



Superheroes

WEEK 1 SUPERHERO DRESS-UP

STEAM STATION	YOUR SUPPLIES	BIG QUESTION AND INSPIRATION PHOTOS	TEACHER TIPS
LESSON 1 Super Blocks M 2a Spatial Awareness PD 2 Fine Motor	Blocks Paper Crayons	 	Set out a variety of blocks, paper and crayons. Invite the children to arrange the blocks on the paper in a design or symbol. Trace around them to reveal the design. Put the blocks back on the outlines, if desired.
LESSON 2 Disguise Shop SED 1d Self-Awareness SS 1c Culture & Community	Glasses Hats Masks Capes Mirrors	 	Set out clothing and accessories. Encourage the children to try on different disguises and look into the mirror. Prompt them to look for similarities and differences within each other while wearing disguises.
LESSON 3 Flying High SCI 1b Investigation & Inquiry SCI 3a Physical Science	Pillowcases Stuffed animals		Bring pillowcases and stuffed animals outside. Encourage the children to hold the corners of a pillowcase with one or more peers and toss a stuffed animal into the air, then try to catch it in the pillowcase.
LESSON 4 Nature Mask CA 3a Visual Arts PD 2 Fine Motor	Nature items Tray Scissors Glue Paper plates	 	Gather leaves and other nature items or invite the children to search for nature items outside. Place all of the gathered items on a tray. Cut paper plates in half and set out some glue. Encourage the children to glue nature items onto paper plates to create masks.
LESSON 5 Stringing Belts ATL 1b Attention & Persistence PD 2 Fine Motor	Items with holes: leaves, beads, fabric Hole punch String	 	Gather a variety of items that have holes or create holes using a hole punch. Set out string and encourage the children to thread desired items to create superhero belts.

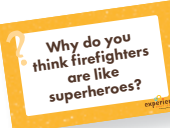
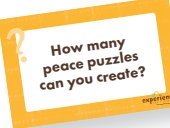
WEEK 2 SUPER POWERS

LESSON 6 Disappearing Prints SCI 3b Physical Science PD 2 Fine Motor	Playdough Small items: beads, coins, blocks	 	Set out playdough and small items on the table. Invite the children to explore pressing items into playdough, then making them disappear by kneading or wiping them away.
LESSON 7 Lightning Speed ATL 1b Attention & Persistence PD 1 Gross Motor	Buckets/containers Basket of balls or beanbags Timer	 	Set out buckets/containers throughout an outside area. Place a basket of balls or beanbags in an accessible place. Set a timer and encourage the children to run around to each container and drop a ball. Encourage them to put a ball in each container before the timer goes off.
LESSON 8 Fly Over Cities SS 3a Geography CA 4a Drama	Boxes Markers/crayons People figurines or stuffed animals	 	Gather a variety of boxes to create pretend buildings and draw small "windows" on each. Encourage the children to set up a city. Set out people figurines or stuffed animals and encourage the children to fly them from building to building.
LESSON 9 Heavy Metals SCI 1a Investigation & Inquiry SCI 3b Physical Science	Metal items: paper clips, magnets, keys Magnetic wands		Set out metal items with the magnetic wands. Invite the children to explore using the tool to lift the metal items. If desired, set out non-magnetic items as well.
LESSON 10 Foggy Symbols SCI 3b Physical Science LLD 7a Writing	Mirrors	 	Set out mirrors in the dramatic play area. Invite the children to explore breathing onto the mirrors to fog them up, then explore writing letters, numbers or shapes in the fog.

WEEK 3 SAVING THE PLANET

STEAM STATION	YOUR SUPPLIES	BIG QUESTION AND INSPIRATION PHOTOS	TEACHER TIPS
LESSON 11 Save Water SCI 1a Investigation & Inquiry SCI 3a Physical Science PD 2 Fine Motor	Bin of water Playdough Strainer	 	Set out a bin of water, playdough and strainers or other kitchen items that have holes. Invite the children to predict what would happen if they pressed playdough into the holes of the strainers or other items to help stop the leaks.
LESSON 12 Water Wonders SCI 1a Investigation & Inquiry	Empty water bottles	 	Gather many empty water bottles and place them in the outdoor area. Help the children think of ways to reuse the bottles. For example, water play toys, bowling pins, obstacle course materials or plant watering bottles.
LESSON 13 Rebuild M 2a Spatial Awareness PD 2 Fine Motor	Blocks Photos of buildings	 	Set out blocks and photos of different types of buildings. Invite the children to work together to build the types of structures in the photos. After building one, knock it down and use the same blocks to build the next one. Observe how they rotate the blocks to build the structures.
LESSON 14 Plant a Seed SCI 2a Natural & Life Science PD 2 Fine Motor	Bin of dirt Bowl of seeds or beans Small shovels or spoons	 	Set out a shallow bin of dirt. Put out a bowl of seeds (or beans) and some small shovels or spoons. Invite the children to explore planting.
LESSON 15 Animal Shelter CA 4a Drama SED 3c Social Relationships	Stuffed animals Bowls Boxes Pillows Blankets		Set out stuffed animals, bowls, boxes, pillows and blankets. Invite the children to pretend to take care of and play with the animals at the shelter. Set up beds, food and play areas.

WEEK 4 EVERYDAY SUPERHEROES

LESSON 16 Putting Out Fires SCI 3b Physical Science PD 2 Fine Motor	Sidewalk chalk Squirt bottles with water	 	Set out sidewalk chalk and squirt bottles filled with water outside. Invite the children to draw images on the concrete with chalk. Encourage them to pretend to put out the "fires" and squirt drawings with water.
LESSON 17 Police Badges M 3 Shapes PD 2 Fine Motor	Blocks or stamps Playdough	 	Set out blocks or stamps and playdough. Invite the children to explore molding the playdough into different shapes and stamping designs on the shapes to create police badges.
LESSON 18 Peace Puzzles M 2a Spatial Awareness SED 1b Self-Awareness	Crayons Paper Blocks Photo of peace sign	 	Set out crayons, paper and different colored blocks. Invite the children to use blocks to build peace signs on top of paper. Set out a photo of a peace sign for reference, if desired. Trace around the designs to create original Peace Puzzles.
LESSON 19 Classroom Volunteer Jobs SS 2a Civics & Economics SCI 2a Natural & Earth Science	Chart of classroom jobs Photos of your children Clothespins Glue	 	Make a chart of classroom jobs for taking care of the environment, e.g., water plants, sort recycling and/or feed the class pet. Use pictures for visual aids. Glue each child's photo to a clothespin. Invite them to visit the chart and clip their clothespin on a job to do throughout the week.
LESSON 20 Dinner Party CA 4a Drama SED 3b Social Relationships	Dishes Napkins Silverware Real or pretend food Paper scraps Markers	 	Set out items for a dinner party, e.g., table, chairs, dishes, napkins, silverware and pretend food. Invite the children to prepare for a pretend dinner party. If desired, put out scraps of paper and markers for the children to write names for seating arrangements.

These open-ended STEAM stations invite the children to investigate, problem-solve and create.

- ## ROTATING YOUR STATIONS

- Introduce one new STEAM station daily. Leave that station set up all week. By the end of the week, the children will have five stations to explore.



STEAM stations integrate perfectly with the monthly Experience Preschool Curriculum kits for a comprehensive research-based early learning system. Learn more and start your research-based curriculum today.

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**What superhero
symbol will
you create?**



**When might
someone wear
a disguise?**



**Besides birds,
what else flies
in the sky?**



**How can you
use nature items
to make a mask?**



**If your belt had
a superpower,
what would it be?**



**What kind
of prints will
you make?**



**How fast can
you run?**



**What is the tallest
building you've
ever seen?**



**What are other
ways to move
heavy items?**



**What letters
or symbols
will you write?**



**How can
you fix a leak?**



**How many ways
can you reuse
water bottles?**



**How many
different ways
can you rebuild?**



**If you had
a garden, what
would you plant?**



**How can
you create
a cozy shelter?**



**Why do you
think firefighters
are like
superheroes?**



**Why do you
think police
wear badges?**



**How many
peace puzzles
can you create?**



**How are
volunteers
like superheroes?**



**Who would you
invite to a party?**



What will your superhero symbol be?












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BADGES









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