Whitley County School District



Colonel Weather Day Packet

Days 1-5

Literacy
Math/Science
Gross Motor
Fine Motor
Social/Adaptive

PRESCHOOL COLONEL WEATHER DAY #1

Please circle and initial at least 5 completed activities, read a book together and **practice your focus words, alphabet, numbers and shapes (attached)**. Please send this sheet back to school with your child upon return to in-seat classes.

Student Name: Date:				
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive
Complete "Make a Name Puzzle" activity. (See attached.)	Draw a picture of your home. Draw and identify squares, triangles, circles, etc. to make your house.	Play "Follow the Leader". Include hopping, jumping, and rolling.	Practice writing your name.	Help an adult make your bed.
Using your book for the day, illustrate (draw) your favorite part of the book.	Count how many steps it takes to go from your front door to your room, from kitchen to your room, etc.	Count how many times you can hop on one foot.	Build towers using blocks or other objects. See how tall you can make your tower.	Practice reciting your address and phone number.
Find objects in your house. See how many rhyming words you can make from the object. (Example: Can – man, fan, etc.)	Make a Plastic Cup Pet. (See attached.)	Dance to your favorite music.	Use tongs, tweezers or a clothes pin to move small objects such as cotton balls from a bowl to a cup.	Practice "Social Skills Activities: Greetings and Introductions". (See attached.)
Read A BOOK TO	GETHER:			
Title:				

Make a Name Puzzle

Preschoolers are the kings and queens of scribble scrabble. While their "words" don't quite make sense yet, all that scribbling means that they're starting to understand that written letters have meaning. You can help your child make the leap to the next level—understanding that letters put together in a certain order make words—by working with a sure-to-be favorite: your child's own name.

What You Need:

- An envelope
- Two strips of paper (about 9-12 inches in length)
- Scissors
- · A red magic marker, and a black magic marker

What You Do:

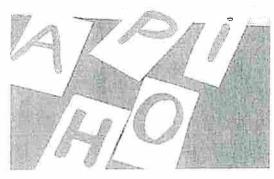
- Use the black marker to write your child's first name neatly in big bold letters
 on the first strip of paper. Do the same thing in red on the second strip. You'll
 want to leave about a finger-width of space between each letter so that you
 can cut them apart later.
- 2. Show the black strip to your child and tell him that this is their name. Run your finger under the name from left to right as you say it aloud. Have your child do the same. Now point to each letter, one at a time, and say the letter name aloud. Ask your child to copy you.
- 3. Leaving the first strip intact, pick up the second strip with the red letters and cut the letters apart into individual pieces. As you make each cut, say the name of the letter that you are cutting off the strip.
- 4. Mix up the pieces.
- 5. It's time to get puzzling! Ask your child to help you put the red name puzzle back together, using the black strip as a guide. This provides him with lots of support as they match letters to their mates.
- 6. Speaking the names of the letter aloud helps kids make connections between what they see and what they hear. So for the best practice, nudge your child to say the name of each letter aloud, as they put it into place. They should also try to put the pieces together in order, so they gets used to the sequence of the letters. You can help your child along with hints. (For example, to complete a name puzzle for "John," you might ask your child to look for the letter "J" first, rather than picking up a random piece and putting it in its place.)
- 7. After they've successfully matched the red letters to the black ones to build their name, it's time to fly solo! Ask them to build them name from memory, without looking at the black strip.
- 8. Finally, when clean-up time comes, slide all those reds and blacks into the envelope, and help your child write their name on the outside of it, saying each letter aloud as they writes.

Store the puzzle pieces and the name strip for later practice. And there you have it—a super easy way to make learning letters fun!

Social Skill Activities: Greetings and Introductions

- Teach the skill: Tell your child that when he/she meets someone new, he/she should say "Hi, I'm ____ (his name). What's your name?" If your child is not speaking in full sentences yet, you could modify this to have your child just say "hi" or "I'm ___".
- 2. **Practice the skill**: Have your child practice saying this to everyone that is available. He/she could practice saying it to Dad, Grandma, siblings, the babysitter, anyone that is around.





Daily

Focus Word Recognition

go	see	can
in	my	to
and	on	are
is	the	We
look	you	do
what	like	play

Daily

triangle	rectangle	circle	square
star	heart	diamond/ rhombus	oval
octagon	cylinder	hexagon	sphere
cube			

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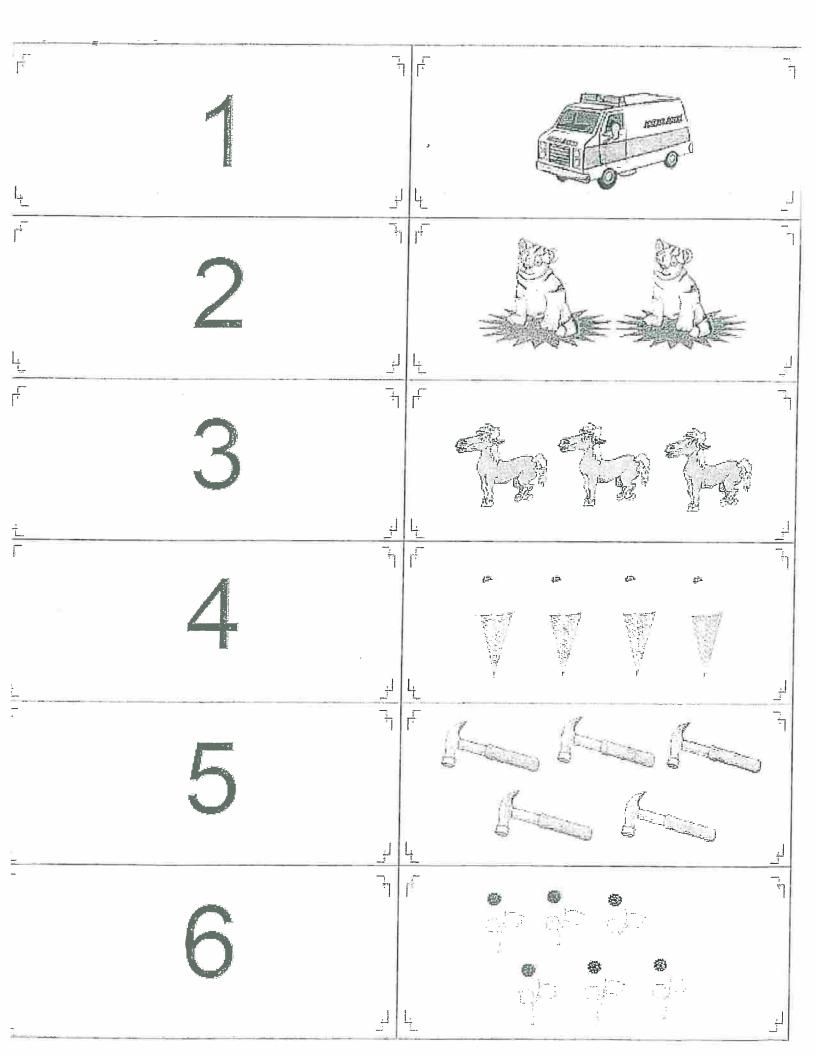
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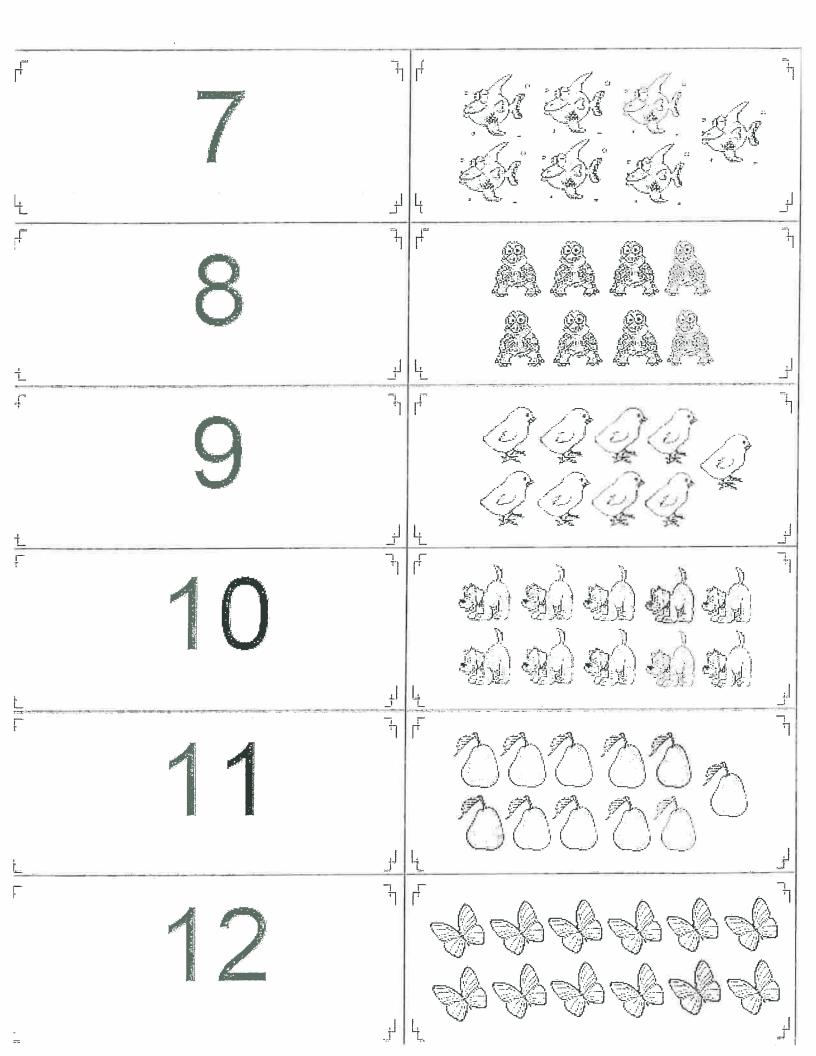
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		Practice writing your name.

PRESCHOOL COLONEL WEATHER DAY #2

Please circle and initial at least 5 completed activities, read a book together and **practice your focus words, alphabet, numbers and shapes (attached)**. Please send this sheet back to school with your child upon return to in-seat classes.

Student Name:	Date:				
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive	
Using your alphabet cards (see attached), cut the cards apart and match the upper and lower case letters.	Play "Number Memory Match Up". (See attached.)	Play "Ball Toss Game". (See attached.)	Practice writing your name.	Help an adult sort laundry.	
Using your book for the day, have an adult ask you questions about the book.	Count the doors or windows in your home.	Count how many "toe touches" you can do from either standing or sitting on the ground with your legs stretched out in front of you.	Using play-dough, roll it into balls using your hands, then use your hands to flatten it like a pancake.	Practice reciting your address and phone number.	
Practice reciting nursery rhymes together. (See attached.)	Take a nature walk and play "I Spy" using items from nature.	Dance to your favorite music.	Using your book for the day, draw a picture of your favorite part or your favorite character.	Play a game like Candy Land, Go Fish, Old Maid, Chutes and Ladders. Practice taking turns.	
Read A BOOK TO	GETHER:		•	•	
Title:					

Jack and Jill

Jack and Jill went up the hill, to fetch a pail of water.

Jack fell down and broke his crown
and Jill came tumbling after.

Mary Had a Little Lamb

Mary had a little lamb

Its fleece was white as snow.

And everywhere that Mary

went

the lamb was sure to go.

Twinkle, Twinkle Little Star

Twinkle, twinkle little star.

How I wonder what you are?

Up above the world so high,

like a diamond in the sky.

Jack Be Nimble

Jack be nimble.

Jack be quick.

Jack jump over the candlestick.

I Had a Little Turtle

I had a little turtle.

He lived in a box.

He swam in the puddles and climbed on the rocks.

Baa Baa Black Sheep

Baa Baa Black Sheep have you any wool?
Yes sir, yes sir, three bags full.
One for the master, one for the dame, one for the little boy who lives down the lane.

Teddy Bear Teddy Bear

Turn Around

Teddy Bear, teddy bear turn around.

Teddy bear, teddy bear touch the ground.

Play Number Memory Match Up!

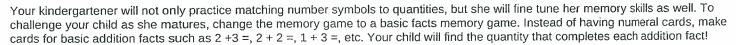
Playing games allows your child to learn, practice and reinforce many useful skills such as following directions, taking turns, and making predictions. Try this new twist to the traditional memory game to help your kindergartener match number symbols to the correct quantity while sharpening her memory skills!

What You Need:

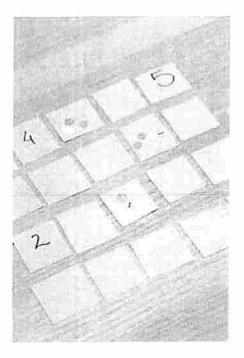
- · 20 index cards
- Stickers
- Colored markers

What You Do:

- 1. You and your child can work together to make the game cards. First make the ten numeral cards. Using markers, write the numerals from 1-10 on each card.
- 2. Next, have your child help make the ten quantity cards. You can use small stickers or draw pictures to show the quantities. For example, place 5 stickers on an index card. This is the quantity card to match the numeral card for the number 5.
- Once all of the game cards have been made it's time to begin playing Number Memory! Mix up the cards thoroughly. Lay the cards on the floor or on a tabletop in rows. Make 4 rows with 5 cards in each row.
- 4. Have your child turn over two cards. If the cards are a match (a card with the numeral 3 written on it and a card with a picture of 3 objects), she has a match and can keep the pair. If the cards are not a match, both cards must be turned over and returned to their original positions. Then the next player takes a turn.
- 5. Keep playing until all of the matches have been found.



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Ball Toss Game

Your preschooler won't even realize that she's working on her counting skills in this ball toss game. Good for indoor and outdoor play, the pieces are lightweight and can be found in almost any household. Our version has a patriotic twist that makes it perfect for the 4th of July or Memorial Day.

What You Need:

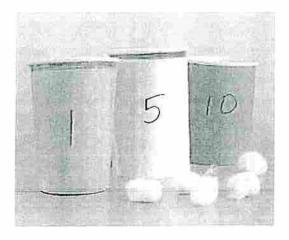
- Cotton balls
- Paper cups
- · Construction paper in red, white and blue
- Scissors
- Tape
- Marker

What You Do:

- Have your child cut the construction paper in half, and roll it around a cup.
 Have a piece of tape ready for her to tape down the sides. Repeat this with the two other cups, in different colors.
- 2. Use a marker to write "10", "5" and "1" on each of the cups. These represent the number of points she will earn when a ball lands in the cup.
- 3. Line the cups up behind one another, in order of lowest to highest amount of points.
- 4. To play the game, take turns tossing the cotton balls into the cups. Add the points together after each person's turn. The player with the most points at the end wins!

On a breezy day, swap your cotton balls for pennies so they don't fly away!

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PRESCHOOL COLONEL WEATHER DAY #3

Date:

Please circle and initial at least 5 completed activities, read a book together and **practice your focus words, alphabet, numbers and shapes (attached)**. Please send this sheet back to school with your child upon return to in-seat classes.

Student Name:

Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive	
Using the attached ABC cards, cut the cards apart, mix them up and put them back in order.	Help your parent with laundry and find matching socks.	Work with an adult to make an obstacle course which includes jumping, crawling, and moving side to side	Practice writing your name.	Help an adult put clothes from the washing machine to the dryer.	
Using your book for the day, retell the story in your own words.	Play "Shape Tap". Someone calls out a shape and you walk around and tap all of the items you can find that are that shape.	Do stretches and waist bends for 2 minutes with hands on your hips (lean to the left, right, forward).	String beads, cereal or macaroni onto a piece of string or yarn.	Practice reciting your address and phone number.	
With the help of an adult, find items around the house or outside that rhyme.	With the help of an adult, make "Two Ingredient Sensory Dough". (See attached.)	Dance to your favorite music.	Complete "Scissor Skills" sheet. (See attached.)	Tell an adult about the best thing that happened to you this week. How did that make you feel?	
Read A BOOK TO	GETHER:				
Title:					

Two-Ingredient Sensory Dough

This very versatile dough has a lot of names and can be found in all sorts of stores, but it's easy to make at home. This recipe uses baby oil, since it's a simple easy-to-find ingredient, and it has a nice smell. Some less fragrant options include mineral oil, or cooking oils like vegetable or canola. This two-ingredient dough, sometimes called "moon sand," is a quick and cheap way to let kids explore their senses, build fine motor skills, and play!

What You Need

- 1 Cup baby oil
- 8 Cups flour
- Plastic tub
- · Plastic molds or scoops (optional)
- · Food coloring in a color of your choice

What You Do:

- If you'd like to add a third ingredient and add color to your sensory dough, one method is to mix one or two drops of food dye into the cup of oil before combining it with the flour. Otherwise, skip to Step 2.
- In a bowl or container mix the oil and flour together, just like you might if you were about to bake something.
- 3. Transfer the sensory dough to the bin where your child can play with it. You could set the bin outside if the weather is nice or inside, with plastic or a drop cloth spread on the floor beneath it.
- 4. That's it! It's ready for your child to run her fingers through it, and mold it to her heart's content. Throw in a couple scoopers or plastic cups for variety.

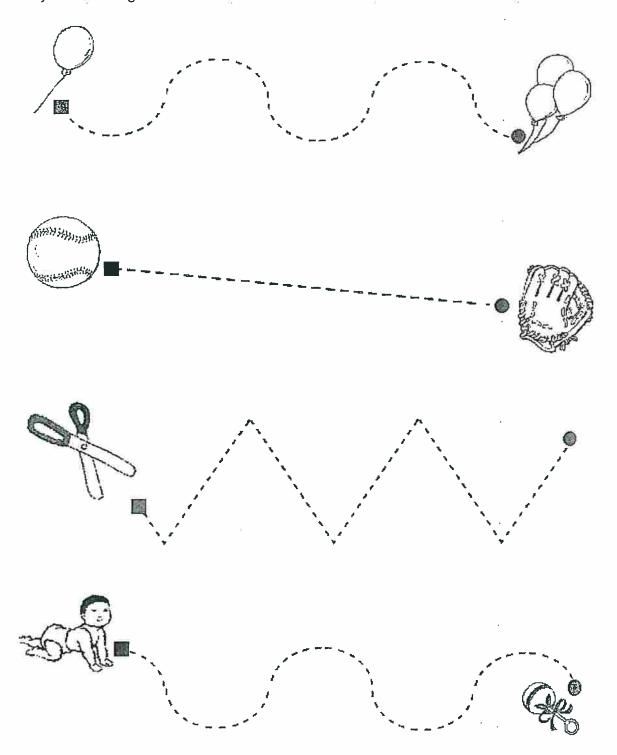
Check-out this other option for a variation on DIY sensory dough.

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Cutting with Scissors

Use your scissors to cut from the black square to the black dot. Try to cut along the dotted line.



PRESCHOOL COLONEL WEATHER DAY #4

Please circle and initial at least 5 completed activities, read a book together and **practice your focus words, alphabet, numbers and shapes (attached)**. Please send this sheet back to school with your child upon return to in-seat classes.

Student Name:	Student Name: Date:				
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive	
Choose a word, like "tall" for example. See how many other words you can make with that word going through the alphabet (ball, call, etc.)	With an adult in your home, sort coins into like piles.	If you have internet access, go to www.gonoodle.com and do 2 activites.	Practice writing your name.	Help an adult sort laundry.	
Using your book for the day, use your finger and track the words as an adult reads to you.	Using shaving cream on a flat surface, practice drawing shapes and writing numbers.	Practice touching your toes from a standing position. See if you can do more than an adult in your home.	Using play-dough, make various shapes.	Practice reciting your address and phone number.	
With the help of an adult, cut out letters from store ads or magazines. Match the letters, or build a word(s) using the letters.	Place an ice cube in a bowl of cold water and another in a bowl of hot water. Observe which one melts faster. Discuss why this happened.	Dance to your favorite music.	Practice tying your shoe lace.	Do the "Post Office Pretend Play" activity. (See attached.)	
Read A BOOK TO	GETHER:				
Title [.]					

Post Office Pretend Play

In preschool, your child will begin to learn about the world around him, from how objects fall and roll to the way things like grocery stores and post offices work. Pretend play isn't just fun; it's also important for a preschooler's brain development. Want to help boost your child's creativity in a fun and unexpected way? Set up a post office play station right in your very own home!

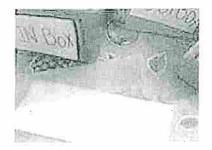
What You Need:

- · Used envelopes with addresses on them
- Blank envelopes
- Stickers
- · Sheet of 1 cent stamps
- · Pencils or crayons
- · 2 boxes or trays big enough to accommodate mail
- · Catalogs and magazines

What You Do:

- 1. Pretend play is all about imagination and letting your child invent his own world. However, there is some setup you can do that will help your preschooler get the hang of working at the post office.
- 2. Tell your child that one of the trays or boxes is the "Out" box, and should contain mail that's ready to be delivered. The other can be the "In" box, which contains mail that has not yet been sorted.
- 3. Members of the family can come to the post office with "letters" they need to send, and use the blank envelopes to address the letters. Your child should help by affixing stamps and stickers to the envelopes. Explain to him how stamps work, and that there are different levels of priority that you can assign to packages, etc.
- 4. Your child can practice sorting mail from the "In" box to the "Out" box, and even make a pretend delivery around the house.
- 5. Let your child's imagination take over as he plays with mail, stamps, and stickers. He'll be learning about what happens at the post office, and engaging in essential brain-building at the same time!

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PRESCHOOL COLONEL WEATHER DAY #5

Please circle and initial at least 5 completed activities, read a book together and **practice your focus words, alphabet, numbers and shapes (attached)**. Please send this sheet back to school with your child upon return to in-seat classes.

Student Name: _____ Date: _____

Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive		
Look around your house for items that begin with the letter "b". How many can you find? Choose more letters and do the same.	With the help of an adult, cut apart and practice number flashcards. (See attached.)	Throw a ball back and forth. Count how many throws before it drops.	Practice writing your name.	Help an adult take out the trash.		
Using your book for the day, do a picture walk and tell what you think the book is about before it is read to you.	Search your house for red objects. Count them as you find them. After red objects, look for blue, yellow, etc.	Run in place for 1 minute.	Practice drawing or tracing shapes from attached shapes page.	Practice reciting your address and phone number.		
Choose an object in your home and describe it to an adult (hard, soft, fuzzy, heavy, etc.). See how many descriptive words you can use.	Do "Tin Can Phone" activity. (See attached.)	Dance to your favorite music.	With the help of an adult, cut apart the cover of a magazine or front of a cereal box into pieces to make a puzzle. Put the pieces back together.	Name three things that make you feel scared.		
Read A BOOK TOGETHER:						
Title:	Title:					

^{*}You may see some of the choices repeated. It is ok to repeat some of the activities, but we also encourage you to try new things.

Tin Can Phone

Even in the era of the cordless and the mobile, there's a lot to be said for the old-fashioned tin-can phone. There's nothing flashy about this model, and you can't send email through the wire – er, string. But it offers something more modern versions don't – a fun project to make with a friend, and a dramatic illustration of vibration and sound waves.

What You Need:

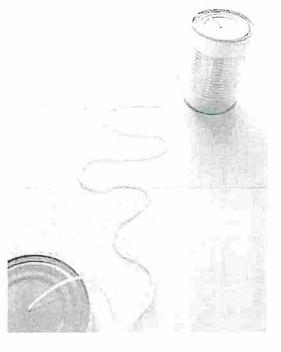
- · Two tin cans, tops removed
- Duct tape
- A nail
- A hammer
- String
- · Markers, paint, glitter, felt, or other decorations

What You Do:

- 1. If the can opener left rough edges when you removed the tops, tape over them so your child won't scratch a finger. Give her the decorating materials and let her loose! She can personalize her "phones" however she'd like.
- 2. Turn both cans upside down and hammer a nail through the bottom of each can to make a hole in the center. Remove nail and set aside.
- 3. Cut a long length of string up to 10 feet.
- 4. Poke one end through the bottom of one can, knotting on the inside. Repeat with the other end of string in the other can.
- 5. Instruct two kids to each take a can and move apart until the string is taut.
- 6. One child should put a can to his ear while the other talks directly into the other can. The sound will travel over the "wire."

What happened? When you speak, your voice makes vibrations. Once the string is stretched tight enough, these vibrations travel down the string and vibrate the bottom of the can on the other end which, in turn, vibrates the air and those vibrations travel through the air to the other person's ear.

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Whitley County School District



Colonel Weather Day Packet

Days 6-10

Literacy	
Math/Science	
Gross Motor	
Fine Motor	
Social/Adaptive	

PRESCHOOL COLONEL WEATHER DAY #6

Please circle and initial at least 5 completed activities, read a book together and **practice your focus words, alphabet, numbers and shapes (attached)**. Please send this sheet back to school with your child upon return to in-seat classes.

Student Name: Date:				
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive
Using your alphabet cards (attached), practice the sound each letter makes.	Complete the "Counting Cups" activity. (See attached.)	Play "Red-Light, Green-Light".	Practice writing your name.	Help an adult load or unload the dishwasher, or wash, rinse, and dry the dishes in the sink.
Using your book for the day, have a conversation about the book. Talk about the pictures, or the meaning of any new words.	Name 3 things that are heavy and 3 things that are light.	See how many jumping jacks you can do without stopping.	Cut items out of a sales ad or magazine to make a shopping list.	Practice reciting your address and phone number.
Using a sales ad, newspaper, or magazine, circle all of the words you can read on your own.	Begin the "Brush Up: A Toothpaste Experiment" (See attached.) Note: This is a 2 day activity.	Dance to your favorite music.	Practice writing letters, shapes, name, numbers, etc. outside using sidewalk chalk.	Complete the "Emotions" activity. (See attached.)
Read A BOOK TO	GETHER:			
Title:				

Jack and Jill

Jack and Jill went up the hill, to fetch a pail of water.

Jack fell down and broke his crown

and Jill came tumbling after.

Mary Had a Little Lamb

Mary had a little lamb

Its fleece was white as snow.

And everywhere that Mary

went

the lamb was sure to go.

Twinkle, Twinkle Little Star

Twinkle, twinkle little star.

How I wonder what you are?

Up above the world so high,

like a diamond in the sky.

Jack Be Nimble

Jack be nimble.

Jack be quick.

Jack jump over the candlestick.

I Had a Little Turtle

I had a little turtle.

He lived in a box.

He swam in the puddles and climbed on the rocks.

Baa Baa Black Sheep

Baa Baa Black Sheep
have you any wool?
Yes sir, yes sir,
three bags full.
One for the master,
one for the dame,
one for the little boy
who lives down the lane.

Teddy Bear Teddy Bear Turn Around

Teddy Bear, teddy bear turn around.

Teddy bear, teddy bear touch the ground.

Brush Up: A Toothpaste Experiment

After eating, a sticky coating called plaque forms on our teeth. We must brush off the plaque or it could turn teeth from a nice pearly white to a dour yellow or brown. Plaque can also lead to cavities, which are no fun at all. This activity uses a hard-boiled egg as a pretend tooth and shows what happens if plaque goes unchecked. Reluctant brushers might change their attitude after seeing the results of this amazing experiment!

What You Need:

- · One hard-boiled egg with white shell
- A glass
- · A can of cola, or other dark brown soda
- Toothpaste
- Toothbrush

What You Do:

- 1. Carefully place the hard-boiled egg into the empty glass.
- 2. Pour the can of dark brown soda into the glass, making sure the egg iscompletely submerged in liquid.
- 3. Ask your child to guess what might happen to the white egg.Leave the egg in the cola overnight.
- 4. The next day, remove the egg from the liquid. Ask your child to describe what happened to the egg. How did it look before it went into the glass? How does it look now?
- 5. Provide your child with a toothbrush and toothpaste and encourage him to remove the stains from the egg's surface. Explain to your child how the egg is like a tooth and discuss what might happen if teeth aren't brushed!





Counting Cups

One potato, two potato, three potato, four. Who knew that a simple childhood game could help your kindergartener master math? But while it may never occur to your child that he's doing anything more than playing, counting games are a great way to get your kindergartener engaged in math.

Take one-to-one correspondence, an important skill that is mastered in kindergarten. In a nutshell, one-to-one correspondence means children are able to count a group of objects, while touching each object, one at a time. (Kind of like that one potato game...) While this concept might seem obvious, it's more advanced than just counting out loud, which is called "rote counting" because it takes things to the next level-- associating spoken numbers with real objects. Give your child some hands-on practice with what teachers call good 'number sense', with this easy activity.

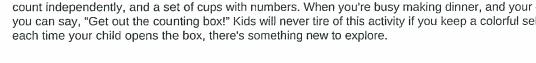
What You Need:

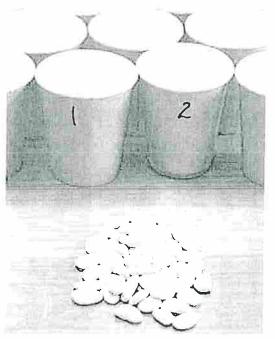
- 11 paper cups
- markers
- 55 small objects (like cotton balls, pennies, beans, pasta, jelly beans, screws, or anything else that's fun to touch)

What You Do:

- 1. After you've decided on the counting objects, get 11 medium-sized paper cups. Write the numbers 0 through 10 on each cup. Then mix up the cups and give them to your child. Ask your child to place the cups in order from smallest to biggest.
- 2. Give your child a collection of 55 objects. Tell her that the point of the game is to look at the number on each cup and put in the matching amount of objects. Be sure to remind your child to count out loud as she places each object in the cup. This helps to reinforce her counting skills and lets you assess her ability to count with one-to-one correspondence.
- 3. When your child is finished, empty the cups one at a time and have her check that the number of objects matches the number on the cup.
- 4. As your child develops accuracy and fluency working with 0 to 10, increase the numbers by increments of five, eventually working up to 30. It's not necessary to begin at 0 each time. Start in a place that's comfortable, and go as high as she can. As she gets better, pull the cups out in random order. See if she can do the game without the cups ascending. It makes things much trickier!

All done? No need to throw the materials away. Keep a "counting box" in the house with various items that are safe for your child to count independently, and a set of cups with numbers. When you're busy making dinner, and your child is whining for something to do, you can say, "Get out the counting box!" Kids will never tire of this activity if you keep a colorful selection of things to count, so that



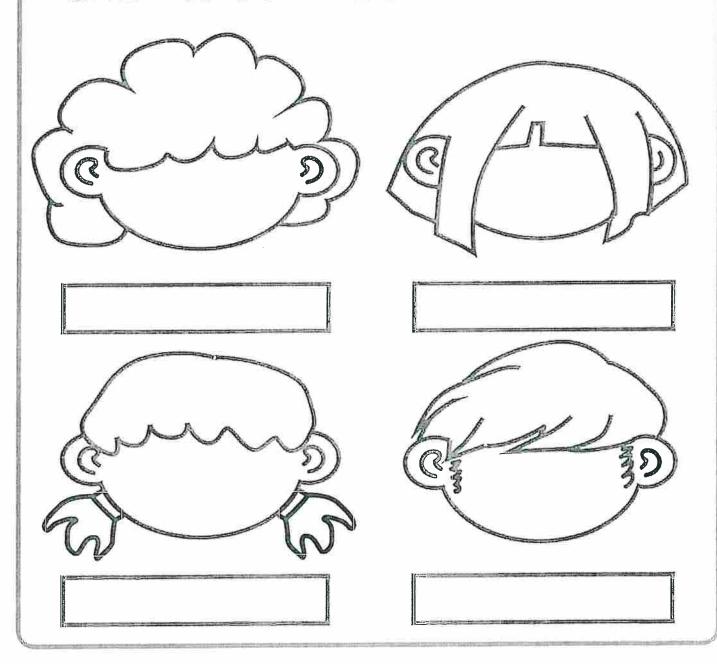


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EMOTIONS

We all have feelings. We show our feelings with our faces, by smiling when we are happy or frowning when we are sad. Look at the words below and write them in one of the boxes, drawing that emotion on the blank face.

SAD HAPPY SCARED ANGRY



Daily

Focus Word Recognition

go see can

in my to

and on are

is the we

look you do

what like play

Daily

triangle	rectangle	circle	square
star	heart	diamond/ rhombus	oval
octagon	cylinder	hexagon	sphere
cube			

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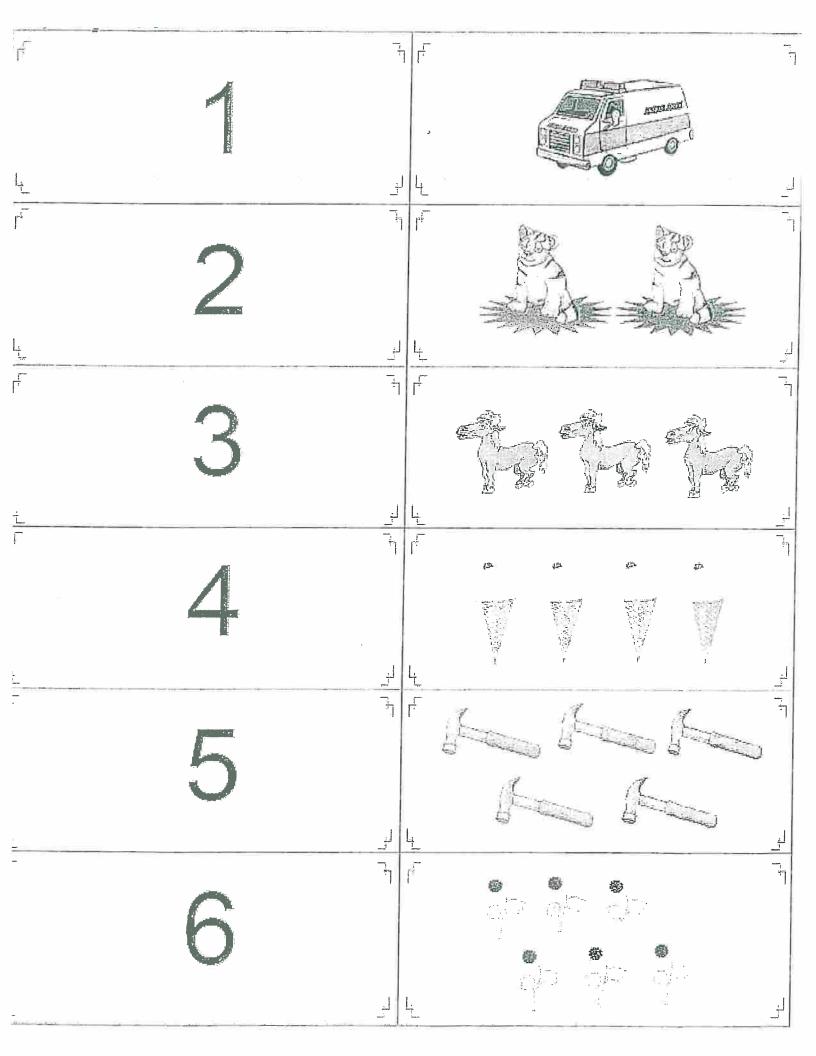
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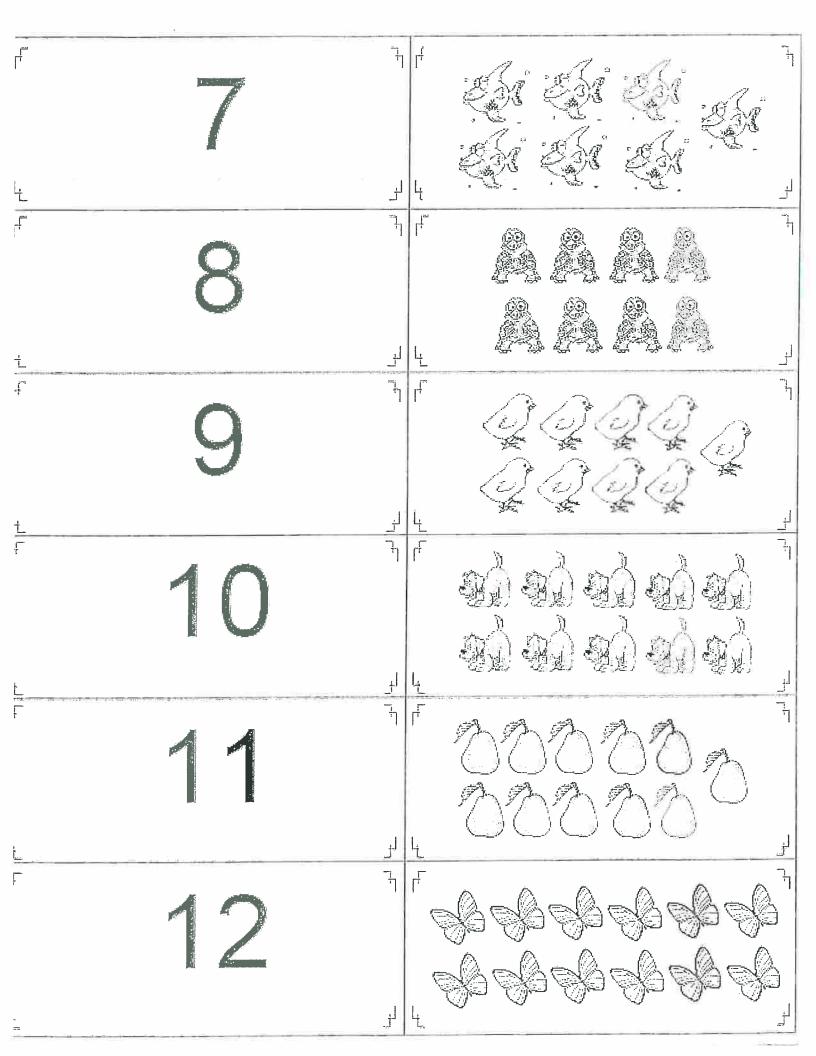
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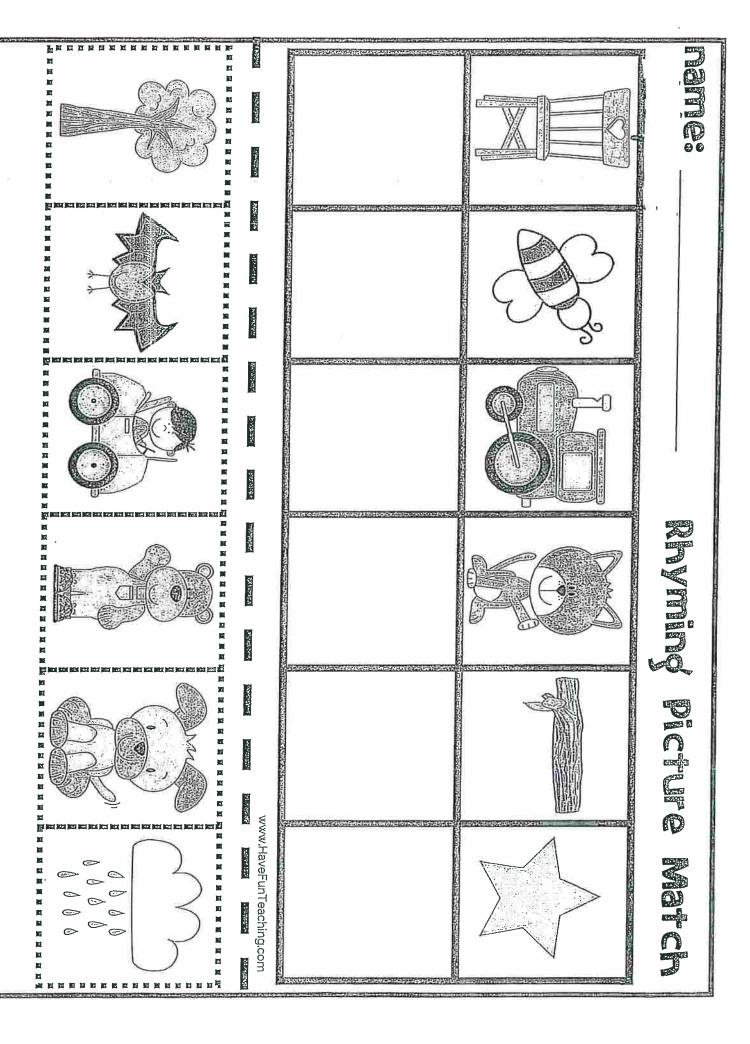
							Practice writing your name.
\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$							

Student Name: Date:						
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive		
Using your alphabet cards (attached), practice matching uppercase and lowercase letters.	After emptying the dishwasher or drying rack together, sort the spoons, forks, and butter knives.	Have a "Spoon Race". Place a cotton ball on a spoon and race your opponent without dropping the cotton ball.	Practice writing your name.	Help an adult wipe off the table or counter-top after a meal or snack.		
Using your book for the day, see how many of your focus words you can find in the book.	Enjoy a snack with someone. Discuss who has less and who has more.	Count how many push-ups you can do.	Tear up paper into small pieces and glue the pieces together to make a shape(s).	Practice reciting your address and phone number.		
Complete the "Rhyming Picture Match" Activity (See attached.)	Complete the "Brush Up: A Toothpaste Experiment" (See attached.) Note: This is a 2 day activity.	Dance to your favorite music.	Draw a picture of your family.	Practice "Social Skills Activities: Responding to other Children". (See attached.)		
Read A BOOK TOGETHER:						
Title:						

^{*}You may see some of the choices repeated. It is ok to repeat some of the activities, but we also encourage you to try new things.

Social Skill Activities: Responding to Other Children

- 1. **Teach the skill:** Tell your child that when another child says something or asks a question, he/she needs to respond. You can give him/her some examples of what other children might say. You can tell your child that if another child says "Do you want to play with me?", he/she should respond. If the other child says "I like your shirt!", your child can say "Thank you".
- 2. **Practice the skill:** During play with your child, ask your child a variety of questions and make suggestions as well. Make sure that your child responds appropriately each time. If not, tell your child "I said something to you. What could you say back?"



Student Name:		Date:				
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive		
Practice saying the alphabet together. Toss a ball back and forth with your child and take turns saying one letter at a time.	Help an adult prepare a meal or snack. Measure out the ingredients using a measuring cup or measuring spoon.	Ride your bike or other wheeled toy for 15 minutes.	Practice writing your name.	Help an adult set the table for a meal or snack.		
Using your book for the day, read it part way through and then make up a new ending.	With the help of an adult, cut apart number/object cards and match the number to the number of objects on the card. (See attached.)	Count how many knee-bends you can do.	Using the number rhymes, practice writing your numbers. (See attached.)	Practice reciting your address and phone number.		
Choose a nursery rhyme and practice reciting it. Find the rhyming words. (See attached.)	Make rainsticks using an empty paper towel roll. Put items inside that will make noise as it moves (buttons, beads, rice, macaroni, etc.). Cover both ends with paper and tape.	Dance to your favorite music.	Use a paper plate to make a mask. Cut out holes for the eyes and mouth (with the help of an adult). Decorate with paint, markers, or stickers.	Name 3 things that make you happy.		
Read A BOOK TOGETHER:						
Title:		_				

Jack and Jill

Jack and Jill went up the hill, to fetch a pail of water.

Jack fell down and broke his crown
and Jill came tumbling after.

Mary Had a Little Lamb

Mary had a little lamb

Its fleece was white as snow.

And everywhere that Mary

went

the lamb was sure to go.

Twinkle, Twinkle Little Star

Twinkle, twinkle little star.

How I wonder what you are?

Up above the world so high,

like a diamond in the sky.

Jack Be Nimble

Jack be nimble.

Jack be quick.

Jack jump over the candlestick.

I Had a Little Turtle

I had a little turtle.

He lived in a box.

He swam in the puddles and climbed on the rocks.

Baa Baa Black Sheep

Baa Baa Black Sheep
have you any wool?
Yes sir, yes sir,
three bags full.
One for the master,
one for the dame,
one for the little boy
who lives down the lane.

Teddy Bear Teddy Bear Turn Around

Teddy Bear, teddy bear turn around.

Teddy bear, teddy bear touch the ground.

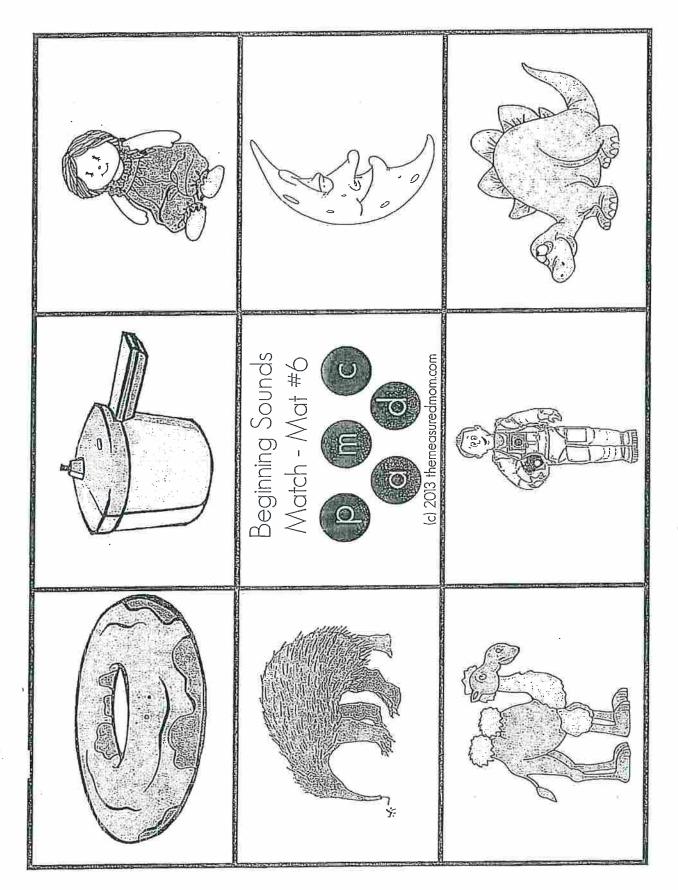
	zero	Circle left round you go. Come back home its number 0.
	one	Start at the top down you run. One straight line is number 1.
2	two	Make half a heart. Give it a shoe. Top to bottom its number 2.
3	three	Half round a tree. Half round a tree. Curve it. Curve it. Its number 3.
À	four	Down and over and down some more. All straight lines it number 4.
5	five	Down and around with a flag on high. Every time its number 5.
6	SiX	Make a curve and loop it quick. Got the scoop its number 6.
7	seven	Across the sky and down from Heaven. High and low its number 7.
8	eight	Make an S. Do not wait. Curve back up its number 8.
9	nine	Make a hoop. Drop a line. After 8 its number 9.
10	ten	Start at the top. Down to the end. Circle around left its number 10.

lease recite the number rhymes and have your child ractice writing his/her numbers.						

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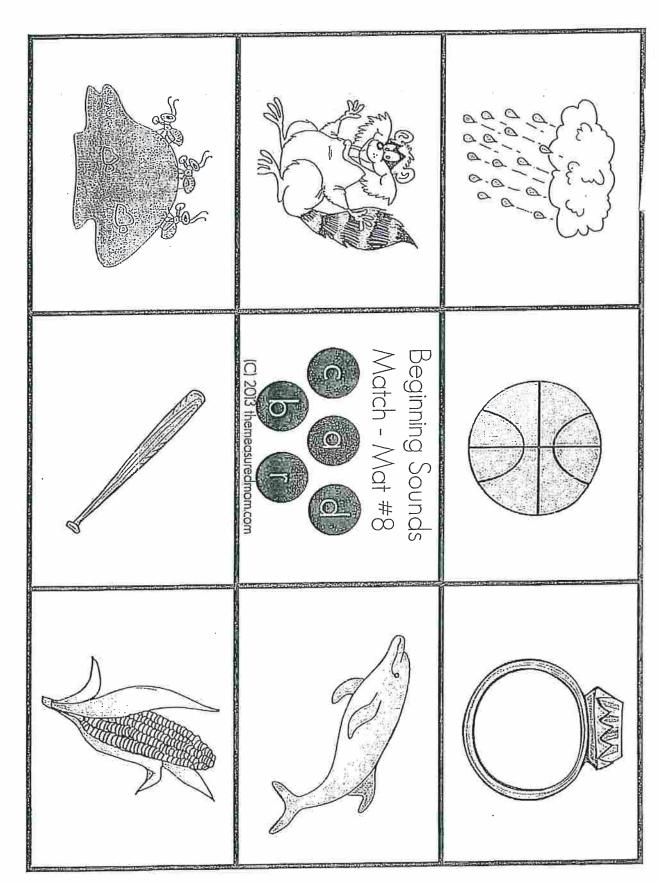
Student Name:		Date:				
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive		
With help from an adult, practice the beginning sounds for the objects pictured on "Beginning Sounds Match- Mat 6". (See attached.)	Using your number flash cards (attached), put the numbers in a bag, draw them out and identify them.	Play Ball! Roll, bounce, catch and throw a ball with another child or adult.	Practice writing your name.	Help an adult empty the dishwasher or drying rack.		
Using your book for the day, make up a new ending for the story.	Walk around your house or outside to find objects that are longer, shorter, wider, or thinner than your hand or arm.	Have a contest with a family member. See who can stand on one foot the longest.	Put a puzzle together with your family.	Practice reciting your address and phone number.		
Have your adult place your ABC flash cards around your home. See if you can find them all and identify the letters. Try to think of a word that starts with the letters you find.	Play sink or float with toys in the bath tub or a container of water. Talk about why some items sink and why some items float.	Dance to your favorite music.	Practice zipping a zipper, buttoning, and snapping.	Tell an adult about something you are looking forward to and why. How does that make you feel?		
Read A BOOK TOGETHER:						
Title:						

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Student Name:		Date:					
Literacy	Math Science	Gross Motor	Fine Motor	Social-Emotional Adaptive			
With help from an adult, practice the beginning sounds for the objects pictured on "Beginning Sounds Match- Mat 8". (See attached.)	Help your parent with laundry and find matching socks.	Work with an adult to make an obstacle course which includes jumping, crawling, and moving side to side	Practice writing your name.	Help an adult put clothes from the washing machine to the dryer.			
Using your book for the day, retell the story in your own words.	Play "Shape Tap". Someone calls out a shape and you walk around and tap all of the items you can find that are that shape.	Do stretches and waist bends for 2 minutes with hands on your hips (lean to the left, right, forward).	String beads, cereal or macaroni onto a piece of string or yarn.	Practice reciting your address and phone number.			
With the help of an adult, find items around the house or outside that rhyme.	Go on a shape hunt in your house. Have your children find 2 objects for each shape. Example: circle (plate, clock)	Dance to your favorite music.	Complete "Scissor Skills" sheet. (See attached.)	Tell an adult about the best thing that happened to you this week. How did that make you feel?			
Read A BOOK TOGETHER:							
Title:	Title:						



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