



MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

WEEK 1

1 **Timpani & Synth**
SED 3 Attention & Persistence
 Listen to a song and play a back-and-forth game. Take turns holding a cube with photos of a timpani and synthesizer.

1 **Pick a Flower**
PD 2 Fine Motor
 Coordinate eye-hand movements to pull flowers out of a pot.

1 **Timber Tree**
MR 2 Spatial Awareness
 Stack cups, then knock them over and shout, "Timber!" Rebuild and repeat.

2 **Log Roll**
SED 2 Self-Regulation
 Roll cardboard tubes down ramps.

2 **Plant a Seed**
PD 2 Fine Motor
 Build coordination by reaching down for a block, then putting it in dirt.

2 **Bloom Lullaby**
MR 3 Shapes
 Roll up in a blanket and rock to a song. Unwrap the blanket and repeat.

3 **Happy Sunshine**
SED 1 Self-Awareness
 Reach for a scarf and pull it off an adult's head. Make silly faces together.

3 **Windy Day**
PD 1 Gross Motor
 Imitate the movements of a scarf and dance to a song in a similar way.

3 **Thunder Shake**
MR 7 Logic & Reasoning
 Play with a toy that makes sounds. Investigate different ways to move the toy to make various sounds.

WEEK 2

4 **Where Is the Leaf?**
SED 4 Social Relationships
 Express concern for a lost leaf. Pick up cups and look for a hiding leaf. Find leaves outside while on a walk.

4 **Chasing Butterflies**
PD 3 Safety
 Respond to the change in music by waving a scarf slowly, then quickly.

4 **Insect Safari**
MR 5 Patterns
 Push a car to different insect photos. Maintain balance while standing and reaching for the insects.

5 **Twinkle, Twinkle**
LLD 3 Phonological Awareness
 Reach for a star while listening to "Twinkle, Twinkle, Little Star." Maintain attention throughout the song.

5 **Glitter Night**
PD 2 Fine Motor
 Investigate a bottle filled with water and glitter. Roll the bottle and watch the glitter move.

5 **Spoonful of Stars**
MR 3 Shapes
 Scoop up dry cereal or other small, edible treats with a spoon. Transfer it to a bowl.

6 **Fishing Trip**
SED 4 Social Relationships
 March around a blanket and act out parts of a fishing trip story.

6 **Waves Around Me**
PD 1 Gross Motor
 Explore shaking a parachute and feeling the waves while on the floor.

6 **Touch a Shell**
MR 4 Measurement
 Explore pasta shells in bags and investigate which bag has more in it.

WEEK 3

7 **Knock, Knock**
LLD 3 Phonological Awareness
 Knock blocks to the rhythm of a song. Explore photos of animals.

7 **Catch the Butterfly**
PD 2 Fine Motor
 Play with links, then grab a link dangling from a scarf to build muscle coordination.

7 **Stick Stack**
MR 4 Measurement
 Stack sticks and watch them tumble. Put them in a container and then dump them back out.

8 **Chase the Fruit**
LLD 1 Listening
 Roll a ball and make a low-to-high sound.

8 **Jump in the Leaves**
PD 1 Gross Motor
 Reach for a moving scarf. Verbally communicate a desire for it, then receive it.

8 **Out of the Nest**
MR 3 Shapes
 Toss rolled-up socks in a laundry basket and climb in the basket, then toss the socks out.

9 **Peek-a-Boo**
SED 1 Self-Awareness
 Explore mirrors and talk about what we see in mirrors and what happens when we no longer see the reflection.

9 **Roar, Bear, Roar!**
PD 1 Gross Motor
 Copy the pattern of raising hands and making a roaring sound.

9 **Rascal Raccoon**
MR 1 Number Sense
 Play Peek-a-Boo with a raccoon puppet. Say, "Hello" to bring the puppet out from hiding.

WEEK 4

10 **Woodpecker Peek**
SED 2 Self-Regulation
 Look through holes in a piece of cardboard and play Peek-a-Boo.

10 **Nod Your Head**
PD 2 Fine Motor
 Dance and move arms up and down.

10 **Squishy Snakes**
MR 2 Spatial Awareness
 Play with noodles (or ribbons) and build fine motor skills.

11 **Wind and River**
LLD 1 Listening
 Follow simple directions as you dance to a song.

11 **Rain Sponge**
PD 4 Personal Care
 Play with water and explore squeezing sponges and washing hands.

11 **Under the Umbrella**
MR 2 Spatial Awareness
 Move around the room and find cups. Pick up the cups to reveal a bottle cap. Stack the cups.

12 **Feather Book**
LLD 5 Concepts of Print
 Look at a book and point at the pictures with a feather.

12 **Spider Legs**
PD 2 Fine Motor
 Pull on ribbons hanging out of box holes and see them get longer.

12 **Dig in the Dirt**
MR 2 Spatial Awareness
 Look at worm cards and push one at a time across the floor.
