

LESSON 1

Spyglass



SUPPLIES

- Paper (to share)
- Eye patch
- Yarn
- Crayons/markers
- Tape
- Scissors



SCI 3 Physical Science

Explores forces, motion and physical properties of materials.

CA 4 Drama

Participates in dramatic and symbolic play. Uses and creates props to represent other objects or ideas.

SET UP

BENCHMARK 1

Create and set out two spyglasses.

BENCHMARK 2

Cut each sheet of paper in half and give one piece to each child. Set out the eye patches, yarn, crayons/markers and tape.

BENCHMARK 4

Cut each sheet of paper in half and give one piece to each child. Set out the eye patches, yarn, crayons/markers and tape.

BENCHMARK 6

Cut each sheet of paper in half and give one piece to each child. Set out the eye patches, yarn, crayons/markers and tape.



SCI 3 Physical Science

Invite the child to explore making the spyglasses move with her feet or arms.

Invite children to explore the texture of the paper and yarn as they create.

Invite children to explore the properties of the paper and yarn as they create.

Invite children to use the spyglass and eye patch to look for items with two or more specified properties, i.e., soft and blue.



CA 4 Drama

Invite the child to imitate simple movements with the spyglass, such as dropping, rolling or bringing it up to her eye to look through.

Use the spyglass and eye patch to pretend to look for toys, blocks and so on.

Use the spyglass and eye patch to pretend to look for toys, blocks and so on.

Encourage children to create characters, a setting and even a story as they pretend with their spyglasses.

LESSON 2

Island Exploring



SUPPLIES

- Theme Poster*
- I Spy Glasses: Concepts*
- Bin of sand
- Sand tools: shovels, buckets, scoops
- Toys
- Matching cards or objects
- Cards
- Marker

MR 6 Classification

Matches and sorts.

LLD 2 Communication

Uses language to express ideas.
Uses conversational skills. Uses and expands vocabulary.

SET UP

BENCHMARK 1

Set out two familiar toys.

BENCHMARK 2

Set out a bin of sand, sand tools and a few pairs of matching cards or objects. Bury one from each pair in the sand and lay the others on the table.

BENCHMARK 4

Set out the Theme Poster and I Spy Glasses with a bin of sand and sand tools.

BENCHMARK 6

Create a set of cards and write a feature, such as a color or a texture, on each card. Bury the cards in the bin of sand.



MR 6 Classification

Invite the child to play with one of the toys by name, encouraging him to look at or reach out for it.

Invite the children to take turns digging up an object, then placing it with its match on the table.

Take turns digging up the buried I Spy Glasses and following the prompts on each one.

Invite children to take turns digging up two or more cards, then looking around the room to find an object that has those two features.



LLD 2 Communication

Encourage the child to use sounds or gestures to communicate his preferred toy.

As children play, encourage them to name each object they dig up and use other words like "sand" and "dig."

As children play, encourage them to talk about digging, scooping, exploring and so on.

As children play, encourage them to talk about islands, boats, portholes and other topics from the first two Setting Sail lessons that may have been new to them.

The Captain Says



SUPPLIES

- Circle Time album (see Member Resources)
- Blanket
- Captain's hat

SED 4 Social Relationships

Develops relationships with adults and peers. Participates cooperatively in groups. Identifies and respects differences in others.

LLD 1 Listening

Understands and interprets language (both words and gestures).

SET UP

BENCHMARK 1

Sit together on the floor with a captain's hat or similar hat.

BENCHMARK 2

Sit together on the floor.

BENCHMARK 4

Spread out a blanket on the floor.

BENCHMARK 6

Sing through the verses of the song together.



SED 4 Social Relationships

Invite the child to play peek-a-boo, using the hat to cover your face.

Encourage children to mimic your facial expressions as you sing each verse of the song.

Invite children to hold the edges of the blanket and work together to move it in various ways.

Invite children to pretend they are captains of a ship. Encourage them to discuss what it might be like to travel on a ship for long periods of time and who they would want to take along on a voyage.



LLD 1 Listening

Encourage the child to take a turn hiding behind the hat and peeking out.

Invite children to perform a movement as each verse is sung, such as swaying gently when the water is still or rocking dramatically when the water is rough.

Invite children to listen to lyrics and move the blanket according to the way the water is described.

Invite children to pretend to captain a ship around the room following multi-step directions. For example: move forward through rough water, take a left at the bookshelf and drop anchor at the block area.

If It's Windy & You Know It



SUPPLIES

- ☑ *Circle Time* album (see Member Resources)

SCI 2 Natural & Earth Science

Understands living and nonliving things. Demonstrates knowledge of Earth's environment.

CA 2 Dance & Movement

Expresses through dance. Develops movement techniques.

SET UP

BENCHMARK 1

Play "Happy and You Know It" on the *Circle Time* album.

BENCHMARK 2

Play "Happy and You Know It" on the *Circle Time* album.

BENCHMARK 4

Play "Happy and You Know It" on the *Circle Time* album.

BENCHMARK 6

Play "Happy and You Know It" on the *Circle Time* album.



SCI 2 Natural & Earth Science

Talk about weather as you sing and dance to the song and invite the child to notice the weather around her.

Talk about hot and cold weather, clouds, rain and wind.

Talk about types of weather.

Talk about types of weather and in which places in the world each might occur.



CA 2 Dance & Movement

Encourage the child to communicate her feelings about the weather through body language, such as squinting or turning away from bright sunshine.

Invite children to dance and use gestures to show the different weather types as you sing a version of the song for each.

Dance expressively while listening to the song and insert different weather terms into the lyrics.

Dance expressively while listening to the song and insert different weather terms into the lyrics.

My Sunshine



SUPPLIES

- Straws
- Die (from Lesson 1)
- Playdough
- Scissors
- Toy
- Sun photo/drawing
- Marker
- Cards
- Lines cut sheet
- Circle cut sheet



MR 1 Number Sense

Identifies numerals. Determines quantities. Understands operations.

PD 2 Fine Motor

Builds strength and coordination of small movements.

SET UP

BENCHMARK 1

Hold a preferred toy or a drawn picture of a sun.

BENCHMARK 2

Cut the straws in half then set them out with a ball of playdough. Write one number 0-3 and the corresponding number of dots on each of four cards, spread them out on the table and turn them over.

BENCHMARK 4

Cut the straws in half then set them out with the die and two balls of playdough.

BENCHMARK 6

Set out a sheet of paper with cut lines to create twenty equal strips, a sheet of paper with cut lines for a circle, a ball of playdough and a pair of scissors for each child, along with the die.



MR 1 Number Sense

Excitedly count aloud the number of times the child makes contact with the preferred toy or sun drawing.

Invite the children to take turns turning over a number card and identifying the numeral or counting the dots.

Roll the die and count the dots aloud.

Invite each child to roll the die three times, counting to find the total number of dots rolled.



PD 2 Fine Motor

Encourage the child to reach out and make contact with the preferred toy or sun drawing with his hands or feet.

Encourage the child to insert the same number of straw segments into the ball of dough, counting together as the straws are inserted and again as they are removed.

Insert straw segments into one ball of dough then roll again and insert that number of segments into the second dough ball. Which "sun" has more "sun rays"?

Encourage each child to cut out their circle and paper strips, then arrange the pieces into a sun with the same number of rays as the total number of dots each child rolled.

LESSON 6

Crab Shaker



SUPPLIES

- Paper (to share)
- Dancing on Treasure Island* album*
- Sticker eyes
- Soufflé cup with lid
- Glue
- Tape
- Scissors
- Bin of sand
- Crayons/markers



CA 1 Music

Expresses through music. Develops rhythm and tone.

PD 2 Fine Motor

Builds strength and coordination of small movements.

SET UP

BENCHMARK 1

Make and set out a crab shaker.

BENCHMARK 2

Set out soufflé cups and lids, sand, sticker eyes, glue and tape.

BENCHMARK 4

Cut each sheet of red paper in half and give one piece to each child. Set out all other listed supplies.

BENCHMARK 6

Cut each sheet of red paper in half and give one piece and a pair of scissors to each child. Set out all other listed supplies.



CA 1 Music

Encourage the child to reach for, make contact with and grasp the crab shaker.

Assist each child with creating a shaker instrument with a cup, lid, sand and sticker eyes.

Create a shaker instrument with a cup, lid, sand and sticker eyes.

Create a shaker instrument with a cup, lid, sand and sticker eyes. Encourage children to draw and cut out claws, legs or other additions to their crab shakers using the red paper.



PD 2 Fine Motor

Listen to music and invite the child to explore making sounds with her voice and the crab shaker.

Listen to music and explore various rhythms, patterns and volumes with the shaker.

Listen to music and explore various rhythms, patterns and volumes with the shaker.

Listen to music and explore various rhythms, patterns and volumes with the shaker. Invite children to create their own rhythm patterns.

LESSON 7

Sand Castle



SUPPLIES

- Inspiration Photo
- Sand shapes
- Background paper
- Glue
- Crayons/markers
- Scissors
- Sand (optional)



MR 3 Shapes

Identifies shapes and their characteristics.

CA 3 Visual Arts

Expresses through 2D and 3D visual arts.
Develops visual art techniques.

SET UP

BENCHMARK 1

Set out large crayons and background paper.

BENCHMARK 2

Set out Inspiration Photo, sand shapes, crayons and background paper.

BENCHMARK 4

Set out Inspiration Photo, sand shapes and background paper.

BENCHMARK 6

Set out Inspiration Photo, sand shapes and background paper.



MR 3 Shapes

Invite the child to explore the crayons and background paper.

Show a sand shape, then invite children to find an identical one in their own sand shapes.

Invite children to look at the photo and point out various shapes they recognize.

Invite children to look at the photo and point out various two- and three-dimensional shapes they recognize.



CA 3 Visual Arts

Encourage the child to express his emotions as he explores the crayons, background paper and making marks.

Encourage children to use the sand shapes and crayons to create their own sand castle scene.

Encourage children to use the sand shapes to create their own sand castle scene.

Encourage children to use the sand shapes to create their own castle scene. When finished, invite them to explain their process.

LESSON 8

Seashells



SUPPLIES

- Title Display
- Inspiration Photo
- Shell noodles
- Paper plate
- 1 Tbsp. oil
- 1 c. sand
- 1 c. warm water
- 2 c. flour
- Paint
- Paintbrushes
- Glue
- Spoon
- Large bowl



SET
UP

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6

Set out paper plate, paint and dry jumbo shell pasta.

Set out the Inspiration Photo, noodles, paper plates and other materials.

Set out the Inspiration Photo, noodles, paper plates and other materials.

Set out the Inspiration Photo, noodles, paper plates and other materials.



MR 3 Shapes

Invite the child to explore the pasta, paint and paper.

Encourage children to notice a shape in their artwork and find a matching shape in the Inspiration Photo.

Encourage children to identify shapes in the Inspiration Photo, then name similar shapes as they create their own art.

Encourage children to identify two- and three-dimensional shapes in the Inspiration Photo, then name similar shapes as they create their own art.



CA 3 Visual Arts

Encourage the child to explore painting with her hands, fingers and dry jumbo shell pasta.

Invite children to explore using materials to create impressions and shapes in the dough.

Invite children to explore using materials to create impressions and shapes in the dough.

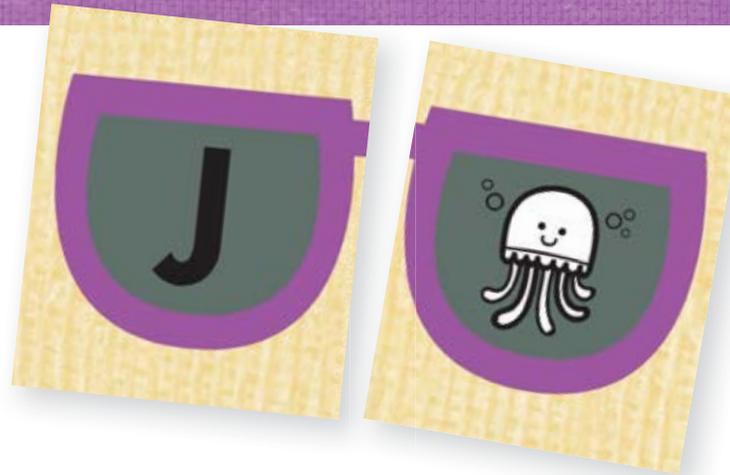
Invite children to explore using materials with varying techniques to create impressions, shapes and other effects in the dough.

Search for Sounds



SUPPLIES

- Sunglasses Game
- Scissors
- Rattle/noisemaking toy
- Cards
- Marker



LLD 3 Phonological Awareness

Hears small units of sound.

SED 3 Attention & Persistence

Attends and engages. Shows flexibility and inventiveness.

SET UP

BENCHMARK 1

Set out a rattle or other noise-making toy.

BENCHMARK 2

Cut a few pairs of sunglasses of different colors in half. Place one half of each spread out on the table.

BENCHMARK 4

Cut the sunglasses in half, then place the pieces on the table.

BENCHMARK 6

Cut the sunglasses in half, then place the pieces on the table. Set out three cards each with a number one through three written on it.



LLD 3 Phonological Awareness

Encourage the child to babble or vocalize using sound, volume and inflection.

Invite the children to take turns receiving a half of a pair of sunglasses from you, then find the other half on the table by matching the color. Encourage the children to listen to and repeat the letter sound as each match is made.

Invite children to play a game that matches a letter with an image that begins with that letter sound.

Invite children to play a game that matches a letter with an image that begins with that letter sound.



SED 3 Attention & Persistence

Invite the child to make eye contact as you talk with him. Encourage him to shift his attention to the rattle by shaking it and then to shift his attention back to you by quieting the rattle and resuming talking with him.

Encourage children to continue taking turns and matching sunglasses until all matches have been made.

Encourage children to connect the sunglass halves each time they successfully make a match of letter sound and image.

Encourage children to connect the sunglass halves each time they successfully make a match of letter sound and image. Invite them to place the completed pair under the number card that matches the number of syllables in the word.

Safe from the Sun



SUPPLIES

- Cube Cards: Body Parts
- Beach towel
- Pocket Cube
- Scissors
- Tape



PD 4 Personal Care

Implements self-help routines for hygiene and dressing.

LLD 2 Communication

Uses language to express ideas. Uses conversational skills. Uses and expands vocabulary.

SET UP

BENCHMARK 1

BENCHMARK 2

BENCHMARK 4

BENCHMARK 6

Insert the Body Parts Cube Cards into the cube.

Insert the Body Parts Cube Cards into the cube.

Insert the Body Parts Cube Cards into the cube.



PD 4 Personal Care

Invite the child to interact with you during a personal care task, such as washing her hands or applying sunscreen before playing outside.

Roll the cube and encourage children to point to the same part on their own body.

Invite children to take turns rolling the cube and identifying body parts. Pretend to spread sunscreen on that body part.

Invite children to take turns rolling the cube three times and identifying the body parts. Pretend to spread sunscreen on those body parts. Encourage them to discuss other ways they keep their bodies healthy and safe.



LLD 2 Communication

Encourage the child to communicate throughout the task using noises and gestures.

Encourage children to say or repeat the name of the body part out loud.

Talk about sun safety and why sunscreen is important.

Encourage children to discuss sun safety and why sunscreen is important. Invite them to share about a time when they spent a lot of time in the sun and/or got a sunburn.

Find the Jewels



SUPPLIES

- Cube Cards: Jewel Shapes
- Jewel shapes
- Box or basket
- Paper plates
- Tape
- Beanbag
- Various toys
- Cards
- Markers



MR 3 Shapes

Identifies shapes and their characteristics.

PD 1 Gross Motor

Builds strength, coordination and balance of large muscles.

SET UP

BENCHMARK 1

Set out a few toys of various shapes and sizes.

BENCHMARK 2

Draw shape cards that match the cube cards and set them out. Tape the treasure chest to a box across the room.

BENCHMARK 4

Hide each jewel shape under a plate. Tape the treasure chest to a box.

BENCHMARK 6

Hide each jewel shape under a plate. Tape the treasure chest to a box.



MR 3 Shapes

Encourage the child to reach out for, hold and explore the different toys.

Hold up a Cube Card and invite children to take turns finding the matching shape card.

Invite children to select a Cube Card and name the shape, then try to find a match under a plate.

Invite children to select a Cube Card, name the shape and whether it is two- or three-dimensional, then try to find a match under a plate.



PD 1 Gross Motor

Encourage the child to sit, independently or with support, as he explores the toys.

After identifying the matching shape card, encourage the child to move across the room and place it in the treasure chest.

After identifying the shape on a Cube Card, encourage children to take turns tossing the beanbag onto any plate and looking for a matching shape underneath.

After identifying the shape on a Cube Card, encourage children to take turns tossing the beanbag onto any plate, walking forward to the plate and looking for a matching shape underneath, then returning by walking backward.

Exploding Numbers!



SUPPLIES

- Lava Number Mat & Cards
- Soufflé cups (10)
- Scissors
- Timer (optional)
- Cards
- Marker
- Tape (optional)



MR 1 Number Sense

Identifies numerals. Determines quantities. Understands operations.

SED 4 Social Relationships

Develops relationships with adults and peers. Participates cooperatively in groups. Identifies and respects differences in others.

SET UP

BENCHMARK 1

Invite the child to sit or lie with you on the floor.

BENCHMARK 2

Replace numbers 4-10 on the Number Mat with ones, twos and threes. Set out the Number Mat and cups. Place the number cards 1-3 upside down in a pile.

BENCHMARK 4

Set out the Number Mat and cups. Place the cards in a pile.

BENCHMARK 6

Replace the numbers on the Number Mat with numerals 11-20 and set out the Number Mat and cups. Create numeral cards 11-20 and place them in a pile.



MR 1 Number Sense

Invite the child to listen as you sing a favorite song involving numbers such as 'One, Two, Buckle My Shoe.'

Shuffle the upside down number cards. Invite children to take turns selecting a card, turning it over and covering a matching number on the Number Mat with a cup. Replace the number card and shuffle them, then repeat.

Invite children to select a Number Card, then cover that number on the mat with a cup.

Invite children to select a Number Card, identify the number, then cover that number on the mat with a cup.



SED 4 Social Relationships

As you sing, encourage the child to participate and respond with eye contact and gentle touch.

Encourage children to greet one another at the beginning of the game and remain together until the numbers on the Number Mat are all covered.

Encourage children to take turns and practice kindness.

Encourage children to take turns, practice kindness and notice and respond to the feelings of others in the group.

Cave Crawl



SUPPLIES

- Alphabet Cards (from Lesson 2)
- Sheet
- Toys
- Cards
- Markers

LLD 4 Alphabetic Knowledge

Identifies letters and words. Makes letter-sound connections and decodes words.

MR 6 Classification

Matches and sorts.

SET UP

BENCHMARK 1

Invite the child to sit or lie with you under a table covered with a sheet. (Pretend it is a cave.) Set out a few favorite toys.

BENCHMARK 2

Spread out five Alphabet Cards on the table. Spread out five matching Alphabet Cards beneath a table covered with a sheet. (Pretend it is a cave.)

BENCHMARK 4

Spread out one set of Alphabet Cards on the table. Spread out the other set beneath a table covered with a sheet. (Pretend it is a cave.)

BENCHMARK 6

Create cards with a two- or three-letter word written on each and spread them out beneath a table covered with a sheet. (Pretend it is a cave.) Write half of the cards in one color and the other half in a different color.



LLD 4 Alphabetic Knowledge

Invite the child to explore the toys and the "cave." Encourage her to babble or repeat sounds as she explores.

Invite children to choose one card from the "cave" and point to the letter.

Invite children to choose one card from the "cave" and identify the letter.

Invite children to take turns choosing a word card from the cave and sounding the word out.



MR 6 Classification

Invite the child to identify one of the favorite toys by name.

Encourage children to find the matching letter card on the table.

After naming one letter in the cave, encourage children to find the matching letter card on the table.

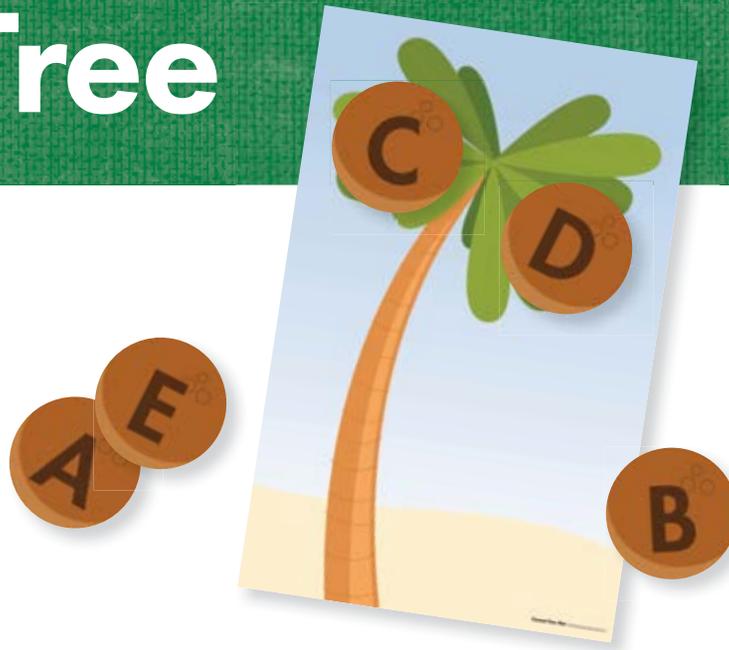
Encourage children to choose a word card that has two characteristics, such as a three-letter word that is blue.

Alphabet Tree



SUPPLIES

- ✓ Coconut Tree Mat
- ✓ Coconut Letters
- ✓ Ahoy! ABC (from Lesson 1)



LLD 4 Alphabetic Knowledge

Identifies letters and words. Makes letter-sound connections and decodes words.

LLD 5 Concepts of Print

Uses print concepts and explores books and other text.

SET UP

BENCHMARK 1

Set out the book and Coconut Letters.

BENCHMARK 2

Set out the book and five of the Coconut Letters face up.

BENCHMARK 4

Set out the Coconut Tree Mat, Coconut Letters and the book.

BENCHMARK 6

Set out the Coconut Letters and the book.



LLD 4 Alphabetic Knowledge

Read the story. Invite the child to look for familiar objects, such as trees, on the pages.

Read the book, inviting children to take turns turning each page.

Invite one child to turn over a letter and identify it. Find the same letter on the Coconut Mat.

Invite children to explore building two- to four-letter words with the Coconut Letters.



LLD 5 Concepts of Print

Invite the child to open and close the book. During the story, show a letter in the book that matches one of the five Coconut Letters.

Encourage children to find the matching Coconut Letter. Invite them to point to and “read” the words on the page before proceeding.

Encourage children to find that letter (or a picture that begins with that letter sound) in the book, then place the Coconut Letter on the Mat.

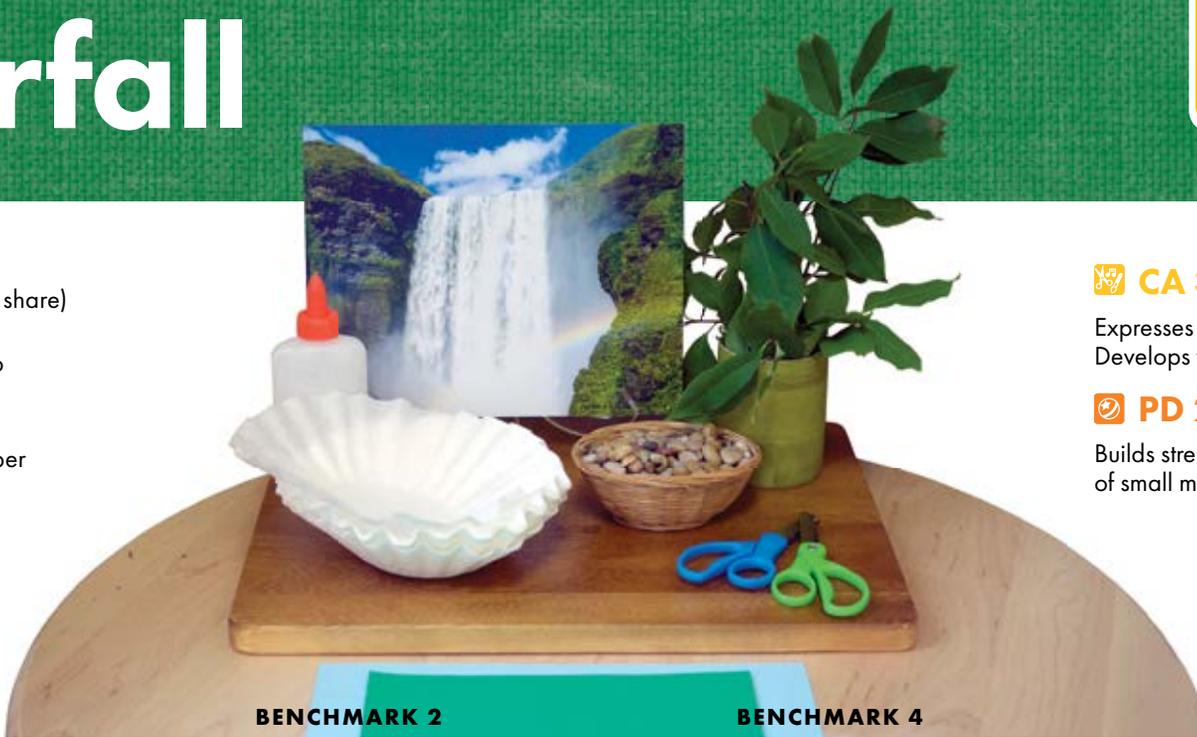
Discuss the author and illustrator of the book and invite children to describe each role. Encourage children to identify the punctuation on each page of the story as it is read.

Waterfall



SUPPLIES

- Paper (green, to share)
- Title Display
- Inspiration Photo
- Coffee filter
- Pebbles
- Background paper
- Nature items
- Scissors
- Glue
- Colored paper



CA 3 Visual Arts

Expresses through 2D and 3D visual arts. Develops visual art techniques.

PD 2 Fine Motor

Builds strength and coordination of small movements.

SET UP

BENCHMARK 1

Set out a half sheet of green paper, coffee filters and nature items.

BENCHMARK 2

Cut each sheet of green paper in half. Give each child one piece. Set out the Inspiration Photo, coffee filters, nature items and glue.

BENCHMARK 4

Cut each sheet of green paper in half. Give each child one piece. Set out the Inspiration Photo, coffee filters, pebbles, nature items, scissors and glue.

BENCHMARK 6

Cut each sheet of green paper in half. Give each child one piece. Set out the Inspiration Photo, coffee filters, pebbles, nature items, colored paper, scissors and glue.



CA 3 Visual Arts

Invite the child to explore the materials.

Encourage children to look at the photo, then create their own waterfall art.

Encourage children to look at the photo, then create their own waterfall art.

Encourage children to look at the photo, then create their own waterfall art. Once finished, invite each child to explain their process.



PD 2 Fine Motor

Encourage the child to reach out for and make contact with or grasp the materials.

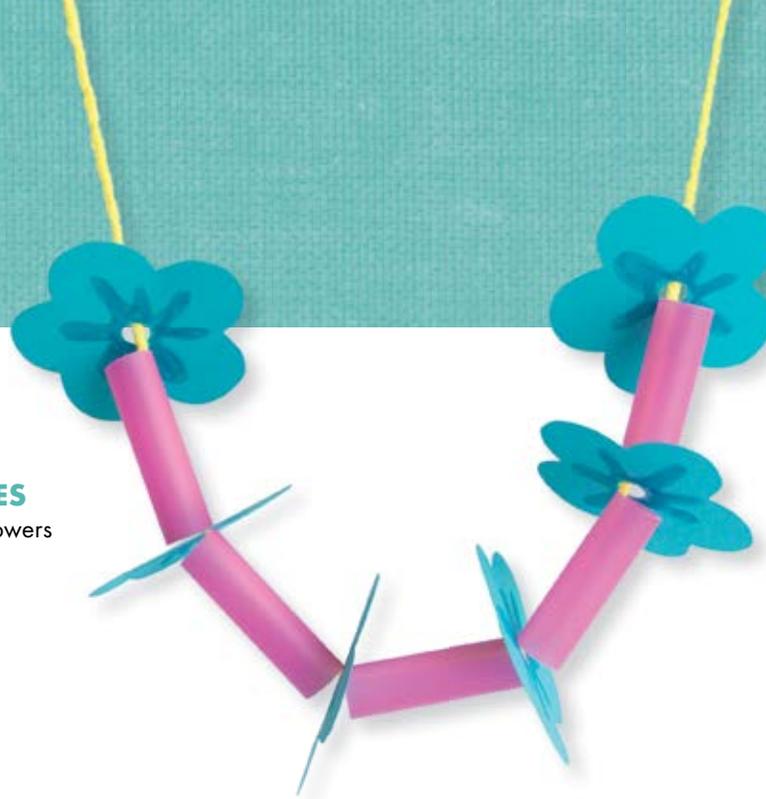
Invite children to tear, glue and color.

Invite children to tear, cut, glue and color.

Invite children to tear, draw and cut shapes from the colored paper, glue and color.

LESSON 16

Lei



SUPPLIES

- Paper flowers
- Yarn
- Straw
- Markers
- Scissors

PD 2 Fine Motor

Builds strength and coordination of small movements.

CA 4 Drama

Participates in dramatic and symbolic play. Uses and creates props to represent other objects or ideas.

SET UP

BENCHMARK 1

Make and set out a lei.

BENCHMARK 2

Set out paper shapes, yarn, straws, markers and scissors.

BENCHMARK 4

Set out paper shapes, yarn, straws, markers and scissors.

BENCHMARK 6

Set out paper shapes, yarn, straws, markers and scissors.



PD 2 Fine Motor

Invite the child to reach out for the lei.

Cut the straws into pieces. Encourage children to decorate the flowers with markers as desired. Invite them to hand you straws and flowers to string onto their piece of yarn.

Cut the straws into pieces. Encourage children to decorate the flowers with markers as desired, then thread them and the straws onto the yarn.

Cut the straws into pieces. Encourage children to decorate the flowers with markers as desired, thread them and the straws onto the yarn and tie the ends of the yarn into a necklace.



CA 4 Drama

Invite the child to explore touching, holding and wearing the lei.

Demonstrate putting on a lei and invite the children to put their own leis on.

Wear the leis during snack time or in the dramatic play area and pretend to be at a luau.

Invite children to create a setting, characters and events to tell a story about a luau while wearing their leis.

Island Moves



SUPPLIES

- Cube Cards: Movement Concepts
- Pocket Cube
- Tape
- Ball (optional)

LLD 1 Listening

Understands and interprets language (both words and gestures). Follows directions.

PD 1 Gross Motor

Builds strength, coordination and balance of large muscles.

SET UP

BENCHMARK 1

Invite the child to sit or lie with you on the floor. Set out the cube, a ball or another similar object.

BENCHMARK 2

Insert the Movement Cube Cards into the cube.

BENCHMARK 4

Insert the Movement Cube Cards into the cube.

BENCHMARK 6

Insert the Movement Cube Cards into the cube.



LLD 1 Listening

Talk with the child about the object. Demonstrate hitting, pushing or dropping the object and encourage him to imitate the action.

Roll the cube, say the movement out loud and demonstrate it, then encourage children to do the movement.

Invite children to listen to each prompt, then explore each creative movement.

Invite children to roll the cube two or three times in a row. Say the sequence of movements out loud and encourage children to carry out the sequence.



PD 1 Gross Motor

Invite the child to sit independently or with support as they explore the object and imitate actions.

Invite children to take turns rolling the cube to repeat the activity and explore more movements.

Encourage children to follow the suggested movements: swim, surf, hula and so on.

Encourage children to explore different ways to move their bodies. Invite them to create their own sequences of 3 or more movements.

Balance Tricks



SUPPLIES

- Pillows

SED 4 Social Relationships

Develops relationships with adults and peers. Participates cooperatively in groups. Identifies and respects differences in others.

PD 1 Gross Motor

Builds strength, coordination and balance of large muscles.

SET UP

BENCHMARK 1

Set out a small pillow.

BENCHMARK 2

Set out two pillows.

BENCHMARK 4

Set out two pillows.

BENCHMARK 6

Set out two pillows.



SED 4 Social Relationships

Play peek-a-boo using the pillow to hide your face. Invite the child to take turns playing the game.

Invite children to mimic your facial expressions as they stand on a pillow and pretend to surf.

Invite children to take turns demonstrating moves and cheering on peers.

Invite children to describe who they would want to accompany them on a surfing trip and why.



PD 1 Gross Motor

Encourage the child to sit independently or with support during the peek-a-boo game. After the game, invite her to explore sitting on the pillow.

Encourage children to explore balancing on one pillow, balancing on two pillows or walking across the pillows.

Explore gross motor movements while balancing on a pillow and pretending to surf.

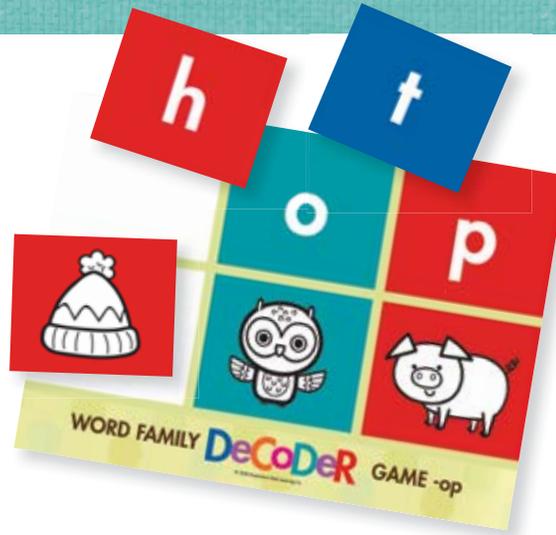
Encourage children to explore gross motor movements while balancing on pillows and pretending to surf. Place more 'surfboards' on the floor and invite them to leap, hop or 'swim' from surfboard to surfboard.

Loud Letter Sounds



SUPPLIES

- Decoder Poster
- Decoder Game: -op
- Mini Decoder Game: -op
- Drum & mallet
- Scissors
- Figurines or objects



LLD 4 Alphabetic Knowledge

Identifies letters and words. Makes letter-sound connections and decodes words.

LLD 3 Phonological Awareness

Hears small units of sound.

SET UP

BENCHMARK 1

Set out a few familiar objects or figurines.

BENCHMARK 2

Set out the h, p and t letter tiles.

BENCHMARK 4

Give each child a Mini Decoder Game.

BENCHMARK 6

Give each child a Mini Decoder Game.



LLD 4 Alphabetic Knowledge

Invite the child to identify one of the objects or figurines by name.

Point to each tile and say the name of the letter. Invite children to repeat the letter name.

Work together to build the words hop, pop and top.

Encourage children to build the words hop, pop and top.



LLD 3 Phonological Awareness

Encourage the child to babble or vocalize as he explores the objects or figurines.

Point to each tile again and say the letter sound. Invite children to repeat the letter sound.

Point to each letter and say each letter sound.

Invite children to create and read nonsense -op words using other letters, e.g., zop, gop or dop.

Sunset Words



SUPPLIES

- Word Strips
- Nametags (from Lesson 1)
- Crayons
- Paper

LLD 7 Writing

Uses writing to represent meaning.

PD 2 Fine Motor

Builds strength and coordination of small movements.

SET UP

BENCHMARK 1

Set out paper and crayons.

BENCHMARK 2

Set out Word Strips, Nametags, paper and crayons.

BENCHMARK 4

Cover the words on the Word Strips so only the pictures are visible.

BENCHMARK 6

Set out the Word Strips, paper and crayons.



LLD 7 Writing

Invite the child to explore the crayons and paper.

Invite children to explore making random marks on their paper using the crayons.

Invite children to take turns selecting Word Strips and copying those word on their papers. Then choose a friend's Nametag and write that word.

Invite children to write their first and last name on the top of their paper, then take turns selecting Word Strips and writing the words on their papers by sounding them out.



PD 2 Fine Motor

Encourage the child to reach out to make contact with or grasp the crayons and paper.

Encourage children to use a fist grasp while exploring making marks with the crayons.

Fill a paper with words in various colors.

Continue until the paper is filled with words in various colors.