopping, dropping and rolling while talking about fire safety.

SOUNDS & SIGNS Letter B Song

CA 2 DANCE & MOVEMENT

Listen for the letter B and dance around the Letter Card.

STICKER ART Count the Mice Stickers

PD 2 FINE MOTOR

Put one mouse in each section of the paper and count 1-2-3-4



OUR WEEK WITH

Winter Sounds

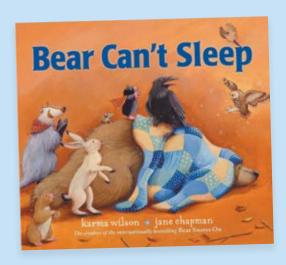




TOGETHER

TIME

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



Bear Can't Sleep by Karma Wilson

Snow Dough

What?

In the story of the week, we followed paths on a page to discover different types of winter animals. Create snow dough and make paths or prints in the snow.

How?

Use this recipe to make the dough: Mix 5 cups of baking soda with 1 cup of hair conditioner. Done! Then add animal figurines to walk in the snow dough and leave tracks.

Why?

This activity supports fine motor development as the child picks up, squeezes and plays with the dough. Finger control, along with eye-hand coordination, is foundational for future writing skills.









Winter Sounds Calendar





language & literacy

ESSON

ROOK DISCOVERY Follow the Path to Winter Sounds

LLD 5 CONCEPTS OF PRINT

Develop book handling skills by following text from left to right. Use a Story Piece to move along the path.

math & reasoning

LIFE SKILLS Sweep It Up

PD 4 PERSONAL CARE

Sweep pompoms to different animal Story Pieces.

music & movement

SOUNDS & SIGNS Baby Bird

SED 3 ATTENTION & PERSISTENCE

Play a game of follow the leader and make the signs for "baby" and "bird."

art & drama

PAINTING Snow Tracks

SCI 2 NATURAL & EARTH SCIENCE

Use cotton swabs to make paint dots like animal tracks

ESSO

ACTIVE LISTENING Rectangle Up & Down

LLD 3 PHONOLOGICAL AWARENESS

Imitate the sounds heard in a read-aloud story. Then use the rectangles to make one long path.

Dripping Icicles

PD 2 FINE MOTOR

Use an eyedropper to paint and explore dripping paint.

Dance from Green to Red

Dance with a partner. Hold hands and move together to colored papers on different walls.

Letter O Colorina

PD 2 FINE MOTOR

Explore the letter O while coloring upside-down



PICTURES & LETTERS Which Nest?

LLD 4 AIPHARETIC KNOWLEDGE

Match bird letters to the letter nests

SENSORY PLAY

O is for Owl

LLD 4 ALPHABETIC KNOWLEDGE

Press cardboard tubes or cups into dough to make the letter O.

CREATIVE MOVEMENT Freeze Owl

CA 4 DRAMA

Dance and fly like snow owls.

STICKER ART Match the Winter Animal

PD 2 FINE MOTOR

Put stickers on matching pictures.



STORY PLAY What Winter Animal?

LLD 6 READING COMPREHENSION

Listen actively and hold up the Story Piece when a type of animal is named during a read-aloud.

SORTING & SHAPES Rectangle Patterns

MR 5 PATTERNIS

Copy the pattern on the strip with foam shapes.

COORDINATION Make Some Music

SED 4 SOCIAL RELATIONSHIPS

Dance expressively while shaking a toy to the beat of the music.

COLLAGING Snowflake Collage

PD 2 FINE MOTOR

Glue confetti dots onto paper strips to make a snowflake.



COMMUNICATION Pass the Ice

LLD 1 HISTENING

Listen to the read-aloud while passing around an ice cube

NUMBER PLAY Musteru Bird

MR 1 NUMBER SENSE

Put the puzzle strips in order from 1 to 10.

RHYTHM PATTERNS Six Little Gingerbread

CA 2 DANCE & MOVEMENT

Use listening skills while acting out the fingerplay showing six fingers.

DRAMATIC PLAY Owl Puppet

Make an owl puppet and fly around the room.



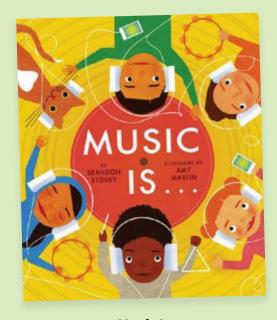
OUR WEEK WITH

Instruments

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



Music Is by Brandon Stosuy



TOGETHER

What?

In the story of the week at school, we looked for instruments in a hide and seek book. Play hide and seek in your home with instruments.

How?

Hide a rattle or other instrument and invite your child to hunt for it. When it is found, shake it!

Why?

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

Instruments Calendar



language & literacy

LESSON 1

COMMUNICATION Guess What I See

LLD 4 ALPHABETIC KNOWLEDGE

Children guess the book picture based on clues.

math & reasoning

NUMBER PLAY Birthday Candles

MR 1 NUMBER SENSE

Roll the die and put that many candles in the dough. Count aloud.

music & movement /3

CREATIVE MOVEMENT String Dance

CA 2 DANCE & MOVEMENT

Dance freely while staying in designated areas.

art & drama

COLLAGING Sewing Stockings

PD 2 FINE MOTOR

Decorate and sew a stocking.

LESSON 2

STORY PLAY Yes or No Instrument

LLD 2 COMMUNICATION

Answer yes/no questions regarding which instrument each child has.

LIFE SKILLS

Window Washing Tray

PD 4 PERSONAL CARE

Use a squirt bottle to wash windows. Draw letters, shapes or numbers on a window with dry-erase marker, then wipe it clean.

SOUNDS & SIGNS Penguin Play

CA 2 DANCE & MOVEMENT

Practice sign language and dance freely to music.

Starlight Wand

Create a star wand and make-believe it is a shooting star.



PICTURES & LETTERS Where Is Polar Bear?

LLD 3 PHONOLOGICAL AWARENESS

Ask "where" questions and play hide and seek with polar bears and penguins. Explore the /p/ sound.

SORTING & SHAPES Shadow Puppets

MR 6 CLASSIFICATION

Explore shadows, then sort and match shapes.

RHYTHM PATTERNS Dance What You Hear

LLD 1 HISTENING

Follow directions by moving with the words and music.

PAINTING Ring a Bell

CA 3 VISUAL ARTS

Design a bell and play a song.

BOOK DISCOVERY Sticky Note Symbols

LLD 4 ALPHABETIC KNOWLEDGE

Identify letters, shapes or numbers and peek under sticky notes.

SENSORY PLAY P Is for Piano

LLD 4 ALPHABETIC KNOWLEDGE

Play with ice on a mat and make the letter P. Count four piano keys and four notes.

COORDINATION Downward Dog Dance

PD 1 GROSS MOTOR

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

COLORING

P Is for Postcard

PD 2 FINE MOTOR

Color and draw to create a winter postcard.



ACTIVE LISTENING Hide & Seek Instruments

SED 3 ATTENTION & PERSISTENCE

Listen to a story and point at pictures.

MEASURE WITH ME Winter Solstice

MR 4 MEASUREMENT

Explore the concepts of longest and shortest.

GROUP DANCE

Perform Loud & Proud

SED 4 SOCIAL RELATIONSHIPS

Take turns being the movement leader during the song.

STICKER ART Instrument Matching

PD 2 FINE MOTOR

Match instrument stickers to the page.



OUR WEEK WITH



The Mississippi Musicians

This week, let's read books that have a repeating beat. Find this one at your library or on YouTube:



This Jazz Man by Karen Ehrhardt

Stuffed Animal Stack

TOGETHER

What?

In the story of the week at school, animal musicians stand on each other's backs to be tall enough to peek into a window. Try stacking stuffed animals at home this week.

How?

Gather a few of your child's plush toys and work together to stack them like a tower. Count how many you can stack before they tumble over.

Why?

This activity supports gross motor and counting skills. Set a goal such as trying to get five animals to stack. Repeat over and over to build persistence and focus.





The Mississippi Musicians Calendar



language & literacy

BOOK DISCOVERY A Musician's Story

LLD 5 CONCEPTS OF PRINT

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

math & reasoning

SORTING & SHAPES Finding Instruments

Match cards and learn the names of instruments.

music & movement

SOUNDS & SIGNS Letter O Song

CA 2 DANCE & MOVEMENT

Listen for the letter O and dance like little otters and octopuses.

art & drama

STICKER ART Mississippi Musician Stickers

PD 2 FINE MOTOR

Decorate a Story Scene with stickers.

LESSON 2

Whose Name Is on Top?

LLD 4 AIPHABETIC KNOWLEDGE

Identify whose photo or Nametag is on the top of the stack of blocks.

SENSORY PLAY Five Rectangles

MR 3 SHAPES

CA 1 MUSIC

Put foam rectangles on a mat or make more out of dough.

GROUP DANCE Hold Up Green

LLD 1 LISTENING

Listen for the color word(s) as the song plays and hold up a foam shape.

PAINTING Blow Art

SCI 3 PHYSICAL SCIENCE

Use a straw to blow and create art.



STORY PLAY I'm a Musician

LLD 2 COMMUNICATION

Make conversation between the Story Pieces and child photos to role-play being in the story and playing instruments.

LIFE SKILLS Breath Control

SED 3 ATTENTION & PERSISTENCE

Use breath to race pompoms and feathers across a finish line.

Frozen Animals

SED 2 SFIF-REGULATION

Freeze, hold different animal poses and count to five.

COLLAGING Rectangle Collage

MR 3 SHAPES

Collage rectangle shapes to create art.



ACTIVE LISTENING Donkeu Kick

LLD 1 LISTENING

Listen for the word "donkey," then kick one foot.

MEASURE WITH ME Stacking Tall

MR 4 MEASUREMENT

Stack cups and compare which tower is taller, then toss pompoms at them.

COORDINATION Dance on the Rectangle

PD 1 GROSS MOTOR

Bend over and place foam shapes or pompoms on a line while dancing along it.

Violin Prop

CA 1 MUSIC

Make a violin prop, then pretend to play it.



COMMUNICATION Donkey & Dog

LLD 1 HISTENING

Listen to a read-aloud and make the signs for "donkey" and "dog."

NUMBER PLAY

Piano Key Game

MR 6 CLASSIFICATION

Find matching colors and patterns.

RHYTHM PATTERNS Repeat the Beat

CA 1 MUSIC

Make music with friends by tapping together with sticks or spoons on one box.

COLORING Coloring Musicians

PD 2 FINE MOTOR

Color the musician animals from the storybook.