



MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

WEEK 1

- 1** **Lion Cubs Play**
SED 3 Attention & Persistence
Listen to a song and play a back-and-forth game. Take turns holding a cube with a photo of a lion cub inserted.
- 1** **Here Come the Animals**
PD 2 Fine Motor
Coordinate hand-eye movements to grab and pull a stuffed animal around or under a blanket.
- 1** **Stack Up, Knock Down**
MR 2 Spatial Awareness
Stack cups, then knock them down. Pretend to be playful lion cubs.

- 2** **Happy Sounds**
SED 1 Self-Awareness
Reach for a scarf and pull it off an adult's head. Make silly faces together.
- 2** **Good Night, Block**
PD 2 Fine Motor
Build coordination by reaching down for a block, then standing up to put it in a box.
- 2** **Grab a Leaf**
MR 3 Shapes
Investigate how leaves move in water. Grab leaves from the water and put them on a towel.

- 3** **Out of the Pouch**
SED 2 Self-Regulation
Pull balls out of a bag and make surprised and excited facial expressions. Find a favorite ball and play with it.
- 3** **Joey Jig**
PD 1 Gross Motor
Follow a puppet and mimic movements, such as bouncing and swaying to music.
- 3** **Surprise Shake!**
MR 7 Logic & Reasoning
Play with a noisemaker. Investigate different ways of moving it to make various sounds.



WEEK 2

- 4** **Where Is Polar Bear?**
SED 4 Social Relationships
Express concern for a lost baby polar bear. Pick up cups and look for a hiding bear (cotton ball).
- 4** **Polar Wind**
PD 3 Health & Safety
Respond to the changing music by waving a scarf slowly, then quickly.
- 4** **Zoom to the Zoo**
MR 5 Patterns
Push a car to different animal photos. Name the animals while driving the car.

- 5** **Little Penguins**
LLD 3 Phonological Awareness
Sing and dance to a simple song. Follow the movement prompts and build strength.
- 5** **White as Snow**
PD 2 Fine Motor
Use senses to investigate textures. Squish and squeeze to build small muscles.
- 5** **Snowball Bowl**
MR 3 Shapes
Move around the room and gather cotton balls, then put them in a bowl.

- 6** **Pop Goes the Weasel**
SED 4 Social Relationships
Play and dance together. Pull scarves out of a box.
- 6** **Zoo Animal Chase**
PD 1 Gross Motor
Transition between sitting and standing by rolling balls down a ramp, then chasing after them.
- 6** **Feed the Animals**
MR 7 Logic & Reasoning
Observe how a puppet holds a scarf in its mouth but when the mouth opens, it falls to the ground.



WEEK 3

- 7** **One Elephant**
LLD 3 Phonological Awareness
Pound to the rhythm of a song and make silly sounds.
- 7** **Chain of Elephants**
PD 2 Fine Motor
Play with links and pull on a link chain to build muscle coordination.
- 7** **Elephant Trunk**
MR 4 Measurement
Explore water as it drips out of a cup with holes. Fill and spill water in different-sized cups.

- 8** **Roll Near**
LLD 1 Listening
Roll a ball toward a mirror and make a low to high sound while looking in the mirror.
- 8** **Going to the Zoo**
PD 1 Gross Motor
Listen and respond to the movements in a song. Wave a scarf during the chorus.
- 8** **In the Tall Grass**
MR 3 Shapes
Explore pulling fabric strips out of a basket. Climb inside a box and toss items in and out.

- 9** **Go Roar, Roar, Roar**
SED 1 Self-Awareness
Look in a mirror and make different faces and sounds.
- 9** **Hidden Sounds**
PD 2 Fine Motor
Look for a hidden bottle filled with small objects.
- 9** **Lost Lion**
MR 1 Number Sense
Play peek-a-boo with a stuffed animal and say, "Roar!" to bring the puppet out from hiding.



WEEK 4

- 10** **Cozy Tent**
SED 2 Self-Regulation
Crawl under a tent made from a parachute (or blanket). Shine a light on body parts and talk about emotions.
- 10** **Sally the Camel**
PD 2 Fine Motor
Dance to a song and explore counting 1-5 with beanbags and fingers.
- 10** **Eat It Up**
MR 6 Classification
Participate in the snack routine by knowing where to sit and helping to feed self.

- 11** **Zebra, Zebra**
LLD 2 Communication
Expand vocabulary by lifting the flap and identifying different zoo animals.
- 11** **Clean Stripes**
PD 4 Personal Care
Create a habit of hand washing by drawing a stripe on the zebra each time hands are washed.
- 11** **Block Stripes**
MR 1 Number Sense
Move around the room and find cups. Pick up the cups to reveal a block. Line up the blocks in a row.

- 12** **Roll to Pictures**
LLD 5 Concepts of Print
Look at a book and interact with the pictures. Roll a car to different pictures on the pages.
- 12** **Sock Squish**
PD 2 Fine Motor
Pass a stuffed sock from one hand to the other. Investigate the textures inside the sock.
- 12** **Panda Parade**
MR 5 Patterns
Build a sense of rhythm by rocking side-to-side, then stopping each time you hear "panda" in the song.

