

AT HOME LEARNING

WEEK 5

MAKE A CARD FOR SOMEONE SPECIAL EACH DAY!

Monday - All About Me

Reading

Read a book about you. Look through photos and talk about your favorite memories.

Letters & Sounds

Make up silly nonsense words that rhyme with your name. Then match the Rhyme Time Match card game.

Math

Put the math number puzzles together.

Fine Motor

Write your name (first name, last name, or both). Then trace it with stickers or markers.

Art or Sensory

Using a mirror, draw a self-portrait. Notice the color of your eyes, the shape of your hair, and all the special details in you.

Gross Motor

Write each letter of your name on a paper plate. Spread the plates out in a line and hop over them.

Tuesday - Dinosaurs

Reading

Read a book about dinosaurs. Is it a fiction or non-fiction book? How do you know?

Letters & Sounds

Make letters with "dinosaur bones" (aka Q-Tips).

Math

Find 5-10 dinosaur figures or stuffed animals. Sort the dinosaurs by size, color, and number of legs.

Fine Motor

Dino dig! Hide letters, numbers, or dinosaur figures in sand or salt. Use a shallow pan and a paint brush just like real archeologists do.

Art or Sensory

Make fossils with play dough. Press various items into the play dough to create fun fossil prints.

Science

Try the Frozen Animal Escape! Freeze dinosaurs in bowls of water then use salt, water, and tools to melt the ice.

Wednesday - Space

Reading

Read a book about Space. Examine the photographs. What do you notice? What details do you see?

Letters & Sounds

Hide letters in foil. Unwrap the letter, say the name and sound, then mark the letter on the letter hunt.

Math

Make a rocket number line. Make a vertical number line with number cards.

Fine Motor

Make an alien and planets with play dough. Use beads for eyes and cut up pipe cleaners for arms and legs.

Art or Sensory

Make a space sculpture with foil. Twist, smash, and bend the foil to make something. Decorate with Sharpie markers.

STEM

Make a rocket fort with blankets and pillows. Countdown and blast off into outer space.

PLAY IS THE HIGHEST FORM OF RESEARCH. — ALBERT EINSTEIN

AT HOME LEARNING

WEEK 5

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THURSDAY - FARM

Reading

Read a fiction book about a farm. What were the events? Retell the sequence of events. What happened first, in the middle, and last?

Letters & Sounds

Make a list of animals on a farm. What is the first sound in each word?

Math

Put number puzzle pieces in "dirt" (aka brown piece of paper). Dig for a number, say the name, and find it on the number hunt page.

Fine Motor

Finger paint with real mud or brown paint.

Art or Sensory

Paint with fruits and vegetables. Cut them in half and stamp them in the paint.

Gross Motor

Move like a chicken, horse, pig, dog, cat, cow, and bunny.

FRIDAY - SHAPES

Reading

Read a book about shapes. Notice the parts of a book (cover, spine, pages).

Letters & Sounds

Put the letter puzzles together. Do some or all of the letter puzzles. Say the letter and sound.

Math

Go on a shape hunt! Call out a shape and walk around the room touching that shape. Repeat with other shapes.

Fine Motor

Draw big shapes on a piece of paper. Trace each shape with tiny treasures like coins, pom poms, buttons, or rocks.

Art or Sensory

Cut paper shapes and create a shape collage.

STEM

Make shapes with toothpicks and play dough. Count how many points and sides of each shape.

APPS AND WEBSITES TO TRY

National Geographic Kids
Research and learn about animals and their habitats.

<https://kids.nationalgeographic.com/>

PBS Kids

Songs, activities, and videos that teach.

<https://pbskids.org/>

Starfall

Learn about letters and sounds.



WEBSITES AND APPS TO GET KIDS MOVING

Dr. Jean

YouTube

Fun songs that teach.

Harry Kindergarten

YouTube - Fun songs that teach and help develop self-regulation.

Go Noodle

YouTube or an app. Dance-alongs, yoga, and more.

AT HOME LEARNING

Week 6

MAKE A CARD FOR SOMEONE SPECIAL EACH DAY!

Monday - At the Pond

Reading

Read a book about the pond or pond animals. Who were the characters? Who was the main character?

Letters & Sounds

Pond begins with the letter P. Make the "P" sound. Think of all the words that begin with the letter P.

Math

Put number puzzle pieces in a "pond" (aka blue piece of paper). Fish for a number, say the name, and trace it on the number hunt page.

Fine Motor

Sing the song 5 Green Speckled Frogs. Use your fingers to count and your arm as the log as you sing.

Art or Sensory

Make a pond sensory bin. Fill a bin halfway with water then add plastic plates (lily pads), rocks, and plastic pond animals.

Gross Motor

Lily pad leap! Place pieces of green paper on the ground in a path and leap over them like a frog.

Tuesday - RECYCLE

Reading

Read a book about the Earth or taking care of our Earth. Make a list of things you can do to take care of our Earth.

Letters & Sounds

Make your own letter manipulatives. Collect lids, popsicle sticks, bread tags, or small cups. Put letter stickers or write a letter on each one. Line up in ABC order.

Math

Make environmental print puzzles. Use the front of the box of cereal. Cut it into pieces making a puzzle. Put the puzzle together.

Fine Motor

Cut up straws with scissors. String the cut pieces on a piece of string to make a necklace.

Art or Sensory

Make a collection jar using an old jar. Clean it, paint it, and/or glue collage items to it. Put your small treasures in it.

Science

Sort the trash and recycling. Is there anything you can reuse?

Wednesday - Art

Reading

Read a book by a famous favorite illustrator like Eric Carle. How did he or she create the illustrations?

Letters & Sounds

Go outside and write letters with chalk. Then paint with water and a paint brush.

Math

Find 5-10 different drawing and painting tools. Line them up from short to tall.

Fine Motor

Make Salt Dough (see recipe). The next day, paint it!

Art or Sensory

Make a pointillism painting. Use Q-Tips and make a painting.

Music

Play music. Paint or draw to the tempo of the music.

PLAY IS THE HIGHEST FORM OF RESEARCH. – ALBERT EINSTEIN

AT HOME LEARNING

Week 6

MAKE A CARD FOR SOMEONE SPECIAL EACH DAY!

THURSDAY - At the MOVIES

Reading

Read a book with characters from your favorite movie or TV show. What was the problem and how did the characters solve it?

Letters & Sounds

Write letters on piece of yellow paper and crumble up like popcorn. Take a piece, say the letter and sound.

Math

Line up figures from your favorite movies or tv show. Sort them various ways (size, color, etc.).

Fine Motor

Make letters or numbers with your favorite movie candy or popcorn kernels.

Art or Sensory

Draw your favorite movie or TV show character.

Science

Explore your 5 senses and make popcorn. How does it sound, smell, feel, look, and taste? How does it change?

FRIDAY - The Rainforest

Reading

Read a book about the rainforest. Make predictions as you read. What will happen next?

Letters & Sounds

Make a list of rainforest animals. Clap the number of syllables in each word.

Math

Make snake patterns. Use pom poms, buttons, or beads.

Fine Motor

Cut up "jungle leaves" with scissors. Go outside and find leaves or cut leaves from paper.

Art or Sensory

Make a rainforest animal face with a paper plate. Color with markers, add construction paper, or string to it.

STEM

Build a rainforest habitat using blocks and animal figures. Make leaves and vines with green paper.

APPS and WEBSITES to TRY

National Geographic Kids
Research and learn about animals and their habitats.
<https://kids.nationalgeographic.com/>

PBS Kids
Songs, activities, and videos that teach.
<https://pbskids.org/>

Starfall
Learn about letters and sounds.



WEBSITES and APPS to get kids moving

Dr. Jean
YouTube
Fun songs that teach.

Harry Kindergarten
YouTube - Fun songs that teach and help develop self-regulation.

Go Noodle
YouTube or an app.
Dance-alongs, yoga, and more.

Science Sensory Play

FROZEN ANIMAL ESCAPE

What you Need:

trays, plastic animals, water, salt, food coloring (optional)

Kid Tools for Play: tweezers, popsicle sticks, droppers

How to Make It:

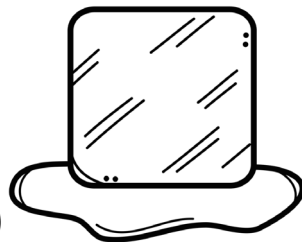
Place plastic animals in various bowls. Fill each bowl with water and add a few drops of food coloring (optional). Place in the freezer overnight.

Play:

Grab a plastic tub and remove the ice from the bowls. Place a cup of salt in the corner. Your child can use the salt and the tools to help the animals get out of the ice!

Clean Up Hint:

Frozen animal escape can be messy. Make sure you place a large towel under the bin to catch all the salt and water that gets out of the tub.



SALT DOUGH COOKIE CREATIONS

What you Need:

Flour, salt, water, bowl, spoon, cookie cutters, oven, clear finish (optional)

How to Make the Dough:

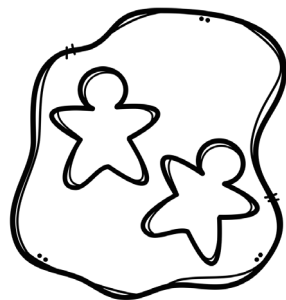
Mix 4 cups flour, 1 cup salt, and 1 1/2 cups warm water. If your dough is too dry, add a bit more water.

How to Make the Cookie Creations:

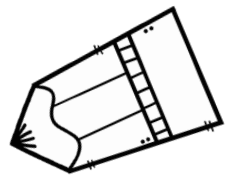
Place flour on the surface. Roll the dough with a rolling pin and use cookie cutters to create various shapes. Place on a cookie tray and cook in the oven on 200 degrees for 2 hours (3 hours for the super thick pieces). Let dry overnight. Spray with a clear finish or use Mod Podge (optional).

Extra Fun:

For extra fun, paint the cookie creations the next day with acrylic paint.



My Writing List



mom



dad



sister



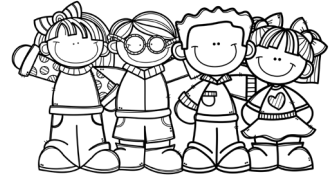
brother



baby



friend



aunt



uncle



grandma



grandpa



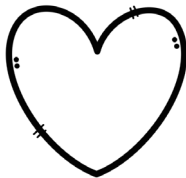
cat



dog



I love you!



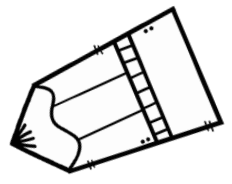
I miss you!



Happy Birthday!



My Writing List



MOM



DAD



SISTER



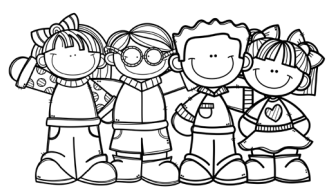
BROTHER



BABY



FRIEND



AUNT



UNCLE



GRANDMA



GRANDPA



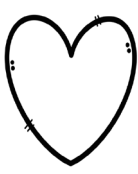
CAT



DOG



I LOVE YOU!



I MISS YOU!



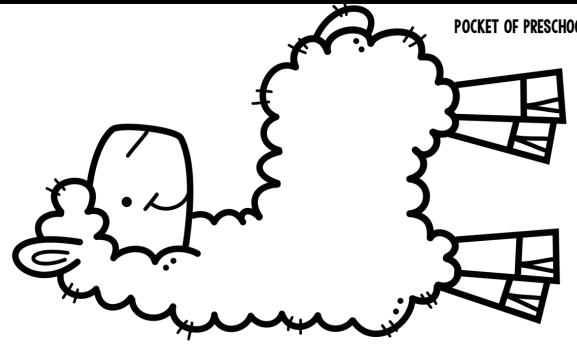
HAPPY BIRTHDAY!

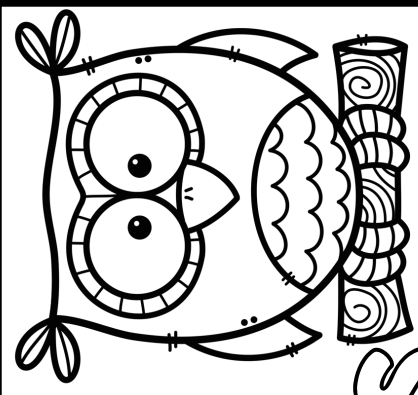


Miss You
Bear Y
Muchi!



Love
You a
Llamal!

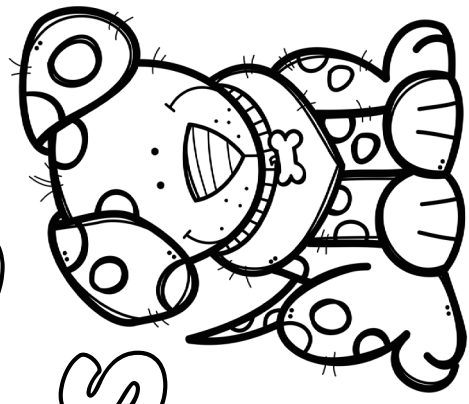




Who

misses

you? I do!

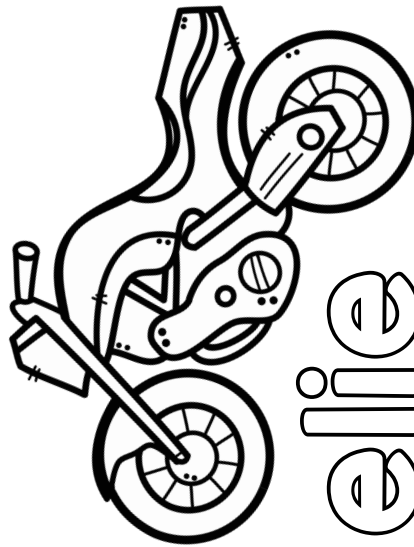


Missing

you is

ruff!

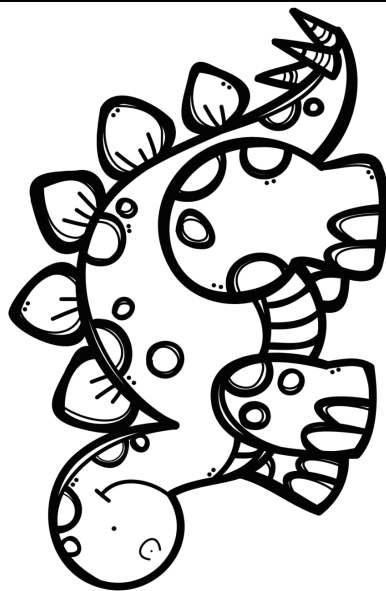




I

wheelie

miss you!



You

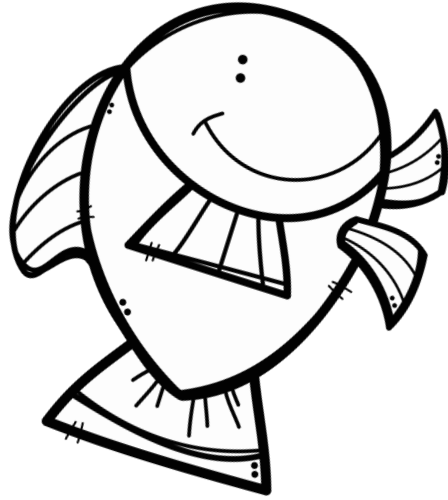
are

Dino-Mite!

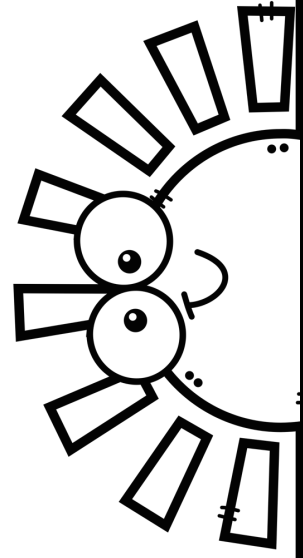




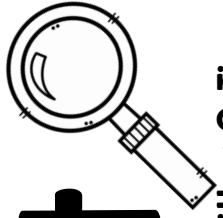
You
are
Fin-tastic!



You are my
Sunshine!



Letter Hunt



Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

C

D

E

F

G

H

I

J

K

L

M

N

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P

Q

R

S

T

U

V

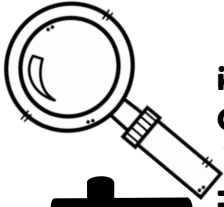
W

X

Y

Z

Letter Hunt



Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

c

d

e

f

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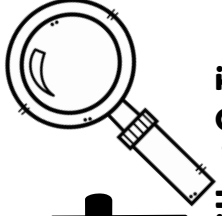
w

x

y

z

Letter Hunt



Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

Cc

Dd

Ee

Ff

Gg

Hh

Ii

Jj

Kk

Ll

Mm

Nn

Oo

Pp

Qq

Rr

Ss

Tt

Uu

Vv

Ww

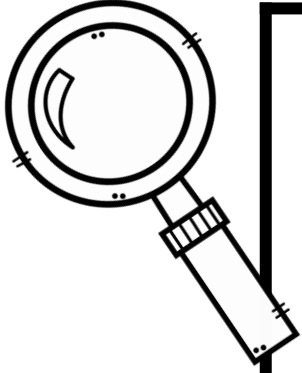
Xx

Yy

Zz

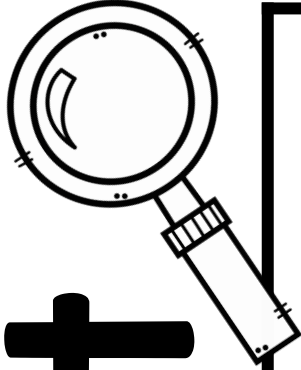
Number Hunt

Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

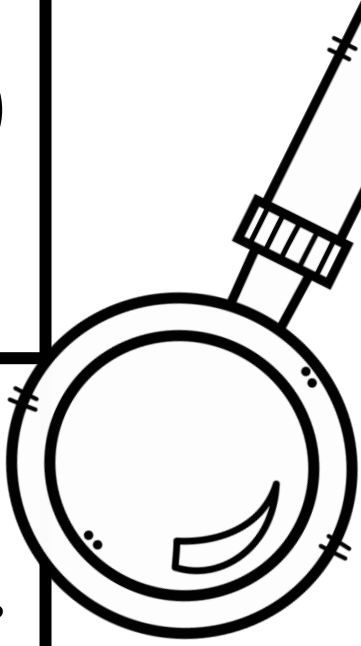


1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

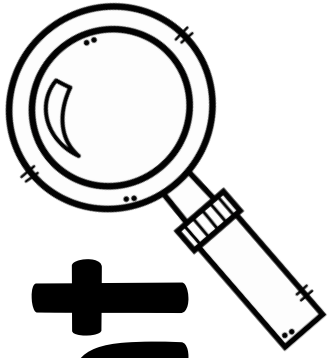
Number Hunt



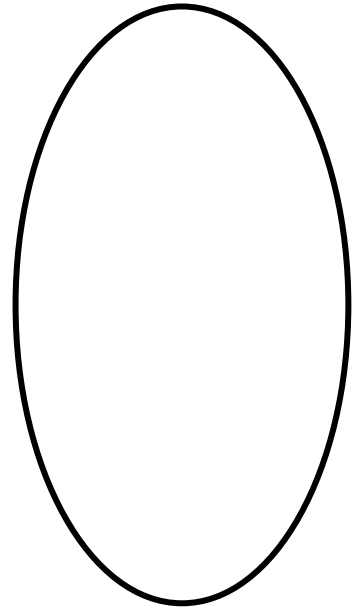
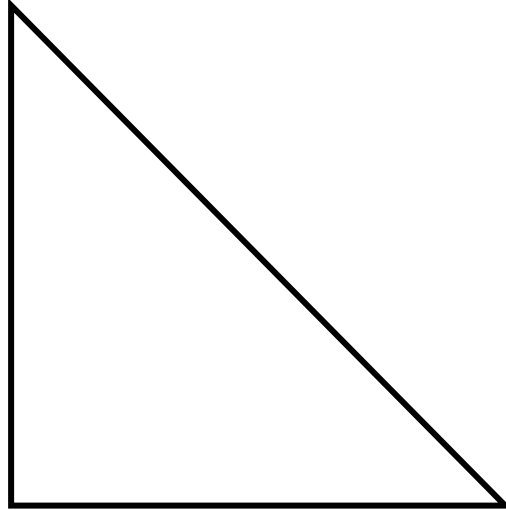
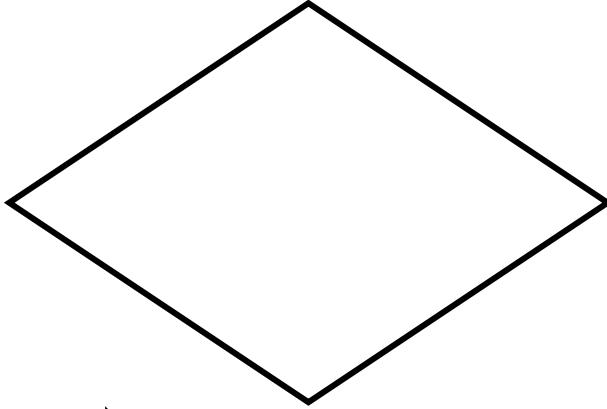
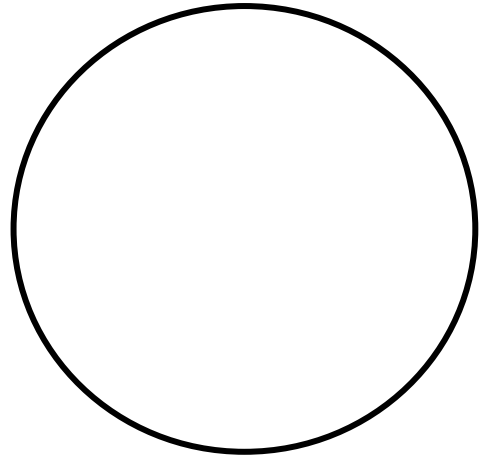
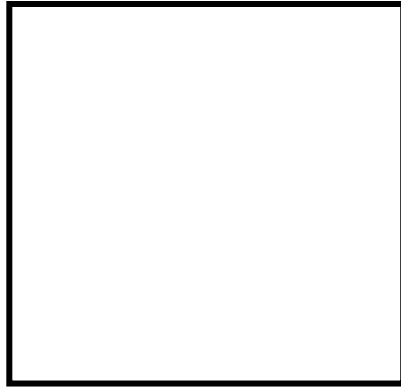
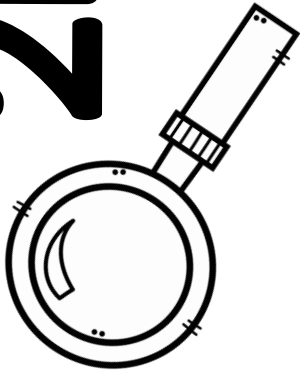
Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

1	2	3	4
5	6	7	8
9	10		

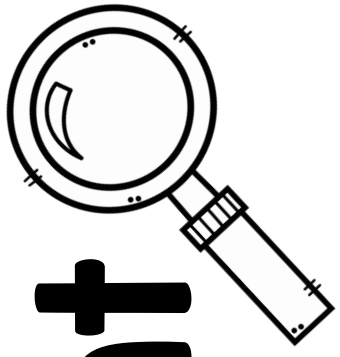
2D Shape Hunt



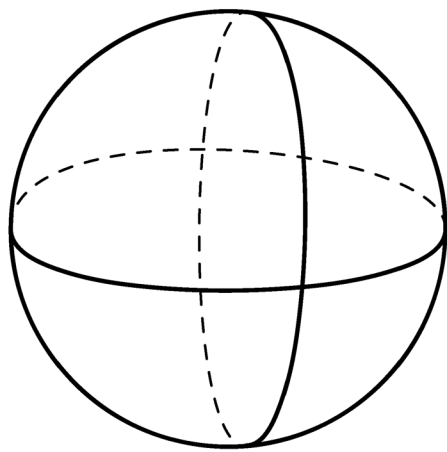
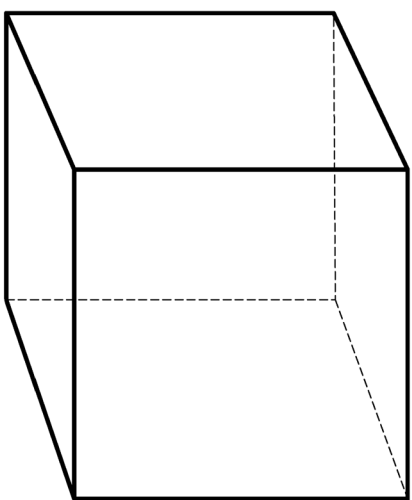
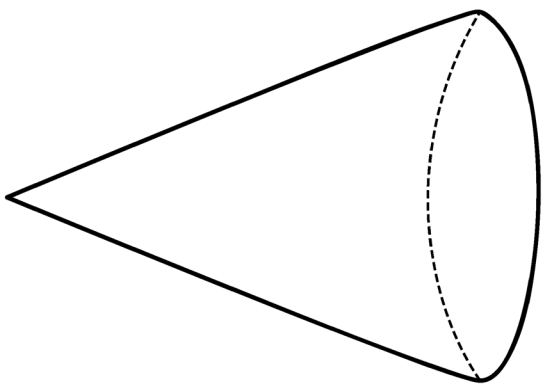
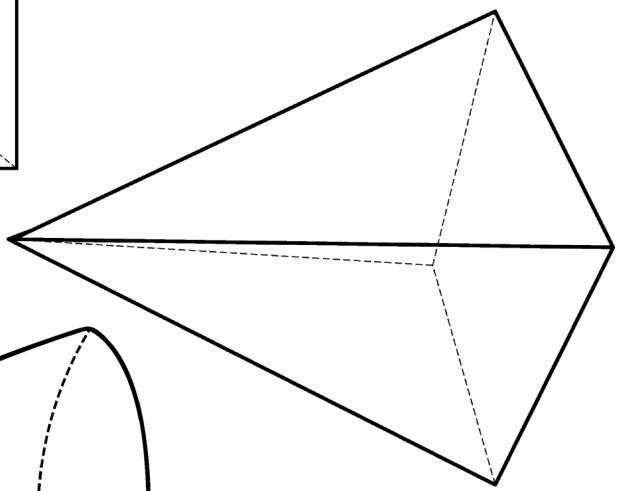
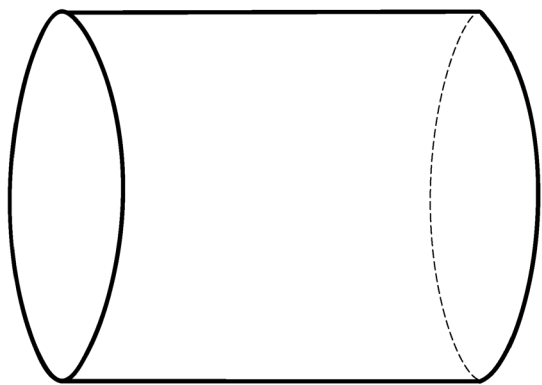
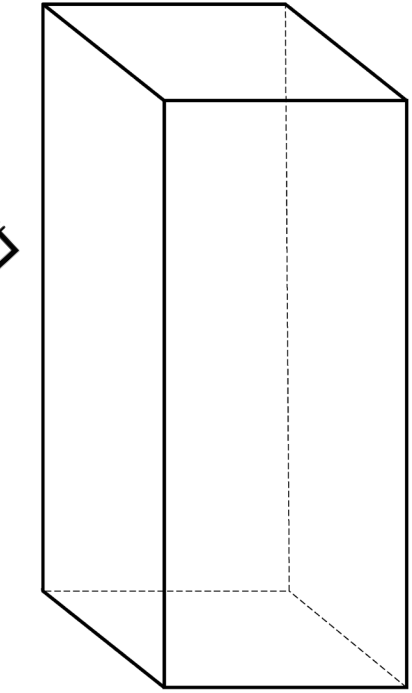
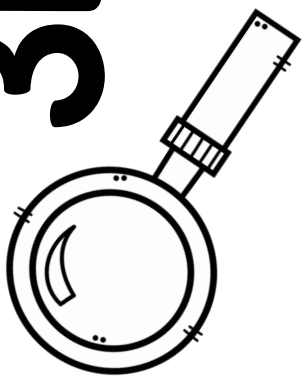
Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.



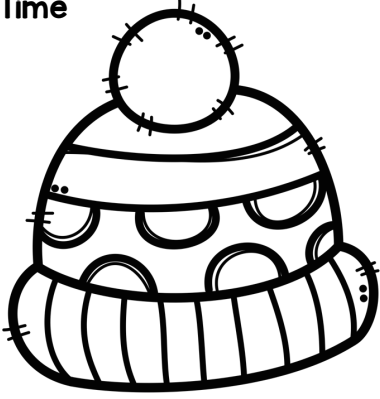
3D Shape Hunt



Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

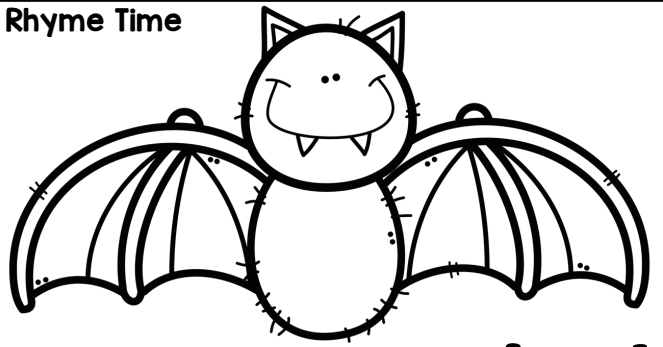


Rhyme Time



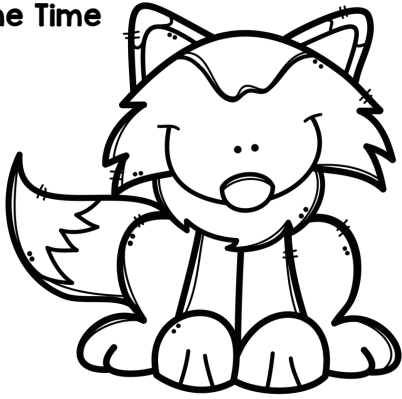
hat

Rhyme Time



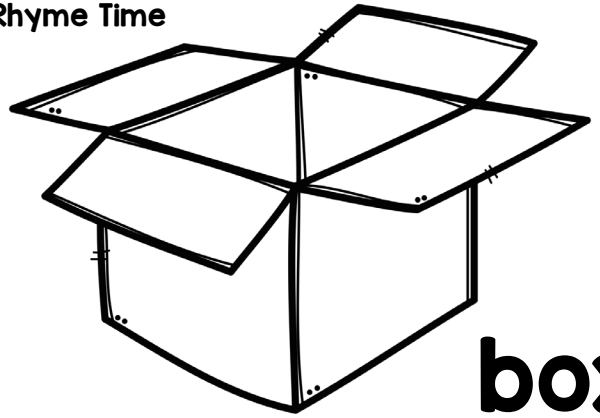
bat

Rhyme Time



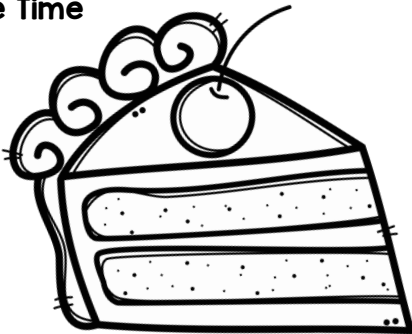
fox

Rhyme Time



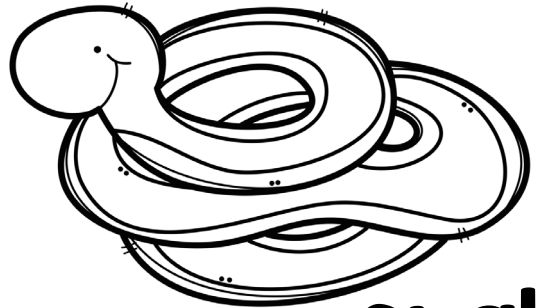
box

Rhyme Time



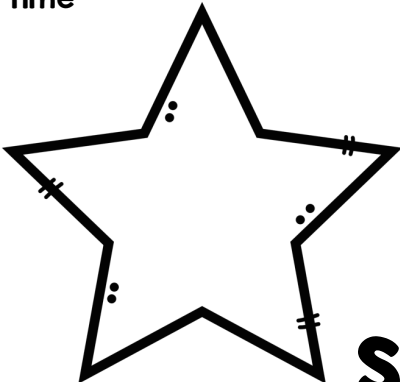
cake

Rhyme Time



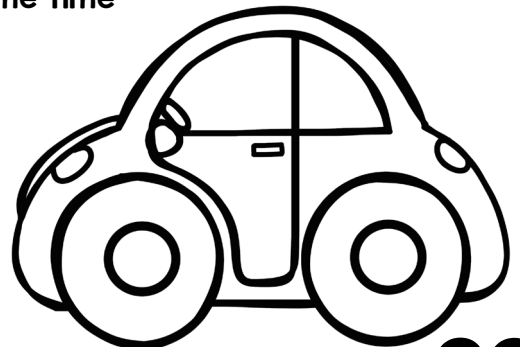
snake

Rhyme Time



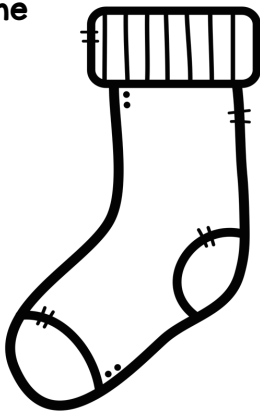
star

Rhyme Time



car

Rhyme Time



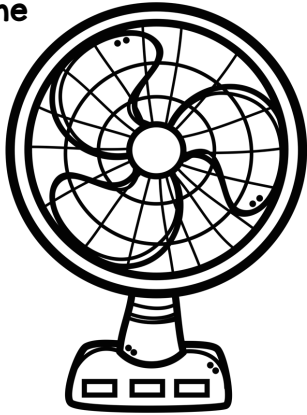
sock

Rhyme Time



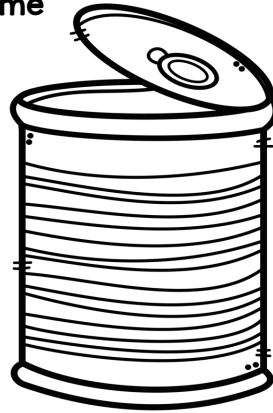
lock

Rhyme Time



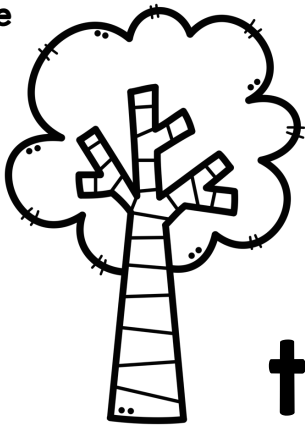
fan

Rhyme Time



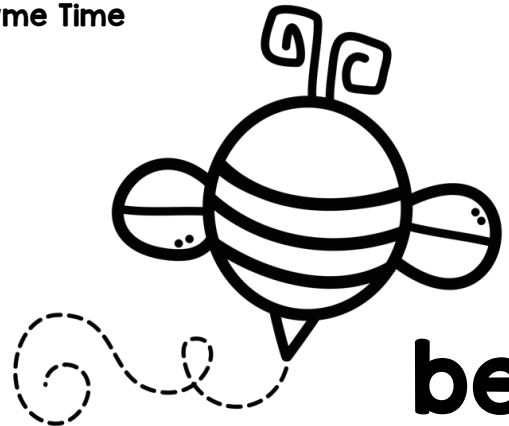
can

Rhyme Time



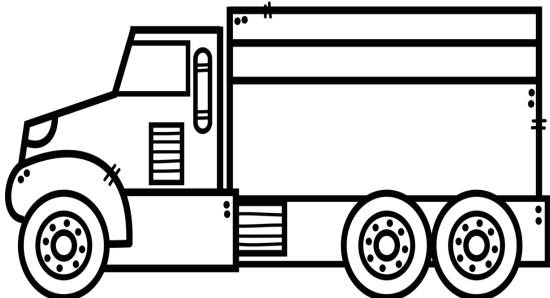
tree

Rhyme Time



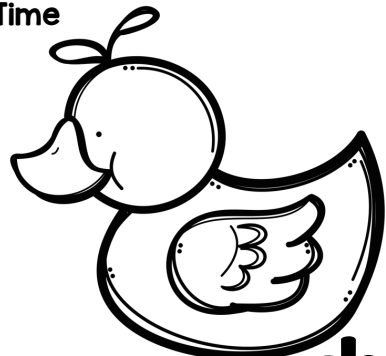
bee

Rhyme Time



truck

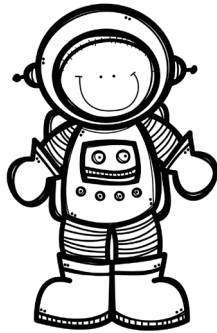
Rhyme Time



duck

A

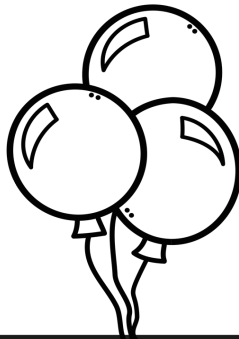
a



POCKET OF PRESCHOOL.

B

b



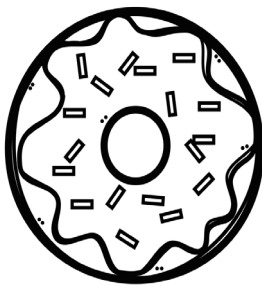
C

c



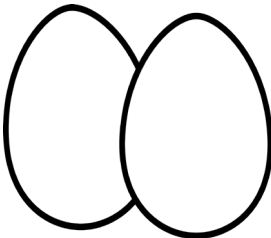
D

d



E

e



Cut out the letter puzzles.

If doing all the letter puzzles at once is overwhelming for your child, try just putting out 5-10 letter puzzles at a time.

F

f



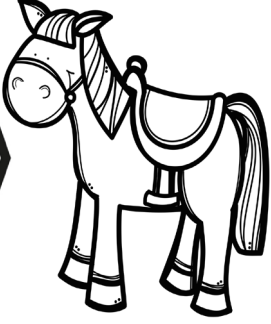
G

g



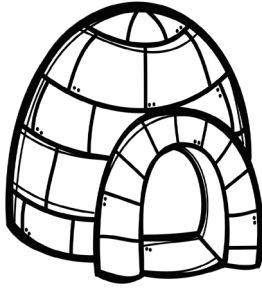
H

h



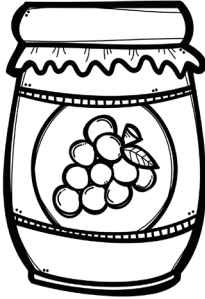
I

i




J


j

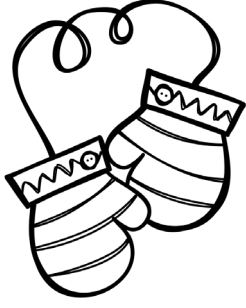


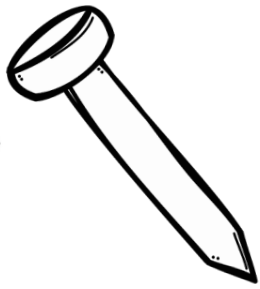
If doing all the letter puzzles at once is overwhelming for your child, try just putting out 5-10 letter puzzles at a time.

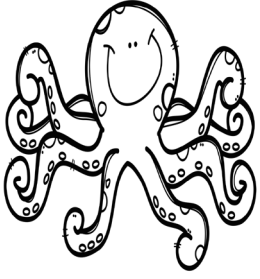
K K 

POCKET OF PRESCHOOL

L l 

M m 

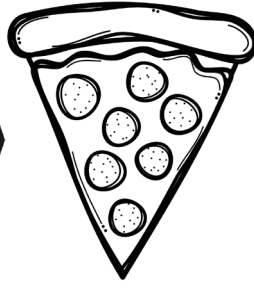
N n 

O o 

If doing all the letter puzzles at once is overwhelming for your child, try just putting out 5-10 letter puzzles at a time.

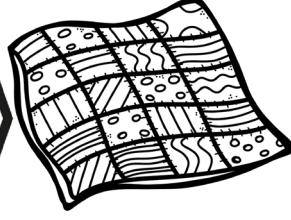
P

p



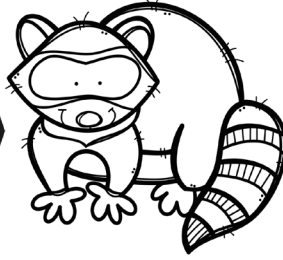
Q

q



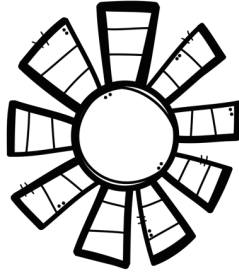
R

r



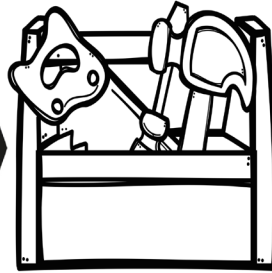
S

s



T

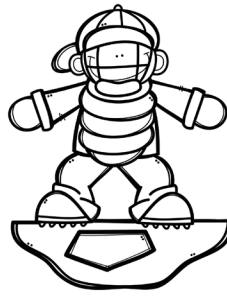
t



If doing all the letter puzzles at once is overwhelming for your child, try just putting out 5-10 letter puzzles at a time.

U

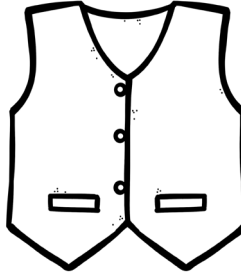
u



POCKET OF PRESCHOOL

V

v



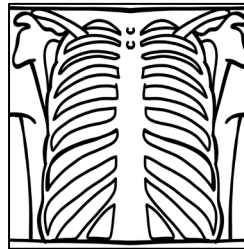
W

w



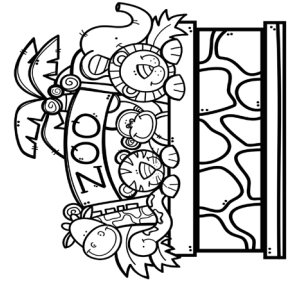
X

x



Y

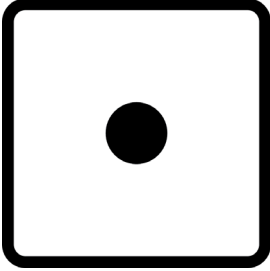
y



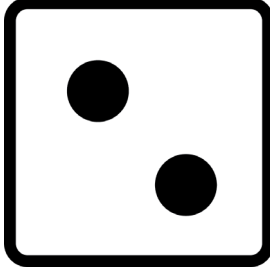
Z

z

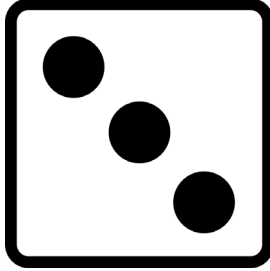
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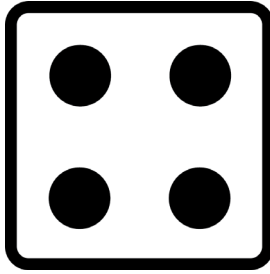
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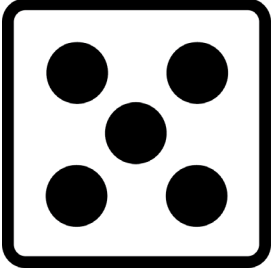


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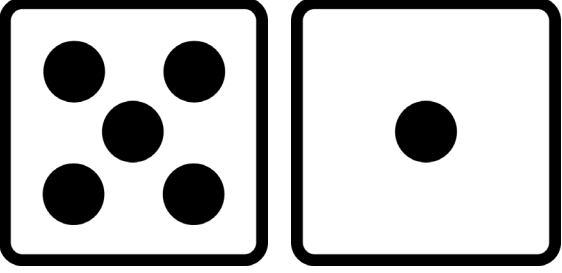


Cut out each puzzle. If doing all the number puzzles at once is overwhelming for your child, try just putting out 5-10 number puzzles at a time.

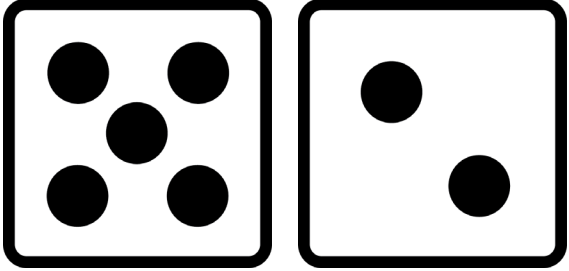
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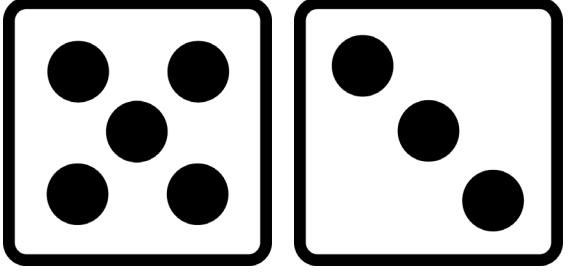
6



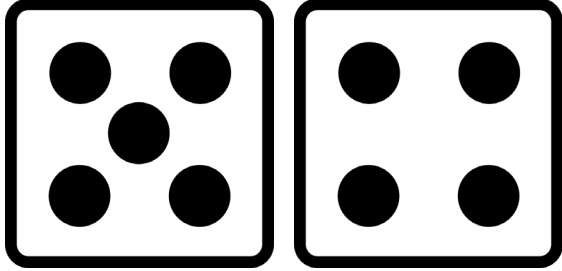
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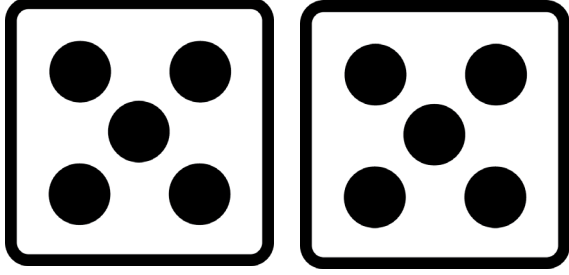
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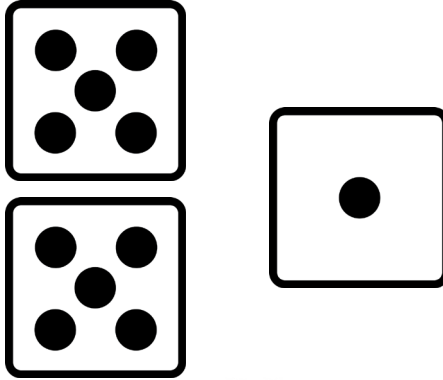
Cut out each puzzle. If doing all the number puzzles at once is overwhelming for your child, try just putting out 5-10 number puzzles at a time.



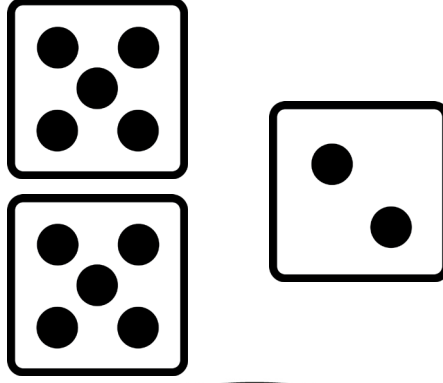
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10

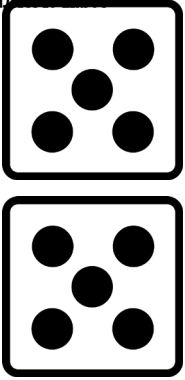


11

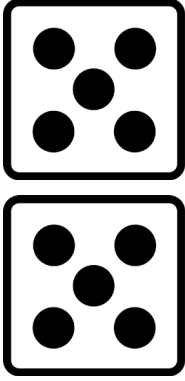


12

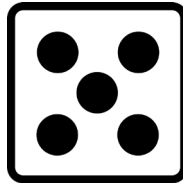
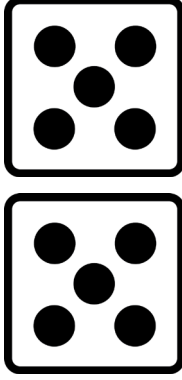
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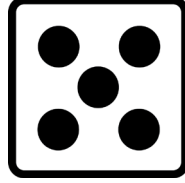
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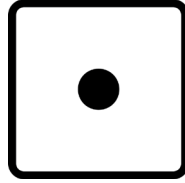
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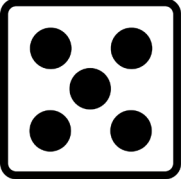
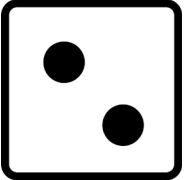
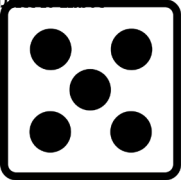
15



19



Cut out each puzzle. If doing all the number puzzles at once is overwhelming for your child, try just putting out 5-10 number puzzles at a time.



17



18



19



20

Cut out each puzzle. If doing all the number puzzles at once is overwhelming for your child, try just putting out 5-10 number puzzles at a time.