

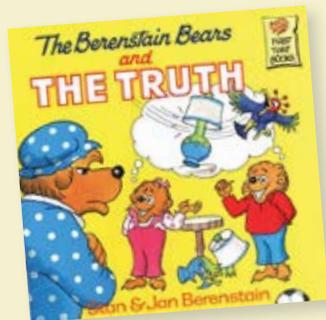
FAMILY NEWSLETTER

OUR WEEK WITH

Owl's Disappearing Muffin



This week, let's read books about honesty and telling the truth. Find this one at your library or on YouTube:



Berenstain Bears and the Truth
by Stan & Jan Berenstain

TOGETHER

TIME

Baking Muffins

What?

In the story of the week at school (*Owl's Disappearing Muffin*), Owl discovers that Mouse is taking his muffin without asking. Mouse admits his dishonesty and promises to be a better friend. Bake a treat this week and talk about the importance of honesty and forgiveness.

How?

Invite your child to help in the kitchen. He can pour, stir and even scoop batter into a muffin tin. Decide together who you want to share the muffins with.

Why?

This activity invites your child to be a helper and build a positive relationship with you. Use these moments to talk about how to be an honest, kind friend.





Owl's Disappearing Muffin Calendar



experience
toddler

language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

BOOK DISCOVERY

Read to Owl

LLD 5 CONCEPTS OF PRINT

Pretend to read books. Practice turning pages from front to back.

SORTING & SHAPES

Green Rectangle, Red Rectangle

MR 6 CLASSIFICATION

Sort the pompoms and foam rectangles by color.

GROUP DANCE

Sing E

LLD 3 PHONOLOGICAL AWARENESS

Make a paper tube and sing long /e/ sounds into it. Explore singing while looking in a mirror.

STICKER ART

Owl on Me

PD 4 PERSONAL CARE

Name body parts while applying stickers on hands, feet and other parts.

LESSON 2

STORY PLAY

Who Took Owl's Muffin?

LLD 6 READING COMPREHENSION

Identify the characters in a story. Hold a character Story Piece and look for it in the book.

MEASURE WITH ME

Big Rectangle, Small Rectangle

★ MR 4 MEASUREMENT

Explore concepts of size by sorting foam shapes into big or little bowls.

CREATIVE MOVEMENT

Bear Pose

CA 2 DANCE & MOVEMENT

Dance on a rectangle towel and make a bear yoga pose.

DRAMATIC PLAY

Owl Puppet

CA 4 DRAMA

Make an owl puppet then pretend to fly it around and explore the room.

LESSON 3

COMMUNICATION

Owl Eyes, Mouse Nose

LLD 3 PHONOLOGICAL AWARENESS

Use the "owl" sign throughout the day.

SENSORY PLAY

Hidden Prize

PD 2 FINE MOTOR

Squish and squeeze a ball of playdough to find a hidden object.

COORDINATION

Trust Toss

PD 1 GROSS MOTOR

Explore tossing and catching the pompoms while the music plays.



PAINTING

Feather Painting

★ CA 3 VISUAL ARTS

Paint with feathers.

LESSON 4

PICTURES & LETTERS

Roll a Muffin

LLD 2 COMMUNICATION

Roll a cube with the story characters. Remove a pompom in a cupcake tin each time the muffin is rolled.

LIFE SKILLS

Owl's Snack Puzzles

MR 2 SPATIAL AWARENESS

Assemble two halves of a circle to make a whole snack picture.

RHYTHM PATTERNS

Jump Over

PD 1 GROSS MOTOR

Explore jumping over a ribbon while the song plays.

COLLAGING

Muffin Shapes

MR 2 SPATIAL AWARENESS

Arrange a variety of paper shapes to design a muffin or other treat.

LESSON 5

ACTIVE LISTENING

Draw the Owl Story

LLD 1 LISTENING

Draw or scribble while listening to a story read-aloud. Use the drawings to retell what you heard.

NUMBER PLAY

Pinecone Tree

★ MR 1 NUMBER SENSE

Roll a cube, count the pinecones and place them on the poster until all pinecones are on the tree.

SOUNDS & SIGNS

Owl & Mouse Song

LLD 1 LISTENING

Listen for the words "owl" and "mouse." Sign the words to the music.

COLORING

Tree Frame Self-Portrait

PD 2 FINE MOTOR

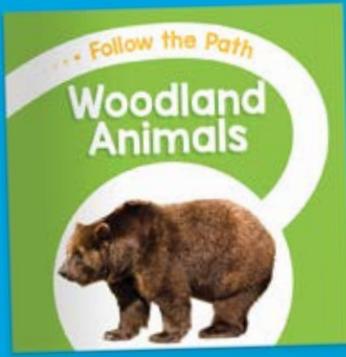
Draw a self-portrait on a flat surface.



FAMILY NEWSLETTER

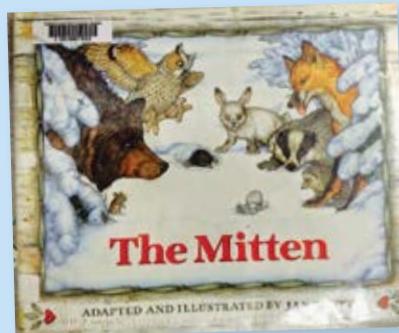
OUR WEEK WITH

Woodland Animals



TOGETHER TIME

This week, let's read books about the forest and woodland animals. Find this classic at your library or on YouTube:



The Mitten
by Jan Brett

What's in the Mitten?

What?

In the story of the week (*Follow the Path Woodland Animals*), children followed paths to different animals that live in the woods. At home, play hide and seek with objects in a mitten.

How?

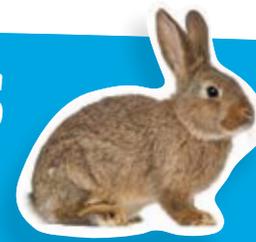
Hide an object or toy animal in a mitten or sock. Invite your child to explore the mittens or socks and discover what is hiding.

Why?

This activity builds small muscle coordination when the child works to figure out how to pull out the object. It also builds logic skills as the child realizes that something hidden still exists. This is called object permanence.



Woodland Animals Calendar



experience
toddler

language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

BOOK DISCOVERY Woodlands Path

LLD 5 CONCEPTS OF PRINT

Develop book handling skills by following text from left to right.

SORTING & SHAPES Berry Toss

MR 6 CLASSIFICATION

Toss pompoms into matching colored cups.

GROUP DANCE Dance to Green

★ CA 2 DANCE & MOVEMENT

Dance with a partner. Hold hands and move together to green papers on different walls.

STICKER ART Woodlands Sticker Match

PD 2 FINE MOTOR

Use visual scanning to identify and match a specific sticker.

LESSON 2

PICTURES & LETTERS Who Is in the Forest?

★ LLD 6 READING COMPREHENSION

Listen actively and hold up the Story Piece when a character is named during a read-aloud.

LIFE SKILLS Where's Rabbit?

★ SCI 1 INVESTIGATION & INQUIRY

Explore object permanence. Pretend to look for a rabbit when it disappears.

CREATIVE MOVEMENT Balance Together

CA 2 DANCE & MOVEMENT

Stomp up a pretend mountain then stomp down. Share space with other children and dance without touching each other.

DRAMATIC PLAY Deer Headband

CA 4 DRAMA

Make a deer headband and pretend to be a deer running and leaping.

LESSON 3

COMMUNICATION SIGNS Signing Bear

LLD 2 COMMUNICATION

Sign the word "bear" each time it is mentioned in a story.

MEASURE WITH ME Bag of Ice

MR 4 MEASUREMENT

Explore heavy and light by pulling a bag of ice across the floor.

COORDINATION Trust Me

CA 2 DANCE & MOVEMENT

Use listening skills and hold hands while dancing in a circle. Follow the prompts such as "lift hands up" and "walk the other way."

PAINTING Hedgehog Painting

CA 3 VISUAL ARTS

Strengthen fine motor skills and paint with a pokey ball to make a hedgehog.

LESSON 4

STORY PLAY In the Woodlands

LLD 2 COMMUNICATION

Recall the story by rolling a ball to a Story Piece then answer simple questions about that piece.

SENSORY PLAY Pinecone Press

PD 2 FINE MOTOR

Explore pressing pinecones into dough. Touch the textures and discuss the imprints that are made.

RHYTHM PATTERNS Is Your Shoe Untied?

CA 1 MUSIC

Take turns passing a shoe around a circle. Clap along to the beat while waiting a turn.

COLLAGING Mittens

SED 3 ATTENTION & PERSISTENCE

Use eye-hand coordination and explore gluing yarn onto paper mittens.

LESSON 5

ACTIVE LISTENING Woodlands Path Tones

LLD 3 PHONOLOGICAL AWARENESS

Participate in a story read-aloud by imitating the tones of the woodlands path.

NUMBER PLAY Tree Trunk Stack

MR 1 NUMBER SENSE

Roll the cube and identify the number of rectangles. Place the same amount of foam shapes on the Tree Trunk Stack Mat.

SOUNDS & SIGNS Bear & Rabbit

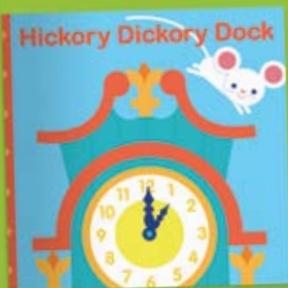
CA 2 DANCE & MOVEMENT

Listen for the words "bear" and "rabbit." Sign the words to the music.

COLORING Woodlands Maze

LLD 7 WRITING

Strengthen fine motor and pencil control by drawing inside a maze path. Retrace the path in different colors.



FAMILY NEWSLETTER

OUR WEEK WITH

Hickory Dickory Dock

TOGETHER

TIME

Time to Count

What?

In the story of the week at school (*Hickory Dickory Dock*), a mouse runs up a clock until it chimes. When spending time with your child, listen for repeating sounds that you can count together.

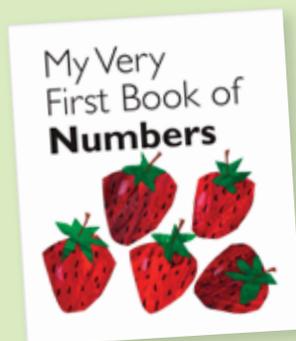
How?

While running errands with your child, listen for sounds and count the beeps, rings, honks and other noises.

Why?

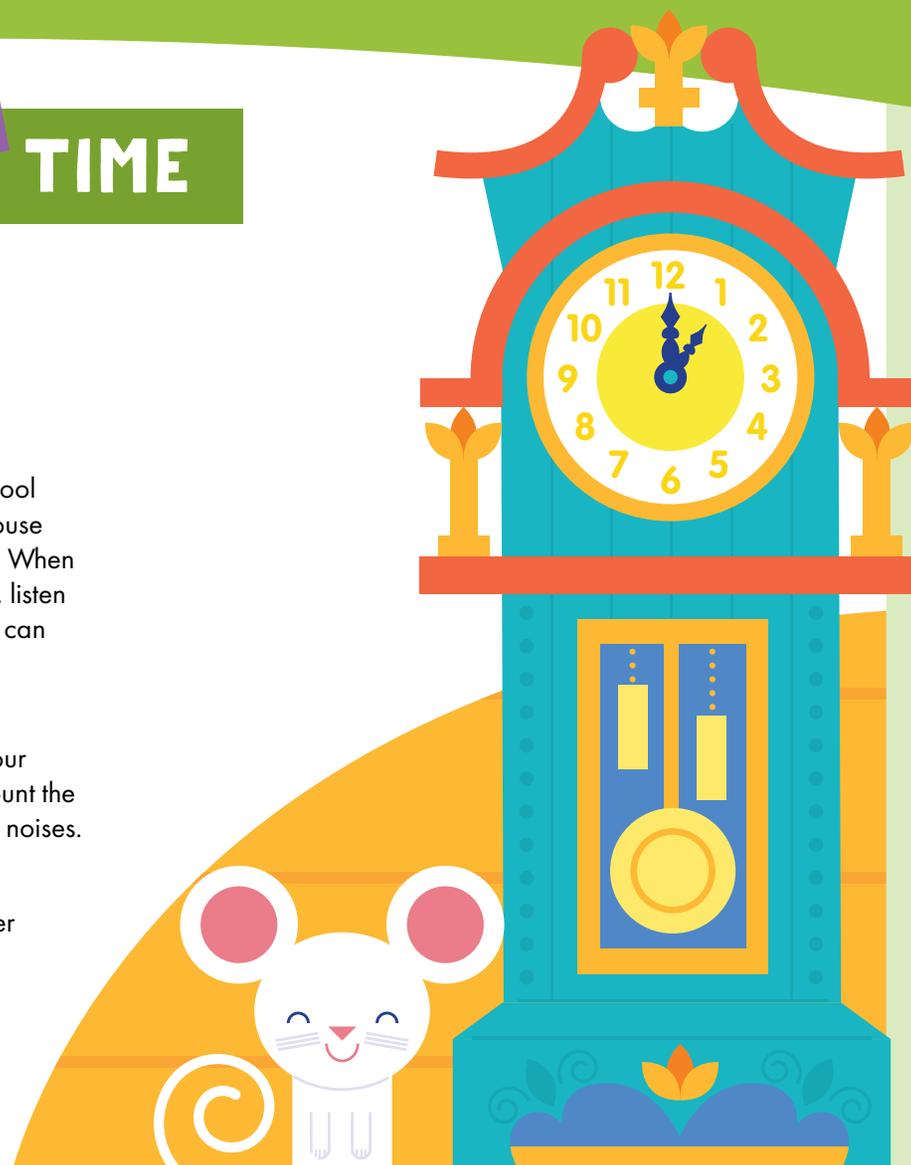
This activity builds both number sense and listening skills. Find sounds and practice counting up to five.

This week, let's read books to help our children explore numbers. Find this one at your library or on YouTube:



My Very First Book of Numbers

by Eric Carle





Hickory Dickory Dock Calendar



language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

BOOK DISCOVERY Hickory Dickory Lift-the-Flap

★ LLD 5 CONCEPTS OF PRINT

Lift a sticky note flap on each book page to determine if a word or picture is hiding.

SORTING & SHAPES Rectangle Patterns

MR 5 PATTERNS

Select rectangle foam shapes to complete patterns.

GROUP DANCE Green Ribbon Leader

SED 3 ATTENTION & PERSISTENCE

Take turns being the movement leader during the song. Hold the green ribbon and lead others around the chairs.

STICKER ART Does It Fit?

PD 2 FINE MOTOR

Build eye-hand coordination by holding the sticker sheet with one hand and peeling off a sticker with the other/dominant hand.

LESSON 2

PICTURES & LETTERS Hiding Mouse

LLD 2 COMMUNICATION

Hide the Story Pieces one at a time under a bowl. Tell a story about why that character may be hiding.

MEASURE WITH ME Reach the Pinecone

MR 4 MEASUREMENT

Explore concepts of high-low by reaching for hidden pinecones.

CREATIVE MOVEMENT Dance Around the Rectangle

MR 5 PATTERNS

Follow a rectangle path to the beat of the song while one child dances freely inside the rectangle.

DRAMATIC PLAY Mouse Ears

CA 4 DRAMA

Create a mouse ear headband then role-play around numbers on a pretend clock.

LESSON 3

COMMUNICATION Silent Up

LLD 2 COMMUNICATION

Repeat the sign "up" multiple times then use it while picking up objects.

SENSORY PLAY Mouse Tails

★ PD 2 FINE MOTOR

Control the small muscles in the fingers by pulling out pieces of yarn folded into dough.

COORDINATION Hickory Dickory Dance

PD 1 GROSS MOTOR

Act out the story by dancing to the song "Hickory Dickory Dock."

PAINTING Up & Down M

LLD 4 ALPHABETIC KNOWLEDGE

Explore making up-down wrist strokes while painting the letter M.

LESSON 4

STORY PLAY Roll 'n Run Cat & Mouse

LLD 2 COMMUNICATION

Roll a cube with Story Cards and follow a path to the matching character. Roll a number, clap that many times.

NUMBER PLAY Beat the Buzzer

★ SED 4 SOCIAL RELATIONSHIPS

Explore the concept of time by setting a timer for one minute and trying to pick up the blocks before time is up.

RHYTHM PATTERNS Mouse Says

★ LLD 2 COMMUNICATION

Follow directions by moving in the way "Mouse says."

COLLAGING Fingerprint Mice

CA 3 VISUAL ARTS

Make fingerprint mice on a page then glue on yarn tails.



LESSON 5

ACTIVE LISTENING Mouse Gel

SED 3 ATTENTION & PERSISTENCE

Increase attention span while listening to stories by playing with sensory materials, e.g., a gel bag containing one button to move & touch.

LIFE SKILLS Which Weighs More?

MR 4 MEASUREMENT

Explore weight and investigate a simple scale. Fill two cups with different numbers of small objects and tie each to opposite sides of a hanger. Which one hangs lower?

SOUNDS & SIGNS Clean Up

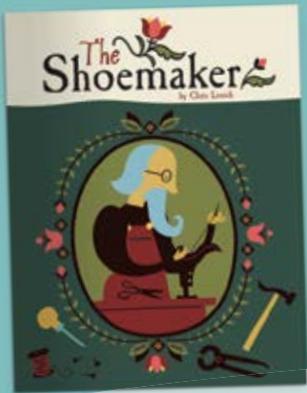
CA 2 DANCE & MOVEMENT

Listen for the words "clean" and "up." Sign the words to the music.

COLORING Clock & Mouse Coloring

★ PD 2 FINE MOTOR

Color a picture of the clock & mouse from the "Hickory Dickory Dock" rhyme.



The Shoemaker

TOGETHER

TIME

Rectangle House

What?

In the story of the week (*The Shoemaker*), children learned about mice who helped a shoemaker, who in turn built the mice a house. Children also learned about rectangles. Use cardboard rectangles to make houses for small toys.

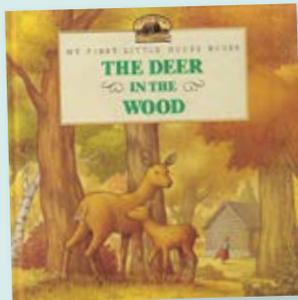
How?

Cut up an old box into many rectangles. Help your child arrange them into a little house. Tape the edges to make it permanent or keep the rectangles loose to explore other building options.

Why?

This activity helps your child identify shapes in their natural environments. For example, she will discover that houses are made of many shapes. This supports your child's future geometry, drawing and writing skills.

This week, let's read books about people who live in the woods. Find this one at your library or on YouTube:



The Deer in the Wood
by Laura Ingalls Wilder





The Shoemaker Calendar



language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

BOOK DISCOVERY The Shoemaker

LLD 5 CONCEPTS OF PRINT

Explore the book and how to hold it right-side up. Use the pictures as clues to what is happening in the story.

SENSORY PLAY Mouse & Cheese Counting

PD 2 FINE MOTOR

Make "cheese balls" out of playdough and pretend to feed the mice on the Counting Mat.

GROUP DANCE Hold Up Green

★ LLD 3 PHONOLOGICAL AWARENESS

Listen for the word "green" as the song plays and hold up the green paper.

STICKERS Shoemaker's Cottage

PD 2 FINE MOTOR

Practice the pincer grip by peeling off stickers and decorating a story scene.

LESSON 2

PICTURES & LETTERS Who Is in the Shoe?

LLD 6 READING COMPREHENSION

Hide Story Pieces and child photos in shoes then use them to role-play being in the story.

SORTING & SHAPES Cottage Color Bricks

MR 3 SHAPES

Place foam shapes on the mat's rectangle shapes. Sort by color and size.

CREATIVE MOVEMENT Rectangle Up & Down

MR 3 SHAPES

Draw a rectangle in the air with a finger while listening to the Rectangle Song.

DRAMATIC PLAY Dancing Icicles

CA 2 DANCE & MOVEMENT

Make a ribbon icicle and dance with it to music.

LESSON 3

COMMUNICATION Shoe Help

LLD 1 LISTENING

Practice signing the words "shoe" and "help." Sign each time the words are used in the book.

LIFE SKILLS Mouse House

★ SED 4 SOCIAL RELATIONSHIPS

Role-play how to care for a little mouse, including basic needs of food, shelter and water.

COORDINATION B Is for Bear Ball

★ PD 1 GROSS MOTOR

Dance and improve balance by stepping over a ribbon. Pick up a pompom on the other side and toss it over.

PAINTING Snowflake

CA 3 VISUAL ARTS

Build fine motor control by squeezing an eyedropper with water onto a coffee filter to make a snowflake.

LESSON 4

STORY PLAY Shoemaker Stack

LLD 2 COMMUNICATION

Stack blocks on the Shoemaker Card each time the name "Shoemaker" is read aloud.

MEASURE WITH ME Toss the Pinecone

MR 3 SHAPES

Explore distance by tossing a pinecone into different shapes on the floor.

RHYTHM PATTERNS Trusting Taps

CA 1 MUSIC

Make music with friends by sharing a bowl and both tapping on it with a spoon.

COLLAGING Boot Design

PD 2 FINE MOTOR

Strengthen fine motor coordination by gluing tissue paper pieces to a boot shape.

LESSON 5

ACTIVE LISTENING Stomp Your Shoe

LLD 2 COMMUNICATION

Stomp your foot each time the word "shoe" is spoken during a story read-aloud.

NUMBER PLAY Shoe Match & Count

MR 1 NUMBER SENSE

Play a matching game with Shoe Cards then count aloud to four.

SOUNDS & SIGNS Shoe Signs

CA 2 DANCE & MOVEMENT

Listen for the word "shoe" and make the sign.

COLORING Shoe Colors

PD 2 FINE MOTOR

Explore coloring upside-down or in positions other than sitting. Color by dot and explore the colors green and red.

