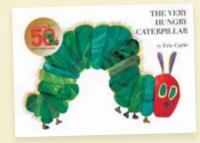


FAMILY NEWSLETTER



Bear's Salad Party

This week, let's read books about planting and gardening. Growing your own food is one way to stay healthy. Find this one at your library or on YouTube:



The Very Hungry Caterpillar by Eric Carle

Salad Wraps

TIME

TOGETHER

What?

In the story of the week at school, Bear grew a garden then had a salad party with his friends. Make your own Salad Party Wraps.

How?

Slice up cucumbers, grate carrots and shred lettuce pieces. Invite your child to layer the veggies onto a tortilla then roll it up to make a salad wrap for a fun and healthy snack.

Why?

This activity nurtures patience and helpfulness while making wraps and waiting to eat them until snack time. It also increases an appreciation of healthy nutrition.



Bear's Salad Party Calendar

language & literacy

BOOK DISCOVERY Bear Block Reading

LLD 3 PHONOLOGICAL AWARENESS

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

math & reasoning

SORTING & SHAPES **Blueberry Toss**

MR 6 CLASSIFICATION

Toss colored pompoms into matching colored cores.

music & movement

RHYTHM PATTERNS **Bend with Scarves** CA 2 DANCE & MOVEMENT

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

art & drama

experience toddlep

DRAMATIC PLAY **Bear Headband** CA 4 DRAMA

Make a Bear Headband then crawl around gathering pretend vegetables.

Where Is the Veggie? TIME SS 4 HISTORY & SENSE OF TIME

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

MEASURE WITH ME Potato Sack Pull SCI 3 PHYSICAL SCIENCE

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

Decorate a mat with dough balls. Pretend they

COORDINATION **Patience Dance** CA 2 DANCE & MOVEMENT

While dancing, touch the bear sticker each time you hear the word "patient."

GROUP DANCE Dance to Blue CA 2 DANCE & MOVEMENT

Dance with a partner. Hold hands and move together to the blue paper then to the yellow paper.

CREATIVE MOVEMENT Pass the Potato

TA 1 MUSIC

Take turns passing a potato. Make fists and pound one on top of the other while waiting for the potato.

SOUNDS & SIGNS Wait Tomato

CA 2 DANCE & MOVEMENT

Listen for the words "wait" and "tomato." Sign the words to the music.

STICKER ART **Bear Stickers** PD 4 PERSONAL CARE

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

PAINTING Dot-a-Seed T CULTURE & COMMUNITY

Strengthen fine motor skills and decorate garden squares with dots of paint on a cotton swab.

COLLAGING **Garden Sauares** TR 2 SPATIAL AWARENESS

Arrange a variety of square tiles on the paper to create a colorful garden picture or collage.

COLORING **Bear's Salad Partu** PD 2 FINE MOTOR

Explore coloring a picture of vegetables in a bowl



ESSON

LESSON

COMMUNICATION Waiting Sticks SED 2 SELF-REGULATION

Use the "wait" sign throughout the day. Put a stick in a cup each time someone uses the signs



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PICTURES & LETTERS Wait with Bear TLLD 2 COMMUNICATION

Roll a cube with the story characters. Toss a pompom into the bowl whenever Bear is rolled.

ACTIVE LISTENING Clap for Bear

LLD 2 COMMUNICATION

Clap hands each time a keyword such as "bear" is spoken during a read-aloud.

LIFE SKILLS

SENSORY PLAY

PD 2 FINE MOTOR

Playdough Plants

are vegetables planted in the garden.

Toss the Salad SED 3 ATTENTION & PERSISTENCE

Explore cause and effect. Take turns carrying a pompom with a spoon and dropping it into a bowl.

NUMBER PLAY **Garden Fences**

MR 1 NUMBER SENSE

Place numbered sticks on a numbered mat in the same order.



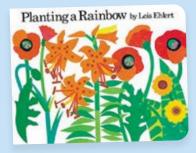
FAMILY NEWSLETTER

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Farm



This week, let's read books about vegetables. Vegetables offer a variety of tastes, textures and colors. Find this one at your library or on YouTube:



Planting a Rainbow by Lois Ehlert

Chalk Plant Paths

TOGETHER

What?

In the story of the week, we followed paths to find which type of food grow on different plants. Go outside and draw your own plant with chalk then walk on the chalk stem.

TIME

How?

Draw one plant that is tall and straight like a corn stalk. Draw another with curlicue paths like a bean plant. Give your child a piece of chalk to draw a plant, too. Walk on the paths forward, backward or even crawl on the chalk plants. To make it more challenging, put objects along the path that your child needs to step around or climb over.

Why?

This activity builds large muscle coordination and balance as children learn to follow the path. Throughout the week, look for more plants and talk about the types of lines your child sees. Try drawing and walking on a similar line.





Farm Calendar



language & literacy

BOOK DISCOVERY Follow the Farm Path LLD 5 CONCEPTS OF PRINT

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

math & reasoning

SORTING & SHAPES Tractor Patterns MR 5 PATTERNIS

MEASURE WITH ME

MR 4 MEASUREMENT

each vegetable.

Square Measure

Dig and find foam shapes in a tray of sand or other texture (e.g., oats, beans, corn meal). Line up squares to create a pattern.

music & movement

CREATIVE MOVEMENT Blue Leader SED 3 ATTENTION & PERSISTENCE

GROUP DANCE

Square Dance

CA 2 DANCE & MOVEMENT

COORDINATION

PD 1 GROSS MOTOR

Pull Up a Carrot

touch toes then reach arms up.

Take turns being the movement leader during the song. Hold the blue ribbon and lead others around the chairs.

Stomp along to the beat of a song. Follow a

square path while singing and dancing.

art & drama

STICKER ART Vegetable Match & Stick PD 2 FINE MOTOR

Use visual scanning to identify a specific sticker.

Veggie Shape Puppets CA 4 DRAMA

Create three shape plants then stick them in the ground and pull them out.

PAINTING **Painting the Barn** MR 3 SHAPES

Dip sponges in paint to stamp squares on paper and paint a barn.

COLLAGING **Carrot Roots**

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

COLORING **Corn Maze** tld 7 writing

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

STORY PLAY **Missing Vegetables** SCI 1 INVESTIGATION & INQUIRY

Hide and seek the vegetable Story Pieces by placing one under a bowl. Tell a story about what food you are looking for.

COMMUNICATION **Carrot Walk**

LLD 2 COMMUNICATION

Sign both words while walking across the room to a photo of the words. Repeat multiple times to help memory and recall.



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PICTURES & LETTERS Veggie Match LLD 2 COMMUNICATION

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

NUMBER PLAY **Counting Flowers**

LIFE SKILLS

Feed the Pia

SCI 2 NATURAL & FARTH SCIENCE

healthy food such as vegetables.

same amount of flowers into playdough.

Explore feeding animals different portions of

Tomato Clap

slow then repeat in a little circle.

Do yoga poses to the song and bend over,

SOUNDS & SIGNS Corn Up High CA 2 DANCE & MOVEMENT

Listen for the words "carrot" and "corn." Sign the words to the music.

ACTIVE LISTENING Farm Path Sounds

LLD 3 PHONOLOGICAL AWARENESS

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

SENSORY PLAY Where's the Bean? PD 2 FINE MOTOR

Control the small muscles in the fingers by pulling out lima beans folded into dough

Explore concepts of length by lining up

foam squares to measure the length of

T MR 1 NUMBER SENSE

Look at a card and count the flowers. Press the

RHYTHM PATTERNS

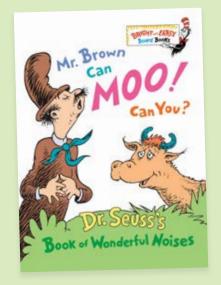
CA 1 MUSIC

Play a shaker to the music. Move it fast and

FAMILY NEWSLETTER OUR WEEK WITH LITTLE BOY BLUE

TIME

This week, let's read books about farm animals. Whether your favorite is cows, horses, pigs or sheep, you'll find lots to read about! Find this one at your library or on YouTube:



Mr. Brown Can Moo! Can You? by Dr. Seuss

Blue Hunt

TOGETHER

What?

In the story of the week at school, Little Boy Blue blew his horn while watching for sheep and cows. Go on your own blue sorting hunt.

How?

Show your child five sticks and ask her to find something blue to earn a stick.

Why?

This activity builds both color recognition and math skills. Find blue and count to five while holding five sticks. Find blue in fabrics, bowls, flowers or even on clothing. Try this while you drive to keep your child learning in the car.



experience

Little Boy Blue Calendar

language & literacy

BOOK DISCOVERY Boy Blue Hide & Seek 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 Square Stack MR 3 SHAPES

Invite children to match shapes and colors of foam squares to squares on the stack mat.

music & movement

CREATIVE MOVEMENT Hold Up Blue LLD 3 PHONOLOGICAL AWARENESS

and hold up the blue paper.

While the song plays, listen for the word "blue"

art & drama

experience **Bb**

STICKER ART Sheep in the Meadow 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.

Painting Corn PD 2 FINE MOTOR

Use bubble wrap to stamp corn textures.

PICTURES & LETTERS Boy Blue & Me PD 3 SAFETY

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

COMMUNICATION

Practice signing the word "sheep." Sign each time the word is used in the Storybook.

Sign Sheep 🛨 LLD 1 LISTENING



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ACTIVE LISTENING Sack of Words LLD 4 AIPHABETIC KNOWLEDGE

STORY PLAY

Wool Wonder

SED 3 ATTENTION & PERSISTENCE

Increase attention span while listening to

stories by playing with sensory materials.

Pull blocks out of a bag and line them up Listen to the words on the blocks.

MEASURE WITH ME Sheep Near & Far

MR 4 MEASUREMENT

Explore concepts of distance. Toss colored pompoms into matching ribbon rings.

SENSORY PLAY Design a Haystack

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

LIFE SKILLS **Spoonful of Corn** PD 5 NUTRITION

Explore feeding by scooping dry corn kernels from one bowl to another. Fill to a predetermined line.

NUMBER PLAY How Many Spots? MR 1 NUMBER SENSE

Recognize the difference between the numerals one, two and three. Put different numbers of spots on cows.

GROUP DANCE **Clap to Four** MR 5 PATTERNS

Bend down and stand up while clapping slowly then quickly.

COORDINATION **Blue Walk**

SS 3 GEOGRAPHY

Dance and improve balance by walking foot in front of foot on a ribbon. Step over toys on the line

RHYTHM PATTERNS The Patient Ball

CA 1 MUSIC

Play with friends by rolling a ball back and forth while a song plays.

SOUNDS & SIGNS Sheep Sleep

CA 2 DANCE & MOVEMENT

Listen for the words "sheep" and "sleep." Sign the words to the music.

Sheep Prints LLD 2 COMMUNICATION

DRAMATIC PLAY

Use fingerprints to paint sheep.

COLLAGING Haustack Collage SCI 3 PHYSICAL SCIENCE

Explore squeezing glue with control while making a haystack collage.

COLORING **Boy Blue** 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** MacDonald - arm TOGETHER



This week, let's read books about diversity and embracing our differences. Find this one at your library or on YouTube:



It's Okay to Be Different by Todd Parr

Square Walk

TIME

What?

In the story of the week, Old MacDonald made his farm welcoming to animals from far and near. Throughout this week's adventure, your child learned to identify squares. Continue the square hunt around your neighborhood.

How?

Go for a walk and hunt for squares found in nature, on signs or even on a house. If possible, bring along a camera and take photos of each square that the child or you find. Review all the square photos at home. Talk about how they are all the same square but different.

Why?

This activity helps your child identify shapes in his natural environment, both 2D and 3D. Over time, he will discover that objects are made of many shapes. This will support his future geometry as well as drawing and writing skills.



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Old MacDonald as a Farm Calenda

language & literacy

BOOK DISCOVERY Old MacDonald

LLD 4 ALPHABETIC KNOWLEDGE

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 Pig Tails

MR 6 CLASSIFICATION

Find then sort pig tails and place them on the matching color pig.

music & movement

GROUP DANCE Sing in the Mirror LLD 3 PHONOLOGICAL AWARENESS

CREATIVE MOVEMENT

CA 2 DANCE & MOVEMENT

COORDINATION

T GROSS MOTOR

Little Barn Dance

music and run to another towel

Explore singing while looking in a mirror.

Dance in personal space on a towel. Pause the

art & drama

experience

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STICKER ART Barn Stickers SED 1 SELF-AWARENESS

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

STORY PLAY Farm Storytelling LLD 6 READING COMPREHENSION

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

COMMUNICATION Cow Signs LLD 2 COMMUNICATION

Use big then small voices while making the "cow" and "farm" signs. Explore how tone of voice communicates meaning.

PICTURES & LETTERS Farm Animal Bowling LLD 2 COMMUNICATION

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

ACTIVE LISTENING Draw the Farm LLD 1 LISTENING

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

MEASURE WITH ME **Big Blue Barn** MR 4 MEASUREMENT

Explore concepts of size. Put the big squares in the big barn bag and the small squares in the small barn bag.

SENSORY PLAY **Tractor Tracks**

PD 2 FINE MOTOR

Use toy cars and drive across dough to make tracks while "planting rows."

LIFE SKILLS Heads & Tails Puzzle

NUMBER PLAY

MR 1 NUMBER SENSE

Counting Eggs

what goes together.

Explore one-to-one correspondence. Put one

pompom in each section of a egg carton.

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

Pick Up Patience

RHYTHM PATTERNS Start & Stop Shake

CA 1 MUSIC

Transition between starting and stopping. Hold the instrument still until the words "round and round" then shake it.

SOUNDS & SIGNS Farm Cow LLD 1 LISTENING

Listen for the words "farm" and "cow." Sign the words to the music.

DRAMATIC PLAY **Pig Pet**

LLD 2 COMMUNICATION

Make a pet pig, help it find "food" then build a pigpen out of blocks.

PAINTING Horse Head CA 3 VISUAL ARTS

Trace the child's footprint and decorate with yarn.

COLLAGING Pet Cow CA 3 VISUAL ARTS

Look at the cow photo and explore the colors and spots. Then tear and glue tissue paper spots onto the cow shape and attach the clothespins as legs.

COLORING **Barn Self-Portrait** PD 2 FINE MOTOR

Draw a self-portrait on a flat surface.

MR 2 SPATIAL AWARENESS

Match heads and tails of animals. Talk about