

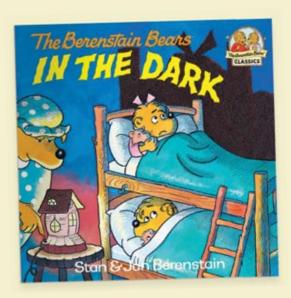
FAMILY NEWSLETTER

OUR WEEK WITH





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



The Berenstain Bears in the Dark by Stan & Jan Berenstain

TOGETHER

TIME

A Walk in the Dark

What?

In the story of the week at school ("Mouse and the Dark Road"), Mouse walks in the dark to his friend's house and overcomes his fears. Go for a walk in the dark with your child.

How?

Either early in the morning or later at night, go for a walk in the dark. Take flashlights. Listen for sounds and talk about feelings.

Why?

This activity builds awareness of the surrounding environment and provides an opportunity for your child to talk about his feelings.





Clack! Mouse and the Clack! Dark Road Calendar







language & literacy

BOOK DISCOVERY Turn the Page

LLD 5 CONCEPTS OF PRINT

Explore the books. Practice turning pages from front to back. Stack a block then turn the page.

math & reasoning

SORTING & SHAPES Tossing Target

MR 6 CLASSIFICATION

Toss colored pompoms towards the matching color heart.

music & movement

CREATIVE MOVEMENT Heart Dance

CA 2 DANCE & MOVEMENT

Dance with scarves inside a heart on the floor without touching each other.

art & drama

DRAMATIC PLAY Mouse Tail

CA 4 DRAMA

Make a mouse tail and pretend to be a mouse.



PICTURES & LETTERS Where Is Mouse?

LLD 6 READING COMPREHENSION

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

MEASURE WITH ME Heavy Book Bag

MR 4 MEASUREMENT

Explore heavy and light by pulling a bag filled with books across the floor toward a picture from the book

COORDINATION Be Brave Dance

CA 2 DANCE & MOVEMENT

While dancing, touch the mouse sticker each time you hear the word "brave."

STICKER ART Mouse Stickers

PD 4 PERSONAL CARE

Name body parts while applying stickers on hands, feet and other parts.



COMMUNICATION Road Sticks

LLD 2 COMMUNICATION

Use the "road" sign throughout the day. Put a stick on a shelf or table each time the word is signed/spoken.

SENSORY PLAY Letter M Mat

PD 2 FINE MOTOR

Decorate a mat with dough to make the letter M and mice.

GROUP DANCE Dance to Purple

CA 2 DANCE & MOVEMENT

Dance with a partner. Hold hands and move together to the purple paper then to the pink paper.



Dip a cotton swab in paint and drag it across the paper to make roads.



STORY PLAY Mouse Ramp

LLD 2 COMMUNICATION

Roll a cube with the story characters. Roll a pompom down a ramp whenever Mouse is rolled.

LIFE SKILLS Dark Hole

SCI 1 INVESTIGATION & INQUIRY

Explore cause and effect. Drop a pompom into a hole in a box. Watch it disappear then find it inside the box.

RHYTHM PATTERNS Knick-Knack Pass the Bone

CA 1 MUSIC

Take turns passing a "dog bone" (stick). Make fists and pound two times on top of the other fist while waiting for the stick.

COLLAGING Love Heart

MR 2 SPATIAL AWARENESS

Arrange a variety of hearts on the paper to create a heart full of love.



Clap for Road

LLD 3 PHONOLOGICAL AWARENESS

Clap hands each time a keyword is sung.

NUMBER PLAY Delivering Sticks

MR 1 NUMBER SENSE

Place colored sticks on the matching mailbox.

SOUNDS & SIGNS Dark Road Dance

CA 2 DANCE & MOVEMENT

Listen for the words "dark" and "road." Sign the words to the music.

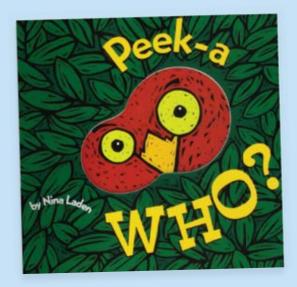
Color Roads

PD 2 FINE MOTOR

Explore tracing lines with different colors.



This week, let's read books about words that rhyme and have the same ending sounds. Find this one at your library or on YouTube:



Peek-a Who?by Nina Laden

FAMILY NEWSLETTER

OUR WEEK WITH

Rhymes



TIME

Car Rhymes

What?

In the story of the week ("Follow the Path Rhymes"), children followed paths to connect two words with similar ending sounds. As you drive together, play a rhyming game.

How?

Look out the window and name an object that you see, e.g., tree. Then say all the words you can think of that rhyme with tree. Encourage your child to repeat the words after you or offer her own ideas.

Why?

This activity builds phonemic awareness which means that children begin to notice slight differences between types of sounds.







Follow the Path Rhymes Calendar



language & literacy

LESSON

BOOK DISCOVERY
Touch Rhyme Path

LLD 5 CONCEPTS OF PRINT

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

math & reasoning

SORTING & SHAPES
Heart Garden

MR 5 PATTERNS

Uncover foam shapes in a tray of sand or other texture, e.g., oats, beans, corn meal. Help children line up the foam hearts to create a purple-pink pattern.

music & movement

GROUP DANCE
Purple Leader

SED 3 ATTENTION & PERSISTENCE

Take turns being the movement leader during the song. Hold the purple ribbon and lead others around the chairs. art & drama

STICKER ART
Sticky Rhymes

PD 2 FINE MOTOR

Use visual scanning to identify a specific sticker.

LESSON 2

Where is the Rhyme?

LLD 2 COMMUNICATION

Tell a story about a missing item that you need to find. Look for it together.

Measure With Me
Measure Your Heart

MR 4 MEASUREMENT

Explore concepts of length by lining up foam hearts to measure each child.

CREATIVE MOVEMENT Heart Dance

MR 3 SHAPES

Stomp along to the beat of a song. Follow a heart path while singing and dancing.

Star Wand

CA 4 DRAMA

Create a star wand then hide it outside in a tree or stick it in the ground.

LESSON 3

COMMUNICATION
Walk Then Jump!

LLD 2 COMMUNICATION

Sign each word while walking then jumping across the room. Repeat multiple times to help memory and recall.

SENSORY PLAY
Where's the Key?

PD 2 FINE MOTOR

Control the small muscles in the fingers by pulling out keys folded into dough.

COORDINATION
Tree Pose

PD 1 GROSS MOTOR

Do yoga poses to the song and bend over, touch toes then reach arms up.

PAINTING
Teapot Painting

LLD 4 AIPHABETIC KNOWLEDGE

Use a brush to paint a paper teapot.



PICTURES & LETTERS Rhyme Match

LLD 2 COMMUNICATION

Roll a cube with Story Cards and follow a path to the matching picture.

NUMBER PLAY

Counting Hearts

MR 1 NUMBER SENSE

Count the hearts and put the same number of foam hearts on the mat.

RHYTHM PATTERNS
Knick-Knack Pattywhack

CA 1 MUSIC

Play a shaker to the music. Follow the rhythm of the song

COLLAGING
Old Lady's Shoe

PD 2 FINE MOTOR

Strengthen fine motor coordination by threading yarn in and out of holes.



Rhyme Read-Aloud
LLD 3 PHONOLOGICAL AWARENESS

Participate in a story read-aloud by imitating the sounds of the path.

LIFE SKILLS

Moon Spoon

SCI 3 PHYSICAL SCIENCE

Explore covering a photo of the moon with cotton balls.

SOUNDS & SIGNS
Jump!

CA 2 DANCE & MOVEMENT

Listen for the words "jump" and "walk." Sign the words to the music.

COLORING
Rhyme Path

LLD 7 WRITING

Strengthen fine motor and crayon control by drawing inside a maze path. Retrace the path in different colors



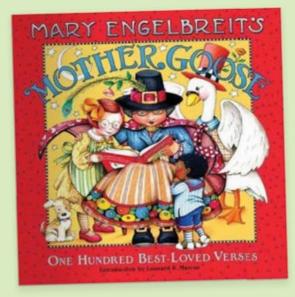
FAMILY NEWSLETTER

OUR WEEK WITH



Little Miss Muffet

This week, let's read books to help our children roleplay the nursery rhyme "Little Miss Muffet." Find this one at your library or on YouTube:



Mary Engelbreit's Mother Goose by Mary Engelbreit

TOGETHER

Sit on Purple

What?

In the story of the week at school ("Little Miss Muffet"), she sits on a tuffet. While playing with your children, look for the color purple then sit on it.

How?

Show your child something purple then look for purple everywhere you go together.

Why?

This activity builds both color recognition and math skills. Point out several colors and discuss if it is purple or not.







Little Miss Muffet Calendar





language & literacy

BOOK DISCOVERY Where Is Miss Muffet?

LLD 5 CONCEPTS OF PRINT

Place sticky notes on each page of the book. Lift the flap and determine if a word or picture is hiding.

math & reasoning

SORTING & SHAPES Color Heart Sort

MR 5 PATTERNS

Invite children to match the color foam hearts to the colored cups.

music & movement

GROUP DANCE Hold Up Pink

LLD 3 PHONOLOGICAL AWARENESS

While the song plays, listen for the word "pink" and hold up the pink paper.

art & drama

STICKER ART Little Miss Muffet & Me

PD 2 FINE MOTOR

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

LESSON 2

PICTURES & LETTERS I'm on a Tuffet LLD 2 COMMUNICATION

Make conversations between the Story Pieces and photo of each child to help them imagine being in the story.

MEASURE WITH ME Spider Near & Far

MR 4 MEASUREMENT

Reach for a pompom while seated and explore concepts of near and far.

CREATIVE MOVEMENT Clap Clap Patty Clap MR 5 PATTERNIS

Explore clapping slow & fast patterns.

PAINTING Handprint Spider



Read the poem "Little Miss Muffet" then add handprint spiders and sticker eyes to a paper frame.



COMMUNICATION Scared Sign

LLD 1 HISTENING

Practice signing the word "scared" each time the word is used in the book.

SENSORY PLAY Spider Dough

PD 2 FINE MOTOR

Play with dough and put sticks in it to make a spider leas.

Purple Walk

🌟 \$\$ 3 GEOGRAPHY

Dance and improve balance by walking heel-to-toe on a ribbon. Step over toys on the line.

Spider Headband

Assemble a spider headband and use it to role-play.



Story PLAY Spider Stack

LLD 4 ALPHABETIC KNOWLEDGE

Roll a picture cube and stack a block every time a spider is rolled.

LIFE SKILLS

Spoonful of Curds

PD 5 NUTRITION

Explore scooping out dry cereal in water with a slotted spoon.

RHYTHM PATTERNS The Brave Ball

CA 1 MUSIC

Play with friends taking turns carrying the ball around a circle of chairs.

COLLAGING Mushroom Polka Dot Collage

PD 2 FINE MOTOR

Create a polka dot "tuffet" (mushroom) with a plate and stickers.



ACTIVE LISTENING Mushroom Touch & Tell

SED 3 ATTENTION & PERSISTENCE

Increase attention span while listening to stories by playing with sensory materials, such as real mushrooms

NUMBER PLAY Spiders on Spots

MR 1 NUMBER SENSE

Recognize the difference between the numerals one, two and three. Put a spider on each spot of a mushroom and count to three aloud.

SOUNDS & SIGNS Sit Scared

CA 2 DANCE & MOVEMENT

Listen for the words "scared" and "sit." Sign the words to the music.

Counting Mushrooms

PD 2 FINE MOTOR

Explore coloring upside-down or in positions other than sitting, e.g., on tummy or back.



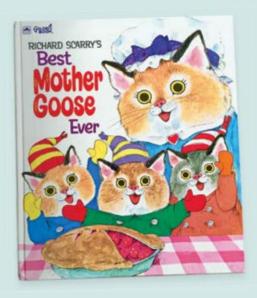
FAMILY NEWSLETTER

OUR WEEK WITH



Nursery Rhymes

This week, let's read Nursery Rhymes and help children discover their favorite rhymes. Find this one at your library or on YouTube:



Richard Scarry's

Best Mother Goose Ever
by Richard Scarry

TOGETHER

Heart Hunt

What?

In the story of the week ("Nursery Rhymes"), children learned about many traditional nursery rhymes. They also learned about heart shapes. Go on your own heart hunt at home or outdoors.

How?

Hunt for hearts in nature, on signs or even on a house. If possible, bring along a camera and take photos of each heart that your child finds.

Why?

This activity helps your child identify shapes in their natural environments. Over time, children discover that objects are made of many shapes. This supports future geometry (as well as drawing and writing) skills.





Nursery Rhymes Calendar



language & literacy

BOOK DISCOVERY Nursery Rhyme

LLD 5 CONCEPTS OF PRINT

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

math & reasoning

SORTING & SHAPES Patty Cakes

MR 6 CLASSIFICATION

Play with two colors of playdough and pat the color named

music & movement

GROUP DANCE Mirror Singing

LLD 3 PHONOLOGICAL AWARENESS

Explore singing while looking in a mirror.

art & drama

STICKER ART **Nursery Rhyme Stickers**

SED 1 SELF-AWARENESS

Practice the pincer grip by peeling off desired stickers and decorating a sheet of paper.

ESSO

Nursery Rhyme Storutelling

LLD 6 READING COMPREHENSION Listen actively and hold up the Story Piece when a character is named during a read-aloud.

Purple & Pink Pie

MR 6 CLASSIFICATION

Explore concepts of matching and sorting colors.

Move When Pink

CA 2 DANCE & MOVEMENT

Dance in personal space on a towel. Run to another towel each time you hear "pink."

Humpty Puppet CA 4 DRAMA

Make a Humpty Dumpty puppet and role-play the rhyme.



Sheep Sign

LLD 2 COMMUNICATION

Use big then small voices while making the "sheep" sign. Explore how tone of voice communicates meaning.

SENSORY PLAY Crooked Paths

PD 2 FINE MOTOR

Use toy cars and drive across dough to make tracks while reciting the nursery rhyme "This Old Man."

Catch Bravery

SED 4 SOCIAL RELATIONSHIPS

Build eye-hand coordination by picking up, tossing and catching pompoms while music plays.

PAINTING Plum Pie Thumb Prints

CA 3 VISUAL ARTS

Make finger- and thumbprints on a paper while reciting the Little Jack Horner rhyme.



STORY PLAY Nursery Rhyme Slap

LLD 2 COMMUNICATION

Recall the story by rolling a ball to an animal Story Piece then answer simple questions about that character.

LIFE SKILLS Tops & Bottoms Puzzle

MR 2 SPATIAL AWARENESS

Match tops and bottoms of animals or nursery rhyme character puzzles. Talk about what goes together.

RHYTHM PATTERNS Silly Hug Dance

CA 1 MUSIC

Hug self and rock side to side throughout song. Demonstrate self-regulation and ability to start and pause.

COLLAGING Little Bou Blue's Lost Sheep

CA 3 VISUAL ARTS

Tear green paper into a strip of grass blades, tape over a sheep then play peekaboo.



ACTIVE LISTENING Draw the Rhyme

LLD 1 HISTENING

Draw or scribble while listening to a story read aloud. Use the drawings as prompts and retell what was heard

NUMBER PLAY Off the Wall

MR 1 NUMBER SENSE

Explore one-to-one correspondence. Put three pompoms on a shelf then knock them off like Humpty Dumpty falling off the wall.

SOUNDS & SIGNS Go to Sleep

LLD 1 HISTENING

Listen for the word "sleep" and sign the word to the music.

COLORING Heu Diddle Diddle

PD 2 FINE MOTOR

Explore different colors while filling in the picture.