



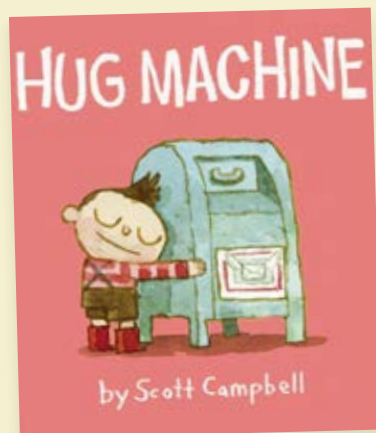
FAMILY NEWSLETTER

OUR WEEK WITH

A Bear Hug for Bunny

experience
toddler

This week, let's read books about kindness and giving hugs. Find this one at your library or on YouTube:



Hug Machine
by Scott Campbell

TOGETHER TIME

Apple Dippers

What?

In the story of the week at school, Bunny helped Bear gather apples that rolled into a small hole. Celebrate kindness and how we help each other in our family by enjoying an apple dipper snack.

How?

Put a scoop of nut butter or yogurt in a small bowl for each person. Cut up slices of apples. Invite your child to give 2 apple slices to each person. (We are working on counting to 2 this week.) Have fun dipping apples into the hole filled with nut butter or yogurt.

Why?

This activity nurtures kindness and sharing by making sure everyone has 2 apple slices before eating. It builds counting and grouping skills as well as increases an appreciation of healthy nutrition.





A Bear Hug for Bunny Calendar



experience
toddler

language & literacy

LESSON 1

BOOK DISCOVERY **Bunny Reading** LLD 5 CONCEPTS OF PRINT

Explore the books. Practice turning pages from front to back. Ring a bell then turn the page.

math & reasoning

SORTING & SHAPES **Apple in the Hole** MR 6 CLASSIFICATION

Toss pompoms into matching colored cups.

music & movement

GROUP DANCE **Stretch Together** CA 2 DANCE & MOVEMENT

Dance with scarves inside a circle on the floor without touching each other.

art & drama

DRAMATIC PLAY **Bunny Headband** CA 4 DRAMA

Make a Bunny Headband and pretend to hop around gathering pretend apples.

LESSON 2

PICTURES & LETTERS **Where Is Bunny?** SS 4 HISTORY & SENSE OF TIME

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

MEASURE WITH ME **Push to Bear** ★ SCI 3 PHYSICAL SCIENCE

Explore heavy and light by pushing a box filled with different objects across the floor towards a picture from the book.

COORDINATION **Kind Dance** CA 2 DANCE & MOVEMENT

While dancing, touch the Bunny sticker each time we hear the word "kind." Move and show a hugging heart, sharing toys, dry a tear.

STICKER ART **Bunny Stickers** PD 4 PERSONAL CARE

Name body parts while applying stickers on hand, foot and other parts.

LESSON 3

COMMUNICATION **Happy Sticks** SED 2 SELF-REGULATION

Use the "happy" and "sad" signs throughout the day. Put a stick in a cup each time someone uses the signs.

SENSORY PLAY **Apple Tree** PD 2 FINE MOTOR

Decorate a mat with dough balls. Pretend they are apples in a tree.

CREATIVE MOVEMENT **Dance to Red** SED 4 SOCIAL RELATIONSHIPS

Dance with a partner. Hold hands and move together to the red paper then to the green paper.

PAINTING **Dot-a-Heart** SS 1 CULTURE & COMMUNITY

Strengthen fine motor skills and decorate a heart shape with dots by dipping a cotton swab in paint.



LESSON 4

STORY PLAY **Roll & Toss Apples** LLD 2 COMMUNICATION

Roll a cube with the Story Cards. Toss a pompom into the bowl with the matching Story Piece.

LIFE SKILLS **Hole Drop** SCI 1 INVESTIGATION & INQUIRY

Explore cause and effect. Drop a pompom into a hole in a box. Watch it disappear then find it inside the box.

RHYTHM PATTERNS **Share the Music** ★ SS 2 CIVICS & ECONOMICS

Take turns passing and sharing an instrument. Open and close hands while waiting a turn.

COLLAGING **Design a Bunny** MR 2 SPATIAL AWARENESS

Arrange a variety of shapes on the paper to create a bunny picture or collage.

LESSON 5

ACTIVE LISTENING **Hands Up for Bear** LLD 3 PHONOLOGICAL AWARENESS

Raise hands each time a key word such as "bear" is spoken during a story read-aloud.

NUMBER PLAY **1-2 Hops** MR 1 NUMBER SENSE

Roll the cube and identify if a one or two is rolled. Hop in the direction of the matching Number Card.

SOUNDS & SIGNS **Happy & Sad** CA 2 DANCE & MOVEMENT

Listen for the words "happy" and "sad." Sign the words to the music.

COLORING **Bear's Apple Tree** ★ PD 2 FINE MOTOR

Explore coloring a picture of Bear and Bunny from the Forest Friends story on a vertical surface.



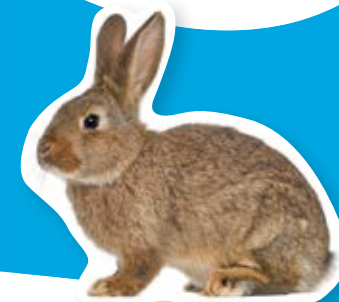


FAMILY NEWSLETTER

OUR WEEK WITH

Pets

experience
toddler



TOGETHER

TIME

Chalk Paths

What?

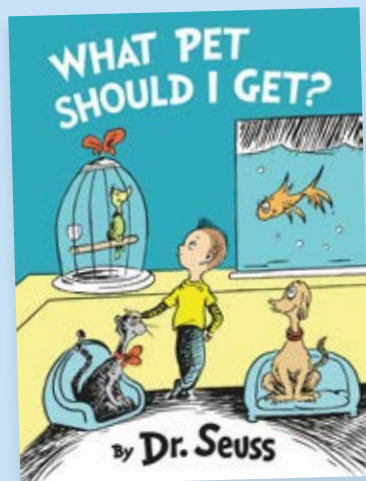
In the story of the week, different pets followed paths to find their favorite foods. Go outside and make your own paths with chalk (or use masking tape if playing inside).

How?

Draw two different paths. For example, draw a circle path that spirals into the middle. Draw another path with zigzags. Give your child a piece of chalk to draw a path, too! Walk on the paths forward, backward or even crawl. To make it more challenging, put objects along the path that the child needs to step around or climb over.

Why?

This activity builds large muscle coordination and even introduces foundational geography skills as children learn to follow the path. Throughout the week, look for more paths on maps or lines in sidewalks that they can follow with fingers or feet.



What Pet Should I Get?
by Dr. Seuss





Pets Calendar



experience
toddler

language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

BOOK DISCOVERY

Pets Path

LLD 5 CONCEPTS OF PRINT

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

SORTING & SHAPES

Fish Patterns

MR 5 PATTERNS

Grab foam shapes floating in a bowl of water and line them up. Support the child to create a red-green, red-green pattern.

GROUP DANCE

Red Leader

★ CA 2 DANCE & MOVEMENT

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

STICKER ART

Pet Shadows

PD 2 FINE MOTOR

Use visual scanning to identify a specific named sticker.

LESSON 2

PICTURES & LETTERS

Missing Pets

LLD 6 READING COMPREHENSION

Hide one Story Pieces under a bowl then lift bowls to find it. Tell a story about why that character may be hiding.

MEASURE WITH ME

Birds Up High

MR 2 SPATIAL AWARENESS

Explore concepts of high and low by reaching up to pull off feathers taped at different heights on the wall.

CREATIVE MOVEMENT

Stomp the Circle

MR 5 PATTERNS

Stomp along to the beat of a song. Children follow a circular path while one child dances freely inside the circle.

DRAMATIC PLAY

Cat Ears

★ PD 1 GROSS MOTOR

Create a Cat Headband then use role-playing to make sense of our surrounding world.



LESSON 3

COMMUNICATION

Dog Walk

LLD 1 LISTENING

Repeat the signs multiple times to help memory and recall. Sign both words while walking across the room to a photo of the words.

SENSORY PLAY

Where's the Bone?

PD 2 FINE MOTOR

Control the small muscles in the fingers by pulling out sticks folded into dough then pretend they are hidden dog bones.

COORDINATION

Downward Dog

PD 1 GROSS MOTOR

Do yoga poses to the song such as downward dog to improve balance and strength.

PAINTING

Handprint Fish

★ CA 3 VISUAL ARTS

Make a handprint with paint and decorate it to look like a pet fish.

LESSON 4

STORY PLAY

Roll & Match Pets

LLD 2 COMMUNICATION

Roll a cube with Story Cards and follow a path to matching the Story Piece picture hanging on the wall.

NUMBER PLAY

Counting Feathers

MR 1 NUMBER SENSE

Look at a card and count the feathers. Make a bird body with playdough and stick in the same number of feathers.

RHYTHM PATTERNS

Sky Circles

CA 1 MUSIC

Play a shaker to the music and move it in a circular motion. Move it fast and slow in a big circle then repeat in a little circle.

COLLAGING

Pet Bird

CA 3 VISUAL ARTS

Investigate feathers and how they float. Then glue the materials onto paper to create a bird-in-nature collage.

LESSON 5

ACTIVE LISTENING

Pet Sounds

LLD 3 PHONOLOGICAL AWARENESS

Participate in a read-aloud by imitating the drum sounds by pounding on their own bowl or drum.

LIFE SKILLS

Dog Bath

SCI 2 NATURAL & EARTH SCIENCE

Explore washing and drying. Play with pompoms in soapy water. Set them out to dry or roll them in dirt and wash them again.

SOUNDS & SIGNS

Dog & Cat

CA 2 DANCE & MOVEMENT

Listen for the words "dog" and "cat." Sign the words to the music.

COLORING

Pets 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

Jack and Jill

TOGETHER

TIME

Fill & Spill Fun

What?

In the story of the week at school, Jack and Jill fetched a pail of water then spilled it as they tumbled down the hill. Create your own water play area outside in your yard or on a patio.

How?

Set out a big bowl or bin of water and a few different measuring cups, small pitchers or different-sized spoons. Make a line around the middle of clear recycled containers such as an empty peanut butter jar, empty gallon milk jug or pasta sauce jar. Play with your child and explore scooping and pouring water into the empty clear containers. Try to fill only up to the line.

Why?

This activity builds small muscle control, improves spatial relations, increases attention span and - best of all - it's fun!



Red Wagon
by Renata Liwska



Jack and Jill Calendar

experience
toddler

language & literacy

math & reasoning

music & movement

art & drama

LESSON 1

BOOK DISCOVERY

Jack & Jill

★ LLD 5 CONCEPTS OF PRINT

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

SORTING & SHAPES

Hill Shapes

MR 3 SHAPES

Place foam circles on the mat's circles.

CREATIVE MOVEMENT

Hold Up Red

SED 4 SOCIAL RELATIONSHIPS

While the song plays, listen for the word "red" and hold up the red paper.

STICKER ART

Stickers on a Hill

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

I'm in the Rhyme

PD 3 SAFETY

Make conversation between the Story Pieces and a photo of the child to imagine being in the story.

MEASURE WITH ME

Rolling Down Hills

MR 4 MEASUREMENT

Explore concepts of distance. Roll objects down a ramp and discover which objects roll the farthest.

GROUP DANCE

Stretch & Pat

MR 5 PATTERNS

Bend down and reach up. Explore clapping slowly then quickly.

DRAMATIC PLAY

Crown

CA 4 DRAMA

Hunt and find stickers to add to pretend crown. Wear the crown and act out the Jack and Jill rhyme.



LESSON 3

COMMUNICATION

Stand Up

LLD 1 LISTENING

Practice signing the words "up" and "down." Sign each time the words are used in the story.

SENSORY PLAY

Design a Friend

PD 2 FINE MOTOR

Play with dough and stick objects to create faces. Talk about the parts of a face: eyes, nose, mouth, hair.

COORDINATION

Hill Path

SS 3 GEOGRAPHY

Dance and improve balance by walking foot in front of foot on a ribbon. Step over toys on the line.

PAINTING

Squirt Art

CA 3 VISUAL ARTS

Build fine motor control by squeezing an eyedropper and squirting paint onto paper.

LESSON 4

STORY PLAY

Stack a Hill

★ LLD 1 LISTENING

Stack blocks on the Jack picture card each time the name "Jack" is read aloud.

LIFE SKILLS

Spoonful of Water

PD 5 NUTRITION

Explore feeding by practicing scooping a spoonful of water from one bowl and dumping it into another bowl. Fill to a predetermined line.

RHYTHM PATTERNS

The Kindness Drum

CA 1 MUSIC

Make music with friends by tapping with sticks on one box together.

COLLAGING

Gluing Circles

★ MR 3 SHAPES

Explore squeezing glue with control while making a circle collage.

LESSON 5

ACTIVE LISTENING

Hill Sensory Play

★ SED 3 ATTENTION & PERSISTENCE

Increase attention span while listening to stories by playing with sensory materials, such as using sand/dirt to make a hill.

NUMBER PLAY

Water the Flowers

MR 1 NUMBER SENSE

Recognize the difference between the numeral one and two. Pretend to squirt water on the named Number Flowers.

SOUNDS & SIGNS

Up & Down

CA 2 DANCE & MOVEMENT

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

COLORING

On My Back

PD 2 FINE MOTOR

Explore coloring upside-down or in positions other than sitting such as on the tummy or back.



FAMILY NEWSLETTER

OUR WEEK WITH

Little Red Riding Hood and the Lonely Wolf

experience
toddler

TOGETHER

TIME

Circle Walk

What?

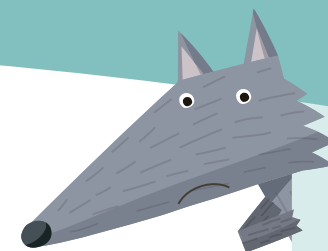
In the story of the week, Little Red Riding Hood went to Grandma's and made friends with the wolf. Throughout this week's adventure, your child learned to identify circles. Continue the circle hunt at home.

How?

Go for a walk and hunt for circles found in nature, on signs or even rolling by on vehicles. If possible, bring along a camera and take photos of each circle that the child or you find. Review all the circle photos back at home. Print and make your own circle book!

Why?

This activity helps children identify shapes in their natural environment both 2D and 3D. Over time, they will discover that objects are made of many shapes. This will support their future geometry as well as drawing and writing skills.



Daddy Hugs
by Karen Katz





Little Red Riding Hood and the Lonely Wolf Calendar



LESSON 1

language & literacy

BOOK DISCOVERY

Little Red & Lonely Wolf

LLD 5 CONCEPTS OF PRINT

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

math & reasoning

SORTING & SHAPES

Wolf's Red Ball

MR 6 CLASSIFICATION

Sort the pompoms and foam circles by one feature (color) then sort by a second feature (texture).

music & movement

SOUNDS & SIGNS

Sing R-E-D

LLD 3 PHONOLOGICAL AWARENESS

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

art & drama

STICKER ART

Little Red

SED 1 SELF-AWARENESS

Practice the pincer grip by peeling off desired stickers and decorating a sheet of paper.

LESSON 2

PICTURES & LETTERS

Listen for Little Red

LLD 6 READING COMPREHENSION

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

MEASURE WITH ME

Big Wolf Bag

★ MR 4 MEASUREMENT

Explore concepts of size. Put the big circles in the big bag decorated to look like a wolf and put the small circles in the small "Little Red" bag.

CREATIVE MOVEMENT

Stretch Alone

CA 2 DANCE & MOVEMENT

Dance in personal space on a towel. Pause the music and run to another towel.

DRAMATIC PLAY

Basket

CA 4 DRAMA

Make Little Red's basket then pretend to gather objects for the basket.



LESSON 3

COMMUNICATION

Big & Little Voices

LLD 2 COMMUNICATION

Use a big and small voice while making the "big" and "small" signs. Explore how tone of voice communicates meaning.

SENSORY PLAY

Dough Muffins

★ SS 2 CIVICS & ECONOMICS

Use tools and play with playdough. Pretend to bake cupcakes and fill a cupcake tray with dough.

COORDINATION

Catch Kindness

SED 4 SOCIAL RELATIONSHIPS

Explore tossing and catching the pompoms while the music plays.

PAINTING

Stamping Circles

CA 3 VISUAL ARTS

Dip cups in paint to stamp circles on paper and create art.

LESSON 4

STORY PLAY

Roll to Wolf

PD 1 GROSS MOTOR

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

LIFE SKILLS

Dress Up Little Red

PD 4 PERSONAL CARE

Play with a puzzle and dress up Little Red with a top and bottom. Talk about the weather and what is appropriate to wear.

RHYTHM PATTERNS

Start & Stop Shake

CA 1 MUSIC

Transition between starting and stopping. Hold the instrument still until the words "round and round," then shake it.

COLLAGING

Red Apple

PD 2 FINE MOTOR

Strengthen fine motor coordination by threading yarn in and out of holes.

LESSON 5

ACTIVE LISTENING

Draw the Story

LLD 1 LISTENING

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

NUMBER PLAY

More Muffins

PD 5 NUTRITION

Explore one-to-one correspondence. Put one pompom in each section of a muffin tin.

GROUP DANCE

Little & Big

LLD 1 LISTENING

Listen for the words "small" and "big." Sign the words to the music.

COLORING

Wolf & Me

PD 2 FINE MOTOR

Draw a self-portrait on a flat surface. Draw yourself next to Wolf on the coloring paper.