



MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

WEEK 1

1 **Wake Up, Puppy**
SED 3 Attention & Persistence
 Interact with a puppy puppet and maintain attention to keep the puppet "happy."

1 **Happy Beats**
PD 1 Gross Motor
 Explore a ball and keep the rhythm while moving to music.

1 **Stuff the Socks**
MR 2 Spatial Awareness
 Explore socks and scarves. Discover ways to use them together.

2 **Pat a Face**
LLD 5 Concepts of Print
 Interact with books and identify pictures by using words or by pointing at them.

2 **Sad Song and Scarves**
PD 2 Fine Motor
 Build balance skills while exploring suspended items.

2 **Ring Drop**
MR 2 Spatial Awareness
 Manipulate and react to the sights and sounds of various circular objects.

3 **Emotion Ball**
LLD 2 Communication
 Play a back-and-forth game as you pass a ball and say different emotion words, such as "happy," "sad" and "scared."

3 **Scary Symphony**
PD 2 Fine Motor
 Bang spoons on objects and explore fast and slow movements, according to the music.

3 **Hide the Toy**
MR 1 Number Sense
 Play Peek-a-Boo and explore covering and revealing familiar objects.



WEEK 2

4 **Making Waves**
SED 4 Social Relationships
 Move a sheet up and down and make waves together.

4 **Surprise Speed**
PD 1 Gross Motor
 Respond to changes in music tempo and volume by moving legs at different speeds.

4 **Nature Bottles**
MR 3 Shapes
 Fill different-sized bottles with nature items, then explore various actions with the materials.

5 **Uh Oh, Kaboom!**
LLD 2 Communication
 Experiment with sounds and gestures using nesting cups.

5 **Loopty Loo**
PD 1 Gross Motor
 Listen to a song and build coordination by playing with a hula hoop.

5 **Feel-a-Bag**
MR 2 Spatial Awareness
 Discover different textures while exploring bags filled with various sensory materials.

6 **Oh Where, Oh Where**
SED 3 Attention & Persistence
 Maintain attention to investigate picture cards and identify the dog picture.

6 **Pulling Emotions**
PD 2 Fine Motor
 Use eye-hand coordination to put sticks in play dough, then remove them. Identify happy or sad faces on the sticks.

6 **Tubes and Scarves**
MR 4 Measurement
 Explore objects and try to fit them through a tube.



WEEK 3

7 **If You're Happy, Clap**
LLD 1 Listening
 Imitate the movements of the song: clap, stomp and shout, "Hooray!"

7 **Catch It**
PD 1 Gross Motor
 Crawl and walk to chase after a rolling wheel toy.

7 **Clap Handprints**
MR 7 Logic & Reasoning
 Explore making handprints and other designs on paper.

8 **Smile, Baby**
SED 3 Attention & Persistence
 Listen to a song and shake an item off your head repeatedly to build anticipation.

8 **Leaf Love**
PD 2 Fine Motor
 Go on a walk and touch leaves. Bring a few leaves back indoors and explore them.

8 **Sensory Smear**
MR 7 Logic & Reasoning
 Explore the reflection in a baking tray, then finger paint with food items of varying textures.

9 **Can You Catch Them?**
LLD 1 Listening
 Explore catching scarves (or bubbles) floating in the air.

9 **Can You Copy Me?**
PD 1 Gross Motor
 Listen to a song and move your head in different ways while making faces in a mirror.

9 **Scribble Fun**
MR 3 Shapes
 Scribble with a crayon or explore drawing on a gel bag.



WEEK 4

10 **It's OK to Cry**
SED 2 Self-Regulation
 Listen to a song and give hugs to comfort stuffed animals and each other.

10 **Tumble Bumble**
PD 2 Fine Motor
 Observe and respond if the child's cues that indicate needs and wants when a tower of blocks tumbles down.

10 **Texture Board**
MR 2 Spatial Awareness
 Explore a board with various textures taped to it.

11 **Syllable Sounds**
LLD 2 Communication
 Pound a spoon on a bowl and communicate with sounds and gestures.

11 **Peek-a-Boo**
PD 1 Gross Motor
 Sing a song while moving around the room and looking at photos.

11 **Wet and Dry**
MR 7 Logic & Reasoning
 Explore the differences between wet and dry textures with water and flour.

12 **Play Choice**
LLD 1 Listening
 Make a choice between two objects. Investigate preferences.

12 **Sneak Around With Me**
PD 1 Gross Motor
 Explore different body parts while moving a ball around the room.

12 **Footprint Fun**
MR 7 Logic & Reasoning
 Explore homemade dough and make a footprint. Bake and record the child's name on the back.

