OCEAN DIVE ASSESSMENT

Learning Game Calendar

INFANTS • TODDLERS • PRESCHOOL • SCHOOL-AGE

___/___/___

LESSON 1 **Five Oceans** SS 3 Geography	LESSON 2 **Oyster Pearls** CA 4 Drama	LESSON 3 **Diving for Shells** SCI 2 Natural & Earth Science	LESSON 4 **Community Kelp** MR 4 Measurement	LESSON 5 **Sea Stories** LLD 2 Communication
LESSON 6 **Flap Your Flippers** CA 1 Music	LESSON 7 **Octopus Windsock** PD 2 Fine Motor	LESSON 8 **Breathe Like a Whale** SED 2 Self-Regulation	LESSON 9 **Sneaky Shark** CA 1 Music	LESSON 10 **Shell Shapes** MR 3 Shapes
LESSON 11 **Jellyfish Hat** CA 4 Drama	LESSON 12 **What's Inside?** MR 7 Logic & Reasoning	LESSON 13 **Daddy Seahorse** PD 3 Safety	LESSON 14 **Rainbowfish** PD 2 Fine Motor	LESSON 15 **What Am I?** LLD 5 Concepts of Print
LESSON 16 **Diver's Mask & Flippers** CA 4 Drama	LESSON 17 **Stormy Days** SED 2 Self-Regulation	LESSON 18 **My Postcard** SS 4 History & Sense of Time	LESSON 19 **Underwater Maze** SS 3 Geography	LESSON 20 **Letter Tanks** LLD 5 Concepts of Print

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Learning Game 1

Five Oceans

Let's practice identifying oceans and continents.

SS 3 Geography

Identifies types of places and interacts with maps.

SUPPLIES

- Shells
- Ocean Tags
- Bowls
- Water
- Toy boat
- Scissors
- Pocket Cube
- Shells

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Fill five bowls of water and explore them with the child. Use a toy boat or bath toy. Move the toy from one bowl to the next.	Take turns rolling the cube and putting a shell on the same number Ocean Tag. After five rolls, which ocean has the most shells?	Label bowls as oceans. Take turns rolling the cube and put a shell in the bowl with the same Ocean Tag.	Each child takes three shells and puts them on their Ocean Tag. Everyone takes turns rolling the cube. If someone's ocean is rolled, that person loses a shell. Start a new game when one child has no more shells.

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Atlantic

Indian

Pacific

Southern

Arctic

Ocean Labels © 2021 Experience Early Learning Co.

Ocean Map © 2021 Experience Early Learning Co.

Social Studies

SS 3 Geography

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 2

Oyster Pearls

Let's pretend to dive for pearls.

CA 4 Drama

Identifies types of places and interacts with maps.

SUPPLIES

Plates
Stickers
Pipecleaners
Beads
Toy
Plate
Paint

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Hide a toy under a plate. Encourage the child to pick up the plate and discover the treasure.	Paint the back of a paper plate. Fold each plate in half and add "pearls" (stickers) on the inside. Play peekaboo and find other objects to hide inside the oyster.	Create an oyster shell out of a paper plate. Thread a pipecleaner with beads onto the shell. Pretend to dive for pearls.	Make up a play about diving for shells and finding a valuable pearl. Assign parts and perform.

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Creative Arts

CA 4 Drama

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 3

Diving for Shells

Let's go deep-sea diving with a flashlight.

SCI 2 Natural & Earth Science

Understands living and nonliving things, their characteristics and how they change.

SUPPLIES

Shells
Shell Cards
Number Cards;
Clear bottle
Sand (optional)
Sheet
Flashlight
Blindfold

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Put shells in a clear plastic bottle filled with water. Add sand, if desired. Shake and explore the sensory bottle.	Place Shell Cards under a table. Take turns crawling finding a Shell Card and placing it on the Number Card with the matching type of shell.	Place seashells under a table then cover it with a sheet. Use a flashlight and pretend to be deep sea divers. Draw a Number Card and collect that number of shells.	Take two cards and subtract the smallest number from the biggest number. Take turns blindfolding children and encourage them to feel around the floor to gather that many shells.

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Science

SCI 2 Natural & Earth Science

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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1

4

2

3

5

Shell Strips © 2021 Experience Early Learning Co.

Learning Game 4

Community Kelp

Let's measure length and height with paper strips.

MR 4 Measurement

Estimates, measures and compares size, weight, length or volume.

SUPPLIES
Green paper
Tape
Scissors

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Hang paper strips on the wall at different heights. Observe as the child reaches and pulls off the "kelp" paper.	Cut the paper into strips of different lengths then find the longest paper strip. Measure height/length by lining up the paper strips next to each child.	Pretend that green strips of paper are kelp. Use the strips to measure the length/height of each child. Afterward place all strips end-to-end. How long is the line of kelp?	Cut all paper strips the same length. Each child guesses how many strips tall they are. Test their guesses by measuring each child with the strips.

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Mathematics & Reasoning

MR 4 Measurement

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 5

Sea Stories

Let's look at a poster and identify its images.

LLD 2 Communication

Uses verbal and nonverbal communication to express ideas with increasingly complex words and sentences. Engages in back and forth communication.

SUPPLIES
Theme Poster
Shells
I Spy Glasses

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Look at the Theme Poster and talk about the animals.	Take turns picking up a shell and naming the animal under it. Then name a specific animal and place a shell on it. Continue to cover the poster with shells.	Use the I Spy Glasses to identify objects and creatures on the Theme Poster. Describe the found images.	Play "I Spy." One child describes something he sees. Can the other children guess the right object based on the clues?

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Language & Literacy Development

LLD 2 Communication

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Theme Poster © 2021 Experience Early Learning Co.

Learning Game 6

Flap Your Flippers

Let's dance while pretending to be dolphins or whales.

CA 1 Music

Expresses through music and develops rhythm and tone.

SUPPLIES
Monthly CD
Cups

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Clap to the song then gently tap the beat on the child's back or legs.	Play "Dolphin Dance." Clap to the song then change to slapping knees. Then alternate clapping/slapping to the end of the song.	Play track 3, "Big Blue Whale." Listen to the song and explore clapping and dancing to the beat. Imagine being whales and flapping flippers.	Follow the music leader. Everyone holds two cups and moves them in the same way as the leader.

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Creative Arts

CA 1 Music

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 7

Octopus Windsock

Let's practice fine motor skills through art.

PD 2 Fine Motor

Builds strength and coordination of small movements in hands to pick up, squeeze, twist, cut and manipulate tools and toys.

SUPPLIES

- Windsock paper
- Hole reinforcement stickers
- Eye stickers
- Yarn
- Tape
- Scissors
- Crayons
- Photo of octopus

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Dangle a paper octopus above the child so he can reach up with hands or feet to touch it.	Make a windsock. Cut Octopus legs for each child. The child adds the "tentacles" (reinforcement stickers) wherever desired. Challenge the child to draw a face for the octopus.	Create an octopus windsock using paper, yarn, stickers, scissors, tape and crayons. Encourage children to cut paper legs on their own.	Set out the supplies and a photo of an octopus. Encourage children to design their own octopus.

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Physical Development

PD 2 Fine Motor

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 8

Breathe Like a Whale

Let's pretend to breathe like whales.

SED 2 Self-Regulation

Identifies feelings and manages behavior in times of stress. Exhibits self-control and ability to calm self. Reacts to changes in routine.

SUPPLIES

- Pompoms
- Hands-On Letter: W
- Ribbon
- Tape
- Ocean animal photos
- Straw
- Scissors

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Play a blowing game and gently blow through a straw onto the child's hair and different parts of the child's body. Observe the child's reactions and continue if she enjoys it.	Name an ocean animal (such as the whale) and blow on that animal to move it.	Pretend to be whales and breathe through a "blowhole" (straw). Move a pompom toward the Hands-On Letter W.	Set out two pompoms. Two children both blow their pompom with one big breath. Which pompom goes farthest?

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Social & Emotional Development

SED 2 Self-Regulation

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 9

Sneaky Shark

Let's dance to the music and pretend to be sharks.

CA 1 Music

Expresses through music and develops rhythm and tone.

SUPPLIES
Monthly CD
Blanket

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Play the music while the babies have tummy time. Wiggle on the floor with them and make eye contact.	Lie on bellies on a blanket and move like sharks. Hold the edges of the blanket and shake it up and down to make waves.	Play track 2, "Sneaky Sharks." Wiggle on tummies and pretend to swim to the music like sneaky sharks.	Squat low and sneak around to the music. Challenge children to stay low throughout the song.

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Creative Arts

CA 1 Music

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 10

Shell Shapes

Let's identify shapes then draw them on a turtle shell.

MR 3 Shapes

Identifies shapes and their characteristics.

SUPPLIES

Turtle Shape Mat
Cube Cards: Shapes
Bowl
Blocks
Scissors
Playdough
Pocket Cube
Bag (optional)
Crayons/markers

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Turn a big bowl upside-down then put a block on the "shell" so it slides off toward the child. Does the child reach for the block? Name the block's shape and continue to slide blocks down the bowl.	Roll the cube and put playdough on a matching shape on the turtle's shell.	Take turns rolling the cube (or pulling from a bag) then drawing that shape on the turtle shell. When done, count up how many of each shape each child has drawn.	Take turns rolling and drawing shapes. Then see who has the most squares on their turtle. Who has the most circles? Other shapes?

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Mathematics & Reasoning

MR 3 Shapes

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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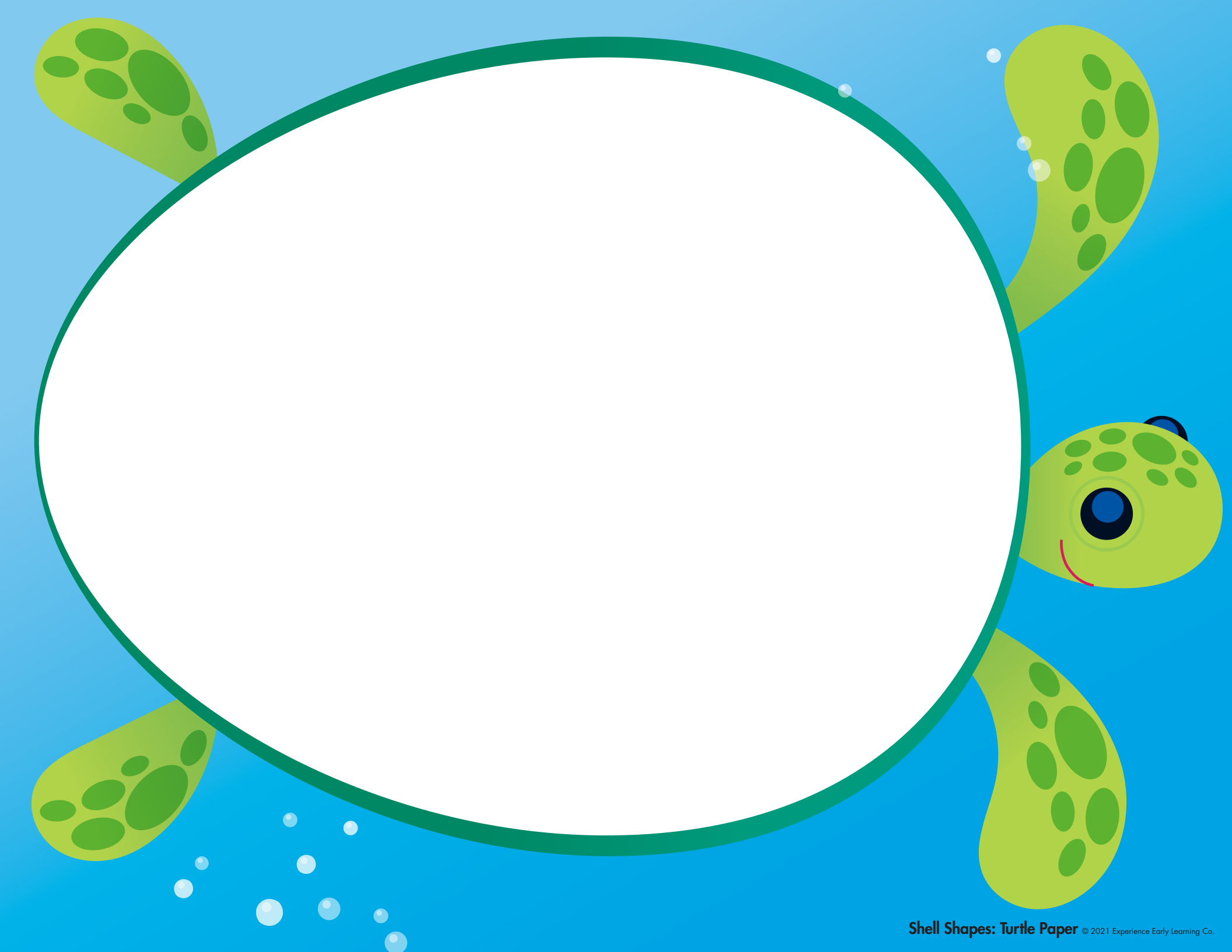

Shell Shapes: Turtle Paper © 2021 Experience Early Learning Co.

Learning Game 11

Jellyfish Hat

Let's create a jellyfish hat with tentacles.

CA 4 Drama

Identifies types of places and interacts with maps.

SUPPLIES

Shower cap
Ribbon
Tape
Scissors
Mirror

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Lower and lift the shower cap slowly above the child. Observe as the child tracks it with his eye or reaches for it. Talk about jellyfish floating in the ocean.	Toss and catch a shower cap as if it were a floating jellyfish in the ocean. Look in the mirror and make different facial expressions. Talk about how jellyfish float up and down in the ocean.	Attach ribbon "tentacles" to a shower cap then pretend to be jellyfish and swim around the room.	Create a jellyfish with the shower cap then toss it in the air and watch it float down. Try blowing toward it to keep it in the air. Imagine it is a pet jellyfish.

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Creative Arts

CA 4 Drama

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 12

What's Inside?

Let's examine a bottle filled with small objects.

MR 7 Logic & Reasoning

Uses logic to solve problems.

SUPPLIES

Empty water bottles with caps
Sand
Small items

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Roll the sensory bottle and observe how the child crawls or reaches for it.	Name objects inside a sensory bottle. The child turns the bottle in different ways to find the named object.	Fill a container with water and several small objects. Pretend it is an X-ray fish. Take turns rotating the bottle and name the items.	Invite children to create their own mini ocean bottles. Gather nature items from outside and put them in empty water bottles. Then fill each bottle with water.

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Mathematics & Reasoning

MR 7 Logic & Reasoning

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 13

Daddy Seahorse

Let's brainstorm ways to keep babies safe.

PD 3 Safety

Shows awareness of safe practices and demonstrates them when participating in activities.

SUPPLIES

Bag
Pocket Cube
Bag (optional)
Daddy Seahorse decor
Baby Seahorse Cards
Tape
Blocks

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Tape the seahorse pictures on blocks. Place blocks in a bag and invite the infant to reach in and grab the seahorse blocks.	Find baby seahorse cards and bring them back to put in the Daddy Seahorse pouch. Talk about personal safety.	Pretend to be daddy seahorses. Tape a bag onto stomachs and brainstorm ways to protect and care for the baby seahorses. Look for Seahorse Cards hidden throughout the room.	Invite children to take turns putting a secret amount of seahorses in their bag. Work in pairs and encourage them to guess the amount in each other's bags. Change the numbers of seahorses after each turn.

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Physical Development

PD 3 Safety

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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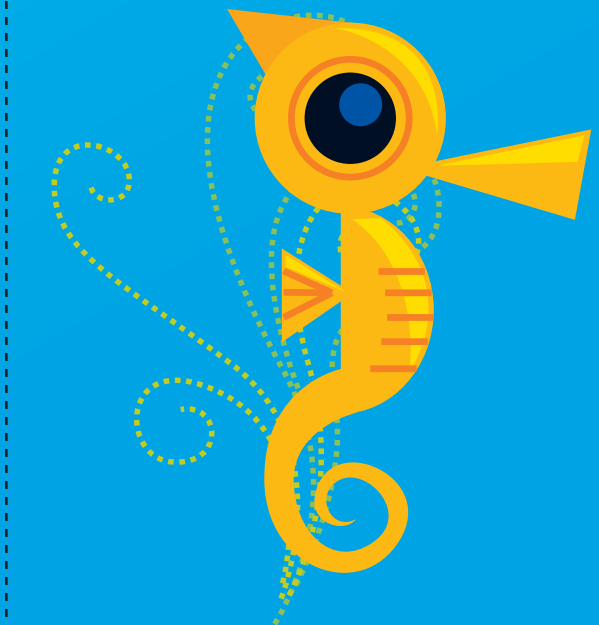
Paper Seahorse & Card © 2021 Experience Early Learning Co.



Learning Game 14

Rainbowfish

Let's practice fine motor skills through art.

PD 2 Fine Motor

Builds strength and coordination of small movements in hands to pick up, squeeze, twist, cut and manipulate tools and toys.

SUPPLIES

Fish shape
Sequins
Glue
Inkpad or paint
Scissors

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Make a handprint on the fish for a fin.	Cover a fish shape with fingerprint scales.	Trace around children's hands then turn the outlines into fish by adding a face and sequin scales.	Give each child a fish shape to decorate or cut into a different shape. Invite children to name their fish and explain where they live.

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Physical Development

PD 2 Fine Motor

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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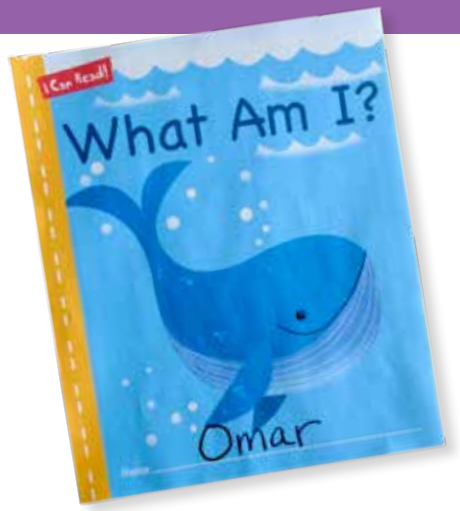
Learning Game 15

What Am I?

Let's practice turning pages and identifying sight words.

LLD 5 Concepts of Print

Demonstrates print- and book handling knowledge.



SUPPLIES
Book: I Can Read
Paper
Markers/crayons

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Snuggle with the child and read the story. Look at the pictures and name the images.	Read the book aloud and talk about pictures on the pages. Ask children to name the picture they see.	Read the book aloud and encourage children to anticipate what will happen next in the story. If desired, point at the sight words.	Invite children to read the story aloud then write their own last page for "what am I?"

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Language & Literacy Development

LLD 5 Concepts of Print

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 16

Diver's Mask & Flippers

Let's make props and pretend to be deep sea divers.

CA 4 Drama

Identifies types of places and interacts with maps.

SUPPLIES

- Diver's Mask & Flippers
- Cellophane
- Elastic
- Music (your choice)
- Scissors
- Crayons
- Tape
- Paper & markers (optional)

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Make a mask and put a craft stick on it. Then play peekaboo with the infant by looking through the mask.	Color a diver's mask and flippers. Dress up and explore "swimming" to photos of ocean animals as music plays.	Create a diver's mask and flippers then pretend to swim and dive around tables and chairs.	Write or invent a simple play about diving in the ocean. What happened? Act it out with the mask props.

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Creative Arts

CA 4 Drama

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Learning Game 17

Stormy Days

Let's express emotions through dance.

SED 2 Self-Regulation

Identifies feelings and manages behavior in times of stress. Exhibits self-control and ability to calm self. Reacts to changes in routine.

SUPPLIES
Monthly CD
Mirror

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Look in a mirror with the baby and make different happy and sad faces.	Mimic various emotions while dancing to a song. Name emotions for children to dance in response to: scared, sad, happy.	Discuss what children do when they feel sad or are having a rough day. Explore dancing sad feelings to track 1, "Do What the Fish Do."	Ask children to describe a time when they were sad. Then play the song and dance away all the sadness.

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Social & Emotional Development

SED 2 Self-Regulation

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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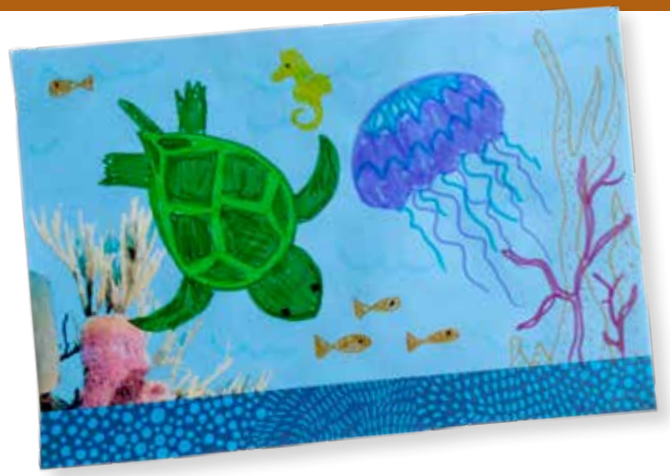
Learning Game 18

My Postcard

Let's recall topics from the past month and decorate a postcard.

SS 4 History & Sense of Time

Develops sense of time.



SUPPLIES
Postcard
Crayons/markers

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Make a footprint on the postcard and write a note to the family.	Scribble memories of birds or of the Forest Friend's book on the postcard. Write words on the back of the postcards.	Recall events from the past month then decorate the postcard as desired.	Give each child a postcard and encourage them to write a memory from their ocean projects.

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Social Studies

SS 4 History & Sense of Time

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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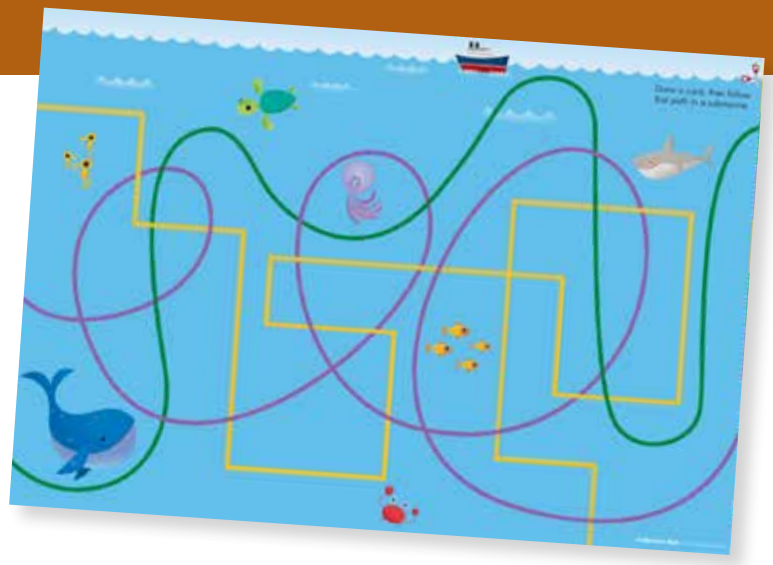
Learning Game 19

Underwater Maze

Let's play a navigational game.

SS 3 Geography

Identifies types of places and interacts with maps.



SUPPLIES

Underwater Maze
Color Cards
Submarine Cards
Paper
Crayons/markers
Masking tape

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Put masking tape path on the floor. Encourage the child to touch it, pull it up and explore the path.	Move a crayon inside the lines of the Underwater Maze. Talk about the pictures on the paper.	Take turns drawing Color Cards then navigate along a matching color path with Submarine Cards.	Leave out paper and crayons for children to draw their own paths. Encourage them to make up games with their mazes.

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Social Studies

SS 3 Geography

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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Draw a card then follow that path in a submarine.

yellow

green

purple

yellow

green

purple

Underwater Maze © 2021 Experience Early Learning Co.

Learning Game 20

Letter Tanks

Let's identify letters and sounds then match them up.

LLD 5 Concepts of Print

Demonstrates print- and book handling knowledge.

SUPPLIES

Letter Tanks
Cube Cards
Scissors
Masking tape
Old magazines

Where is your child along the learning path?

INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE
Put masking tape on two picture cards and put them on the wall for the child to pull off. Name the picture of the card the child touches.	Set out one Letter Tank and four picture cards. Name a picture card and ask children to take turns picking it up and putting it in the matching letter tank.	Take turns drawing Cube Cards, identifying the letter or letter sound then placing it on the matching Letter Tank.	Encourage children to look through old magazines or newspaper ads and cut out words or pictures that match the letters on the tanks.

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Language & Literacy Development

LLD 5 Concepts of Print

GROUP ASSESSMENT QUICK REFERENCE

CHILD'S NAME	INFANTS	TODDLERS	PRESCHOOL / PRE-K	YOUNG SCHOOL-AGE

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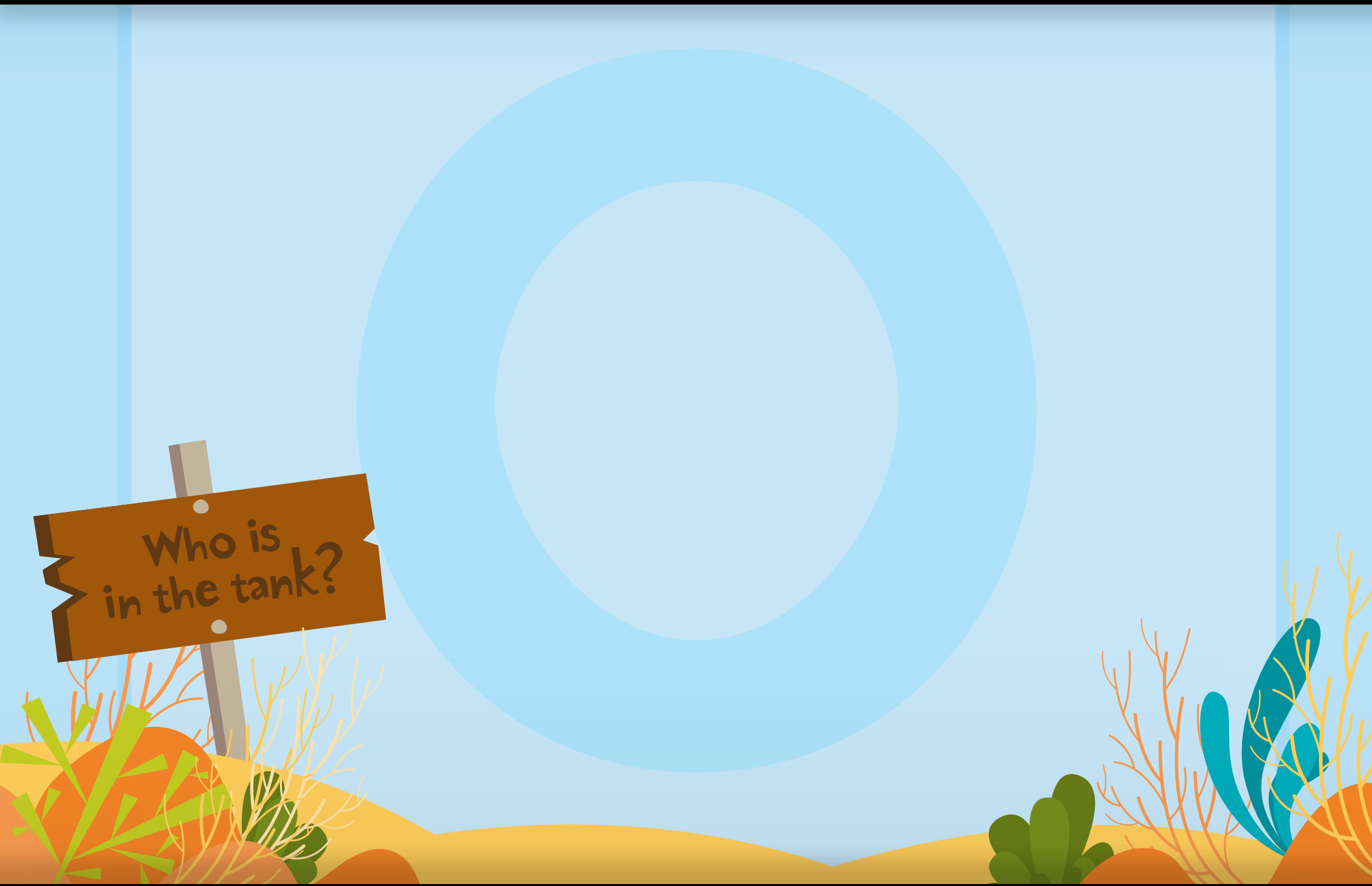

Letter O Tank

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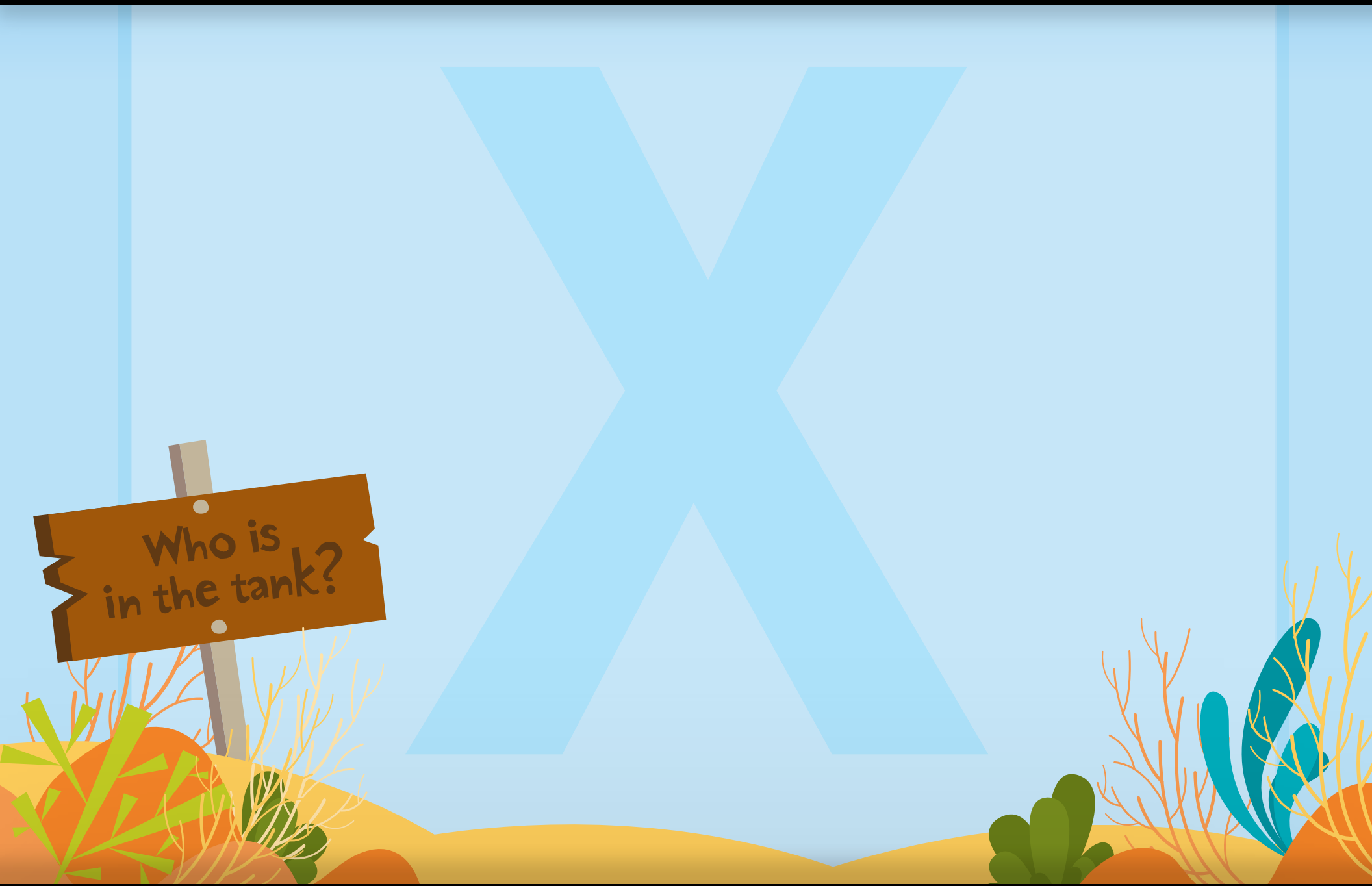

Letter X Tank

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Letter W Tank

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