

FAMILY NEWSLETTER

OUR WEEK WITH

experience
toddler



Fox Has a Cold

TOGETHER
TIME

Quiet Bag

What?

In the story of the week at school, *Fox Has a Cold*, Fox has to cancel all of his fun plans to stay home and rest. This week, make a special rest bag and use it during quiet time.

How?

Gather a few quiet items and put them in a bag. For example: a few books, squeeze toy, magnetic drawing board, stuffed animal or small toy car.

Why?

By having a special quiet bag, your child will learn to calm and relax after an activity. This may be used during rest time, at a restaurant or when visiting a grandparent. A quiet bag will help make the transition to quiet time feel like an incentive and not a punishment.

This week, let's read books about feeling sick and staying healthy. Find this book at your library or on YouTube:



Bear Feels Sick
by Karma Wilson





Fox Has a Cold Calendar



language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

COMMUNICATION

Sick Fox

SED 3 ATTENTION & PERSISTENCE

Listen to a story and make the signs for "sick" and "fox."

NUMBER PLAY

Matching Sick Cards

MR 6 CLASSIFICATION

Match cards before finding a Sick Card.

GROUP DANCE

Pass the Tissue

SS 3 SPATIAL AWARENESS

Sit in a circle and pass a tissue from child to child.

DRAMATIC PLAY

Fox Face

★ SCI 4 TECHNOLOGY

Talk about body parts while making a fox face.

LESSON 2

BOOK DISCOVERY

Tissue Touch & Listen

LLD 5 CONCEPTS OF PRINT

Listen to a story and wave a tissue before turning a page.

SORTING & SHAPES

Hide & Find Colors

MR 6 CLASSIFICATION

Hide square tiles around the room, then hunt for one color at time.

COORDINATION

Fast Roll

★ PD 1 GROSS MOTOR

Explore rolling a ball back and forth while the music plays.

COLLAGING

Tissue Paper Heart

PD 2 FINE MOTOR

Collage on a heart and give it to someone you love.

LESSON 3

STORY PLAY

Where Is Fox?

LLD 6 READING COMPREHENSION

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

MEASURE WITH ME

Toss the Tissue

★ SCI 1 INVESTIGATION & INQUIRY

Explore high and low by tossing tissues high in the sky.

RHYTHM PATTERNS

Pat the Back

CA 1 MUSIC

Tap gently on a peer's back to the music's rhythm.



COLORING

Fox Coloring

LLD 3 PHONOLOGICAL AWARENESS

Color the fox and trace over the letter F.

LESSON 4

ACTIVE LISTENING

Anansi & the Pot of Wisdom

LLD 6 READING COMPREHENSION

Listen to the story and look at the Story Pieces.

LIFE SKILLS

Spider Web Letters

LLD 3 PHONOLOGICAL AWARENESS

Walk on a chalk spider web to pick up spiders with letters printed on them.

CREATIVE MOVEMENT

Strong Spot

CA 2 DANCE & MOVEMENT

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

PAINTING

African Pot Design

★ SS 1 CULTURE & COMMUNITY

Learn about cultural art and decorate an African Pot.

LESSON 5

PICTURES & LETTERS

Names in the Pot

★ LLD 4 ALPHABETIC KNOWLEDGE

Choose a name and clap the syllables.

SENSORY PLAY

Measuring Sticks

MR 4 MEASUREMENT

Compare sticks to find the longest.

SOUNDS & SIGNS

F Is for Fast

CA 2 DANCE & MOVEMENT

Stomp on lots of Letter F Cards while listening to a song. Move faster and faster with the music.

STICKER ART

Name Stick

LLD 4 ALPHABETIC KNOWLEDGE

Put a sticker on a stick, then use it when lining up or taking turns.



FAMILY NEWSLETTER

OUR WEEK WITH

The Good Knight

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toddler



TOGETHER
TIME

Silly Sounds

What?

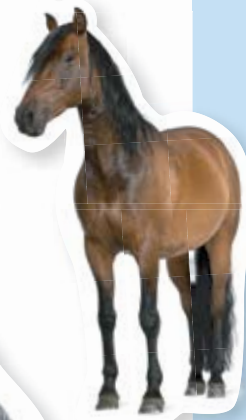
In the story of the week at school (*Follow the Path: The Good Knight*) the children learned about many familiar objects and words that rhyme or have the same ending sound. Play with rhymes during regular routines this week.

How?

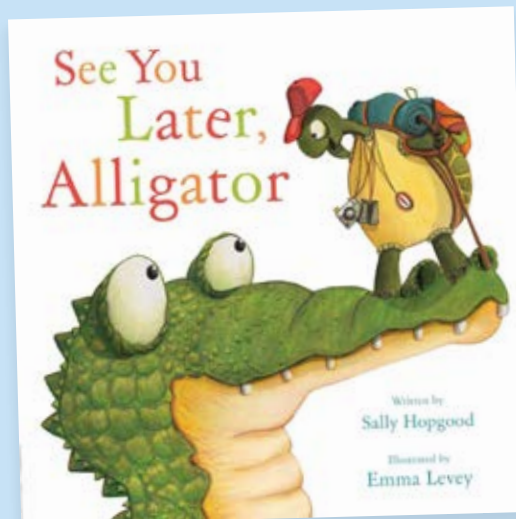
When giving a bath, eating or riding in the car, play a silly rhyming word game. Be silly while talking about "Hannah banana" or a "bubble wubble." Favor using the beginning sound of your child's name.

Why?

This activity builds phonological awareness, a child's ability to isolate and hear different sounds in language. They will repeat the silly sounds and explore how words and sounds can be manipulated.



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



See You Later, Alligator
by Sally Hopgood

The Good Knight Calendar



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LESSON 1

PICTURES & LETTERS Paul Bunyan Food

★ PD 5 NUTRITION

Choose a food photo from a grocery ad and ask the Paul Bunyan Story Piece if he would like to eat that food.

SORTING & SHAPES Pattern Paths

MR 5 PATTERNS

Put square tiles in a matching color order as pictured on the Pattern Cards.

COORDINATION Parachute Path

PD 1 GROSS MOTOR

Balance and walk on a rolled-up parachute path to the music.

COLLAGING Ride a Horse

PD 2 FINE MOTOR

Pretend to ride on a galloping horse.

LESSON 2

ACTIVE LISTENING Follow the Good Knight

LLD 2 COMMUNICATION

Play a game of follow the leader while listening to a story and practicing sign language.

SENSORY PLAY Playdough Pancakes

MR 3 SHAPES

Make pretend pancakes with playdough.

GROUP DANCE Fast Partners

PD 1 GROSS MOTOR

Dance with a partner. Hold hands and move together around a table while the music plays.

COLORING Color the Castle

★ LLD 7 WRITING

Color the castle and trace over the letter C.

LESSON 3

COMMUNICATION What Comes Next?

LLD 6 READING COMPREHENSION

Guess what picture will be on the next page.

MEASURE WITH ME I'm Tall

★ SS 1 CULTURE & COMMUNITY

Explore children's heights and record them on a strip of paper taped on a wall.

SOUNDS & SIGNS Music Coloring C

LLD 7 WRITING

Color a letter C while listening to the song.

STICKER ART My Rhyme Book

LLD 3 PHONOLOGICAL AWARENESS

Build eye-hand coordination by holding the sticker sheet with one hand and peeling off a sticker with the other/dominant hand.

LESSON 4

STORY PLAY Paul Bunyan & the Flapjacks

LLD 6 READING COMPREHENSION

Listen to a story and hold up Story Pieces.

NUMBER PLAY Paul's Puzzles

MR 1 NUMBER SENSE

Assemble a puzzle and identify the numbers along the bottom of the puzzle.

CREATIVE MOVEMENT Step Up

PD 1 GROSS MOTOR

Step onto or over a stool throughout the song.

DRAMATIC PLAY Breakfast Pan

★ PD 3 SAFETY

Learn about kitchen safety and make a pretend pancake pan.

LESSON 5

BOOK DISCOVERY Follow the Path Rhymes

LLD 5 CONCEPTS OF PRINT

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

LIFE SKILLS Flip the Flapjack

LLD 4 ALPHABETIC KNOWLEDGE

Explore kitchen tools and use a spatula to flip a pretend flapjack.

RHYTHM PATTERNS Strong Wind

CA 1 MUSIC

Dance expressively to the music.

PAINTING Self-Portrait

★ SED 1 SELF-AWARENESS

Draw or paint a self-portrait. Name body parts.



FAMILY NEWSLETTER

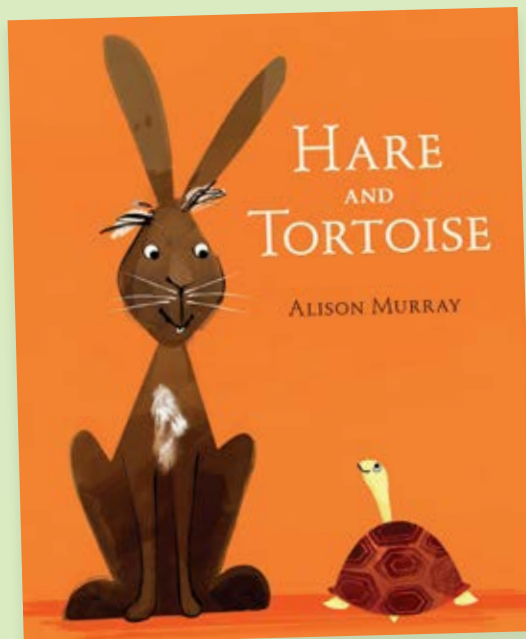
OUR WEEK WITH

The Turtle and the Rabbit

experience
toddler



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



Hare and Tortoise
by Alison Murray

TOGETHER TIME

Race Outside

What?

In the story of the week, *The Turtle and the Rabbit*, the turtle navigates around trees and over rocks. This fable helps children think about setting goals and pursuing them. Go outside today and enjoy racing around the yard and setting speed goals.

How?

Go outside and create a race path. For example, run around the tree, then around the picnic table. Count as your child races. Try again and see if they can go faster.

Why?

This activity helps your child use their memory to recall how to navigate the obstacle and builds important gross motor coordination.





The Turtle and the Rabbit Calendar



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LESSON 1

BOOK DISCOVERY Turtle & Rabbit

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.

LIFE SKILLS Rainbow Race

★ MR 6 CLASSIFICATION

Roll a cube, identify the color and put a pompom on a rainbow.

COORDINATION Turtle Dance

PD 1 GROSS MOTOR

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

COLLAGING Shape Collage

MR 3 SHAPES

Learn about shapes by making a collage.

LESSON 2

PICTURES & LETTERS Turtle Pose Listening

LLD 6 READING COMPREHENSION

Sit in the turtle pose while listening to the story.

SENSORY PLAY Dough Shapes

MR 3 SHAPES

Form dough into different shapes pictured on a sensory mat.

CREATIVE MOVEMENT Fast Rabbit

★ SS 3 GEOGRAPHY

Navigate obstacles while playing follow the leader.

PAINTING Winner Medal

CA 3 VISUAL ARTS

Paint a medal and wear it to celebrate success!

LESSON 3

ACTIVE LISTENING Eyes Closed Storytime

SED 3 ATTENTION & PERSISTENCE

Listen to the story while closing eyes and imagining pictures in the mind.

MEASURE WITH ME Measure Me Tiles

MR 4 MEASUREMENT

Take turns measuring each other with color tiles.

RHYTHM PATTERNS Air Running

CA 1 MUSIC

Lie on back and run feet in air to music.

DRAMATIC PLAY Turtle & Rabbit Puppets

★ MR 2 SPATIAL AWARENESS

Retell the fable of The Turtle and the Rabbit with homemade puppets.



LESSON 4

COMMUNICATION Go & Stop Story

LLD 2 COMMUNICATION

Use the signing word to signal "go" while listening to a story.

NUMBER PLAY Counting Trees

★ MR 1 NUMBER SENSE

Look at a Counting Card and put the same number of pompoms on the card.

SOUNDS & SIGNS Sneaky Stop

CA 2 DANCE & MOVEMENT

Listen for the words "go" and "stop." Sign the words to the music.

COLORING Race Maze

PD 2 FINE MOTOR

Build eye-hand coordination.

LESSON 5

STORY PLAY Hiding Tortoise

★ LLD 2 COMMUNICATION

Hide the turtle Story Piece under a bowl. Tell a story about why the turtle may be hiding.

SORTING & SHAPES Color Path

MR 6 CLASSIFICATION

Sort the color tiles by color, then put them in a long line.

GROUP DANCE Strong Feet

CA 1 MUSIC

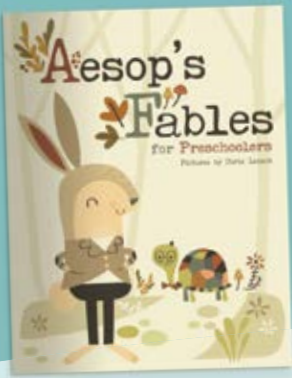
Stand on tape pieces and don't move feet while dancing with arms.

STICKER ART Story Sticker Scene

PD 2 FINE MOTOR

Practice the pincer grip by peeling off stickers and decorating a Story Scene.





FAMILY NEWSLETTER

OUR WEEK WITH

Aesop's Fables

experience
toddler

TOGETHER
TIME

This week, let's read books that feature lions and mice. Keep learning and find this book at your library or on YouTube:



The Lion & the Mouse
by Jerry Pinkney

Caught in Shapes

What?

This month, your child learned about many different shapes. We read different fables and learned about being caught in nets. This week, play games that involve being inside shapes.

How?

Go outside and draw different shapes on a sidewalk or driveway. Invite your child to jump from shape to shape. Name each shape as they land on it.

Why?

This activity helps your child begin to identify shapes as they play. When you use shape vocabulary, they will connect the word to the shape symbol.



Aesop's Fables Calendar



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LESSON 1

ACTIVE LISTENING Lion & the Mouse

SED 3 ATTENTION & PERSISTENCE

Listen to a story and make the signs for "lion" and "mouse."

NUMBER PLAY Finish Line

MR 1 NUMBER SENSE

Take turns rolling a die and moving a piece that many spaces on a Game Board.

COORDINATION March Together

PD 1 GROSS MOTOR

March to the beat while following a masking tape path.

COLLAGING Lion Shaker

★ CA 1 MUSIC

Create a lion shaker, then make music to the beat.

LESSON 2

BOOK DISCOVERY Bell on the Cat

LLD 6 READING COMPREHENSION

Listen to a story and hold up a cat Story Piece.

SORTING & SHAPES Don't Find the Cat

MR 6 CLASSIFICATION

Pick up one tile at a time and count how many collected before finding the Cat Card.

CREATIVE MOVEMENT Sneaky Mouse

CA 2 DANCE & MOVEMENT

Use creative movement to interpret the song through dance.

DRAMATIC PLAY Mouse Headband

★ DRAMA

Create a mouse headband, then crawl around like sneaky mice.

LESSON 3

COMMUNICATION Bundle of Sticks

★ LLD 6 READING COMPREHENSION

Hold up a Story Piece when that character is mentioned during a read-aloud.

SENSORY PLAY Hidden Shape Sticks

MR 3 SHAPES

Pull out a craft stick from dough and name the shape drawn on the stick.

GROUP DANCE Sound Pound

CA 1 MUSIC

Listen and repeat the sounds in the song.

PAINTING Straw Stamping

CA 3 VISUAL ARTS

Explore using straws to stamp paint on paper.

LESSON 4

PICTURES & LETTERS Milkmaid & Her Pail

LLD 6 READING COMPREHENSION

Listen to a story and use the Story Pieces to act out the story.

MEASURE WITH ME Milk Jug Exercises

★ PD 4 PERSONAL CARE

Explore weight by doing exercises with a water-filled milk jug.

RHYTHM PATTERNS Fast, Faster, Fastest

CA 1 MUSIC

Make music by pounding cups on the floor or table to make a walking sound.

COLORING Roll & Color

PD 2 FINE MOTOR

Color the eggs by number.

LESSON 5

STORY PLAY Boys & the Frogs

LLD 6 READING COMPREHENSION

Listen to a story and use the Story Pieces to act out the story.

LIFE SKILLS Number Rocks

★ MR 1 NUMBER SENSE

Play in water and rocks with numbers written on them. Identify the numbers.

SOUNDS & SIGNS Race to a Chair

CA 2 DANCE & MOVEMENT

Walk around a circle of chairs. When the music stops, quickly find a chair and sit down. Play the music and begin walking again.

STICKER ART Frog's Friends

PD 2 FINE MOTOR

Use visual scanning to identify and match a specific named sticker.

