





# January



Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
<p>Cut out paper snowflakes. Either hang them on the window, or paste to colored paper.</p>	<p>Follow that path: -He makes footprints in the snow, then follows them back. -Follow cat, dog, or other tracks.</p>	<p>Animal Hunt: -You "hide" 6 animal pictures. He finds them and describes each one. "Tell me something about the cat." "It is brown." Tell me one more thing 4 times. Use other themes.</p>	<p>Listen Lotto: Make a bingo card with pictures in the squares. -You make the sound, he puts a marker on the picture. -You can give clues like, "It makes milk", he marks it.</p>	<p>Color Circles: -Lay one down, he copies it. -Lay two down, cover, he copies. -Do patterns</p>
<p>Clean a styrofoam meat tray. Let the child "sew" on it with a big needle and colored yarn.</p> 	<p>Tape Line: Put a piece of tape or string on the floor. Can he walk on it, on foot, on each side, walk backwards, skip, tip toe, slitherlike a snake, crawl, walk with hands and feet, scoot.</p>	<p>Talking Tips: Describe something easily seen. "I'm looking at something in the kitchen. It is big. It has a door. It gets hot...Yes it is a stove." Have him describe something to you.</p>	<p>Number Repeat: Say two numbers, "5,8." Have him repeat. Say 3 numbers, then 4 as he becomes proficient. Try letters, and words.</p>	<p>Cup and Ball: Try to get the ball into the cup.</p> 
<p>God's Eye: Glue two popsicle sticks together in a cross. Starting in the middle with yarn, wind the yam over and under the sticks as you go around the cross.</p> 	<p>Shoe Box Walk: He puts one foot in each box. He shuffles to get from place to place.</p>	<p>Picture Clues: Using 4 pictures give clues until he guesses which one. "It has wheels on it, it has 4 doors...You're right, it's the car." Take turns. Use more pictures, also pictures of same catagory such as cars, toys, birds.</p>	<p>Follow my Directions: Give him 1 command. As he can do this, try 2 commands, and add more. "Go turn off the light." "Go get a fork, put it on the chair." "Walk to the door, then hop to the table, then run here."</p>	<p>XO Pattern: On a piece of paper you make a paaattern of X and O's (start with only 2). Then he does the same pattern on his paper. Compare. Don't criticize his X and O's, more concerned about the pattern memory. Do more and color then.</p>
<p>Pick a Pair: 2 bags with same items in each. He picks out one item in bag #1 then feels for the match in the other bag.</p> 	<p>Ping Pong: Play on the floor using your hand as a paddle.</p>	<p>Cars &amp; Garage, or Dolls &amp; Beds: With 3-4 cars (dolls) and 3-4 garages (beds) of different sizes you ask, "Find the smallest car and put it in the smallest garage." Then biggest, middle size. Ask what he did. Have him answer in complete sentences.</p>	<p>Travel by Car: While in the car name 3-4 things you see. He repeats, then he names 3-4 items and you repeat.</p>	<p>Drops of Color: -Fill 4 glasses of water to the same level. -#1&amp;2, add 4-6 drops of the same color. -#3 add only 1-2 drops -#4 put in different color -Ask which is the same, lighter, different. Variety make new colors by mixing.</p>

Sorry, this was originally on a colored piece of paper

# February

Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
Make a paper Ground Hog. Glue to a popsicle stick. Either through a slit of paper, or through the child's hand make it pop through to see its shadow. Go outside, or different rooms to see the shadow.	Make an obstacle course using chairs, tales, a line on the floor, etc. Push a ball with the feet, or nose.	Teach child: Name stole the cookie in the cookie jar. Who me? Yes you! Couldn't be, Then who?	Tell the story of "The 3 Little Pigs." Let child say, "Not by the hair of my chinny chin chin."	Treasure Hunt: Draw picture to give the next clue. At the end have snack time.
Make homemade Valentines. Glue, color, and cut.	Using a small blanket, you and child each take an end. Put a ball or doll in the middle and bounce or toss it up and down by shaking the blanket.	Valentine "Tea": With hot chocolate and cookies (or any snack), have a tea and chat about the weather, how is your family, what is your favorite _____? Dressing up can be fun.	I LOVE _____ about you: You say, "I love your eyes." Ask child to repeat what you said about him. Make it more difficult by making the list longer.	Penny & Nickel: (Lincoln & Washington) Give child some pennies and nickels. Lay down a pattern. Have child copy. Cover your pattern after he sees it to make more difficult.
Stick Houses: Using popsicle sticks, toothpicks, or pretzels, draw a house on a piece of paper and have the child glue the sticks to make a "log" cabin. Have child add trees, mountains, sun, and grass.	Summer Blues: Let child put on his swimsuit and "swim" in the bathtub. Add bath toys for fun. Daycare: Have children bring shorts and towels. Play with beachball and have snacks.	Who's Who?: Have pictures of Abe Lincoln and George Washington. Tell about Washington, then something about Lincoln. For review ask what is each of the men's names.	Blind Man's Bluff: Blind fold child. Move around the room and make noise so he can go in that direction. Trade places. (Make sure the room is safe.)	Witness!: Dress up (or another child dresses up). Come into the room. Wait a minute, then leave. Have the child describe what you were wearing. Also can be done by describing actions.
Make a cherry tree. Use cut outs for child to glue. If old enough, have the child cut the pieces. Trunk, green top, and cherries.	Play Simon Says: Use a lot of hopping, jumping, and twisting. Moving is the key.	Find a traditional fairy tale and read it to your child.	Clapping: Clap 2 times, child copies. Clap 2 fast, 2 slow, and child copies. Do different rhythms. Can make as difficult as is fun.	Cut out 2 exact sets of circles for face, 3 colors of eyes, 2 shapes of noses, 3 mouths, 3 wigs. Make a face (no glue), have child copy. Child makes a face and you copy.

# March

<b>Monday</b> fine motor	<b>Tuesday</b> gross motor	<b>Wednesday</b> language	<b>Thursday</b> auditory	<b>Friday</b> visual
Print the child's 1st initial (or name) on a piece of paper. Glue objects like seeds, beans, popcorn, etc. to the letter.	Have child make a kite out of paper and string. Then run around flying it behind her.	Make circles with a happy and a sad face. Talk about these feelings. Then ask what makes her happy/sad. Ask, "Does a hug make you happy or sad?"	Movie Music: Find different kinds of music. Listen to it and ask child how it makes her feel. Act it out: a slow sad song, happy jumping music, a bee buzzing around.	Put 5 items on a tray. Let child see, then take one off. Can she guess which one is missing?
Sing "Where is Thumkin?" and do hand actions.	Cut away the bottom and one side of a plastic milk carton. Using a ball or crunched up tinfoil play catch. 	Circles with scared and surprised feelings. Talk about these. Ask what situations trigger these feelings?	Have 3-5 sound makers: cereal in a box, tapping pencil on a bowl, squeaking toy, scissors, spoon against spoon. Have child close eyes, tap pencil, then again. Was it the same or different? Repeat with other sounds.	What is Red?: Have child color red circle on a piece of paper. Then walk through the house and find what else is red. At the end you could have red jello and make it together.
Draw a lamb. Have child glue cotton balls to it.	Make paper airplanes (can be colored). Fly and chase them.	Circles with mad and excited feelings. Talk about these. Talk about appropriate behavior when mad, and what makes her excited.	Teach song "Old McDonald had a Farm." See if child can remember which animals have been sung and in what order.	Green Collage: In old catalogs or magazines, let child cut out green items and paste them on a piece of paper shaped like a big leaf.
Cut and glue strips of brown, yellow, and orange paper around a paper plate to make a lion's head. 	Pin towel to child's pants to become a dinosaur tail.	Make up a story of a child going through the day. Let child point or hold up the feeling circle that matches her feeling. Ex. Sara's Mom brought her home a nice ice cream cone...Then it fell on the ground...	Hide some toys around the house. Give oral clues to have the child find the treasure. Ex. Go to the place where we put the milk.	Blue Hunt: give child a bag. Go through the house and let her put blue things in it. Then let her explain why she picked each item. Talk about different shades, but still blue.





# April

<b>Monday</b> fine motor	<b>Tuesday</b> gross motor	<b>Wednesday</b> language	<b>Thursday</b> auditory	<b>Friday</b> visual
Marshmallow Animals: Use big and small marshmallows and toothpicks to make animals. Worms are 4-5 small on 1 stick, try bears, dogs, and snowmen.	Play Mirror: Stand in front of each other and copy actions as if in a mirror.	Tell a simple story. Have child retell it to you. Make sure he tells it in the right order.	Sing "If You're Happy and You Know It." Child listens for directions and claps, stomps, shouts hurray.	Yellow Where Are You?: With 3 cups put a yellow, red, and blue object under each. Switch cups. Where is yellow? Don't try to trick the child. We are developing memory.
Cut out rain drops and glue to make a picture. Add flowers, grass, etc.	Play Colored Eggs: One child is the wolf. He goes to hide where he can't hear. "Eggs" then each decide on a color. Wolf comes and says, "Knock Knock." Eggs, "Who's there?" Wolf, "Big Bad Wolf." Eggs, "What do you want?" Wolf, "Colored eggs." Eggs, "What color?" Wolf chooses, and that egg runs with wolf chasing.	Classification: Give child a category and have him name 3-6 things. Ex. Animals that have black on them, pink things you own, favorite colors, green things, clothes.	Noise Investigation: Go around the house to see what noises things make: light switch, 2 spoons hit together, doorbell, door shut, doorknob, squeeze toy, etc.	Orange Puzzle: Have child color a big jack-o-lantern. Cut into 4-6 pieces. Have child put it together again.
Blossom Tree: Make a tree trunk and branches. Have child glue popcorn or pink pieces of tissue to it.	Play Follow the Leader. go outside if weather permits.	You are in the News: Interview child as a reporter would. Write down his answers, then read it back in "news form" to the child.	Go on a walk listening for sounds: trucks, water, sprinklers, children playing, your feet (noisy shoes), birds, dogs, etc.	Purple Play Dough: Make purple play dough. Make a bunch of grapes.
Cloud Picture: Glue cotton balls to make clouds in a picture.	Play Mother May I.	Look at a comic strip. Talk about what is happening in each square. Cut the squares apart and see if the child can put them in sequence.	Teach Opposites: Show the child: stop, go; dark, bright; yes, no; heavy, light; soft, hard; full, empty.	Draw a Brown bear with a missing ear. Ask child what is missing. Draw again without an eye, arm, etc. Ask child to find or draw the missing part.



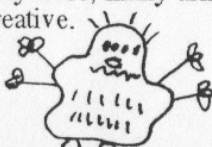



# May

Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
Sew on a button together.	Bowling: Set up empty containers (pringles cans, quart milk cartons, soup cans), have the child <u>roll</u> the ball to knock them over.	Imagining: Say, "If you could drive, what would you drive? Where would you go?" Ask many questions that do not have a yes or no answer.	Hot and Cold: Child leaves the room while you hide an item. She comes back, and while hunting for the object you say if she is cold, far away, warm, getting closer, and hot, right next to the object.	Skunk Hat: Measure a strip of black paper to your child's head and make a band. Make a tail out of black paper, and have child glue cotton balls down the middle of it. Attach tail to the band for the hat.
Write on side walk or driveway with chalk. Tracing feet, hands, or other items is good control practice.	Make a pinwheel:  On a square piece of paper cut a diagonal line almost to the center. Take each 1/2 corner to the center. Pin to an eraser of a pencil, and let the child play. 	Magic: Ask child what would she do if she was magic.	Put 3-5 items in a shoe box with a lid on top. Tell the child what the items are. As she repeats the name of the items back to you, pull out the item.	You and your child put together a puzzle.
Make a puppet with a lunch sized paper bag (monsters, kids, animals). Play with the puppets.	Have child dress up and wear big shoes to walk around in (kleenex boxes make funny shoes).	Read a book about animals, or with lots of different animals in the story. Have the child identify all the animals.	In a bowl have pieces of paper with directions on them. The child pulls one out, you read the direction, and the child acts it out. Ex. Put your hand on your knee; act like a bunny.	Have child sit in the living room. Tell her to look around, then blindfold her. Move something. Unblindfold her and see if she can guess what has changed. Variation: Remove or add a new item.
Hammer a nail part way in a board. Have the child finish the hammering.	Go outside if weather permits. Help child do rolls, "like a hot dog", summersaults, twirls, and leaps.	Carnivore / Herbivore: Explain that carnivore is a meat eater, and herbivore a plant eater. Use dinosaurs or animals to categorize. Ex. Carnivores: dogs, lions, wolves, eagles. Herbivores: bees, caterpillars, elephants, beavers. Don't be afraid of the big words, the children love them.	Play phone conversation. If you don't have 2 play phones, use your hand or any other object that can be held as a phone.	Concentration Game: Use any deck of cards, or make up 10 pairs of picture cards on paper. Lay them in rows face down. Turn over 2 cards. If they match you keep them, if they don't turn them back over and it is the next person's turn.

# June


Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
Take a sponge and bucket outside. Paint the sidewalk. Squeezing the sponge is a fine motor skill builder.	Make a bubble solution with clear dish washing detergent and water. Let child blow bubbles from straws, fly swatters, slotted spoons, or whatever he can find.	Choose an animal: Learn its name, where it lives, what it eats, does it have babies or eggs, a day or night time animal, etc. Try to draw and color it.	Teach the song: "The Ants Go Marching"	Take a page of newspaper. Have the child circle all of his initials that he can find. Continue with other letters with a different color of crayon.
Take one bucket, 2 smaller containers, and 2 sponges. Race with your child to see who can fill up the small container 1st by dipping the sponge in the bucket and squeezing it into the small container.	Play Kickball: roll the ball to the child, he kicks it and runs. If only 1 child, then 1 base.	Choose a profession: Ex. Fireman, policeman, teacher, etc. find out what they do, how they dress, where they do their work, what they say to people.	Teach Fuzzy Bear: Fuzzy Wuzzy was a bear, Fuzzy Wuzzy had no hair, Fuzzy Wuzzy wasn't very fuzzy, was he?	Teach child the number 1. How to write it and how many it is.
Make a puppet with a lunch sized paper bag (monsters, kids, animals). Play with the puppets.	Have child dress up and wear big shoes to walk around in (kleenex boxes make funny shoes).	Read a book about animals, or with lots of different animals in the story. Have the child identify all the animals.	In a bowl have pieces of paper with directions on them. The child pulls one out, you read the direction, and the child acts it out. Ex. Put your hand on your knee; act like a bunny.	Have child sit in the living room. Tell her to look around, then blindfold her. Move something. Unblindfold her and see if she can guess what has changed. Variation: Remove or add a new item.
Hammer a nail part way in a board. Have the child finish the hammering.	Go outside if weather permits. Help child do rolls, "like a hot dog", summersaults, twirls, and leaps.	Carnivore / Herbivore: Explain that carnivore is a meat eater, and herbivore a plant eater. Use dinosaurs or animals to categorize. Ex. Carnivores: dogs, lions, wolves, eagles. Herbivores: bees, caterpillars, elephants, beavers. Don't be afraid of the big words, the children love them.	Play phone conversation. If you don't have 2 play phones, use your hand or any other object that can be held as a phone.	Concentration Game: Use any deck of cards, or make up 10 pairs of picture cards on paper. Lay them in rows face down. Turn over 2 cards. If they match you keep them, if they don't turn them back over and it is the next person's turn.

# July





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<p>Picture Frame: cut a rectangle from card board or poster board. Cut inside to make a frame. Color paint or paste glitter sequins or beans to decorate. For a picture use either the child or a cute used card.</p>	<p>Teach child how to jump rope. 1st it will be jumping over a still rope. Then start moving it slowly.</p>	<p>Talk about friends. Who are her friends? Why does she like this friend? What does she like to do with friends? (You may do something nice for this friend.)</p>	<p>Try counting to 10, higher if child is able. You say every other number, and the child fills in. If you are in a group, she really has to listen.</p>	<p>Teach child the number 4. How to recognize it and write it. On 4 pieces of paper have child place 4 pieces of silverware.</p>
<p>Make a monster: Start with an odd shape. Add hair, several eyes, a silly nose, many arms, be creative.</p> 	<p>Jump rope (continued): Tie one end of the jump rope to a chair leg. Then wiggle your end like a snake. Child tries to jump over it.</p>	<p>Weather: Have pictures of different kinds of weather (calendars are usually helpful). Ask what do we wear in these weather conditions. What does she like to do in each picture? What is it like today?</p>	<p>Teach and sing a patriotic song: "My Country 'Tis of Thee", "America the Beautiful", "Yankee Doodle"</p>	<p>Teach child the number 5. How to recognize it and write it. Have child stack leggos, or blocks in columns of 5.</p>
<p>Make a Butterfly: 1- Draw a black line down the middle of a white piece of paper. 2- Have the child fill in the sides with color designs. 3- Cut out butterfly shape. 4- You can stick it on top of a dowl to flutter in the air.</p>	<p>Sit feet to feet. Bend knees, chug like a train alternating leg movement. Sing a train song while you do it.</p> 	<p>Tell about the child when she was born and very little. Especially how much she was loved and wanted.</p>	<p>Make up a story about the child going into a forest. Every once in a while ask the child what she thinks will happen next. Ex. The child finds a treasure chest, what does she think is inside? Continue the story with her response.</p>	<p>Teach child the number 6. See if she can pick it out from 1-5. Teach how to write it. Cut an egg carton in half lengthwise. Make 2 caterpillars. Have child color the tops and count to six.</p> 
<p>Toothpick House: Outline a house on a piece of paper with lines as big as 1 or 2 toothpicks. Glue toothpicks to make a house. Break toothpicks to make windows and doors.</p> 	<p>In dirt, water on sidewalk, or on a deep carpet, have the child draw simple shapes, her name, or simple pictures with her toes.</p>	<p>Insects: Teach that insects have 3 body sections, 6 legs, and antennas. Ants are good examples. Draw some together. Also watch some ants.</p>	<p>Spoon and Pan (or empty can): Tap rhythms. Some children have a hard time just doing a steady beat like 1-2-3-4. Start with a steady beat, then if child is able, do a short familiar song like "Farmer in the Dell." Then you could jazz it up.</p>	<p>Teach child the number 7. Writing it should be easy. Have the child put groups of 7 marbles on the floor.</p>



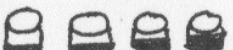

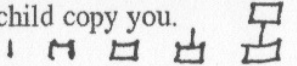
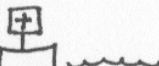




# August

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<p>Writing Skills: Have child write 5-10 lines llll, then across -----, then XXXXX and OOOOO. These will help in writing control.</p>	<p>run through sprinklers. Use hose to make a rainbow shape for child to run under.</p>	<p>Spiders: Learn about spiders having 8 legs, 8 eyes and 2 body parts. You can make webs by glueing a web design on paper, then sprinkling with glitter. Spiders can be made out of paper too.</p>	<p>Teach a song to sing in the car. Any song will do: "Are You Sleeping?", "She'll be Coming Round the Mountain."</p>	<p>Teach child the number 8. This is hard to write so tracing it is important. Have him write it in sand or in the air. Have her pile 8 rocks together several times.</p>
<p>Trace cookie cutters, lids, lid rings, blocks, etc. Tracing shapes will also help in writing skills.</p>	<p>Bounce and catch a ball. Can he become good enough to dribble?</p>	<p>Birds: How are birds different from animals? Teach about wings, beaks, nests, flying, eggs (good for vocabulary). You can draw a bird then have the child color it. Glue on feather tails from a feather duster or down pillows.</p>	<p>Put a picture on your back and your child's back. You can ask each other yes and no questions to find out what it is. Ex. Is it an animal? Does it live in the zoo? Is it brown? does it have fur?</p>	<p>Teach child the number 9. It is easily thought of as a balloon on a stick. 9 is simple to write. Stack 9 mini marshmallows together.</p>
<p>Put shaving cream on a paper. Make designs, then smooth over and do more designs.</p>	<p>Take a hike to a nearby place. Take a treat to sit and eat before the hike back home. A park, field, school, or friend's house could be a good place. This can take 15 minutes to an hour depending on your schedule.</p>	<p>Fish: Teach about where fish live, fins, gills to breath, swimming, eggs, etc. You can choose a favorite fish, or just talk about them in general. Go to a pet store and see them alive!</p>	<p>Take a short picture book you are familiar with. Tell your child to look for the page with what you are describing. Repeat again and again.</p>	<p>Teach child the number 10. Write it, and talk about how 2 numbers make up 10. Put 10 macaroni shells in cups for counting.</p>
<p>Make a porcupine by having the child carefully poke toothpicks all over an apple. Use raisins for the eyes and the apple stem as the nose.</p>	<p>Play hop scotch. Draw one on the sidewalk with chalk.</p> 	<p>Dinosaurs: They are popular and very much a part of a child's world. Teach about a certain one, or many of them. Children love to rattle off the names. Use pictures or toys. Tell which ones ate meat and which ones plants.</p>	<p>Name that Tune: Hum a song and see if the child can guess it. Take turns.</p>	<p>Have child put in order cards with #1-10 on them. Then have him take some beans and put the appropriate number on each card.</p>

# September

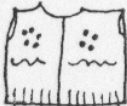
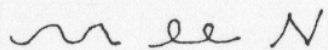
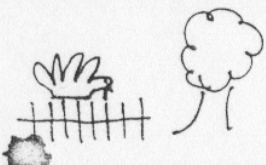
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Leaf Rubbings: Put leaf under paper. Rub over with crayon. The leaf print will appear.	Teach child how to skip: Step hop step hop. (Galloping may be easier.)	Teach please and thank you: You hold the crayons. Child must ask for a color. Please and thank you must be said to get the color she wants. Welcome can also be included.	Teach how to spell child's name out loud. Do it to a beat or pitch.	Give child piece of yarn. You make a shape with yarn, child matches it. 
Cut apple in half along the equator to see the star. Let child pick out the seeds.  Compare other seeds (popcorn, watermelon, etc.) Glue on paper. You could do patterns.	Marching: Have a parade with hats made from newspaper.  "Yankee Doodle" is a good song.	Teach "excuse me": Role play situations: sneeze, burping, passing by, bumping...	Teach Autumn Song: ll: It's Autumntime:ll The leaves are falling down. ll: It's Autumntime:ll It's all around the town. Children's Songbook	Have shapes on floor, with masking tape, paper, or draw with finger in carpet. In your hand have matching shape. She steps on matching shape. (Can be done with leaves.)
Make an Autumn tree. Draw tree on paper. Have child glue on leaves. Real leaves, paper ones, material, wrapping paper, can be used.	Teach side to side dance step: Step touch step touch.	Teach "Introductions": Have a tea party or picnic. Invite teddy bears and dolls. Bring yourself a friend too. Teach, "I would like you to meet; This is my friend Ted E. Bear; This is my daughter Sarah." Remember please and thank you.	Leaf Game: Make red, yellow, brown, green, purple, orange leaves out of paper. Put on floor. Say, "Step on the red leaf." More complex, "Put your elbow on the red leaf."	Cut and Glue Apple Picture: Show child how to cut red apple, brown stem, green leaf (you draw it), out of paper. Glue together on a sheet of paper. If too young to cut, you show how to glue it. Can do green apple, or more. 
Give child a cup of 4 different kinds of leaves or seeds. Have child sort these into muffin tins.	Crunch and play in leaves.	Play "Mother May I?" Also switch roles. During the day continue with "May I?" instead of demanding. Ex. May I have a drink? not, Give me a drink!	Teach ABC song.	Shape Memory: Give child same paper shapes you have. You put down 1 (more if child is older), child matches it. To make it harder, cover yours while she matches.

# October

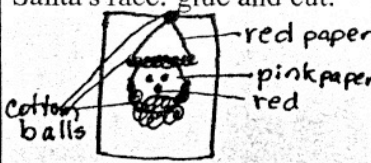

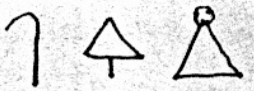
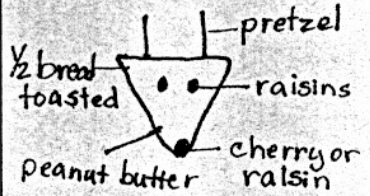

Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
<p>Cotton Ball Hunt: Hide "balls" in a room. Give child clothes pin or tongs and bowl. Child finds balls but can only pick them up with tool.</p>	<p>Play Hokey Pokey.</p>	<p>Tell the story of "The Little Red Hen." Let the child say, "Not I" and fill in the words.</p>	<p>Fill 5-8 jars or glasses with water at different levels. Tap gently and listen to the highs and lows.</p> 	<p>Bottle Fun: Use a wide bottle jar, and beans or something little. Drop beans into the jar. Try standing, kneeling on chair, and etc.</p>
<p>(Christopher Columbus Week) On blue construction paper put shaving cream and finger paint waves, ship, fish, octopus, starfish.</p>	<p>Balance (Sea Legs): Balance on 1 foot, then the other. Balance on a jar lid, sponge, block of wood, on toes, sitting on a ball.</p>	<p>Columbus went to get spices: Pick 3-5 spices. Smell and tell the names. If time glue spices on a shape of paper. Use as a smelly.</p> 	<p>Teach a Song: "Columbus Sailed the Ocean Blue" or "My Bonnie Lies Over the Ocean"</p>	<p>Draw 3 simple ships one line at a time. Have the child copy you.</p>  
<p>Make a Witch: Cut a big ▲ out of black paper. First yarn for hair, a strip across for hat, yellow ● for eyes, green ▲ for nose, and yellow paper teeth.</p> 	<p>Play Game: Red Light-Green Light</p>	<p>Write a letter to _____. Have child dictate a letter to you, then he can decorate it.</p>	<p>Listen to a cassette tape and book.</p>	<p>Cut some shapes out. Trace on another piece of paper. Then glue the shape to the matching outline.</p> 
<p>(Halloween Week) Decorate sugar cookies as pumpkins.</p> 	<p>Play like a witch on a broom (outside would be best if weather permits), or walk like a monster.</p>	<p>Teach poem: I am just a little ghost I've waited the whole year through, For Halloween's my night to howl Please let me scare you BOO!</p> 	<p>What am I thinking of? She wears a black pointy hat It says BOO! It has lots of bones...</p>	<p>Make a ghost or jack-o-lantern on side of a box. Cut holes in it, and throw bean bags or balls through the holes.</p>



# November

Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
Have child close eyes. Give her 2 different things. Ask if they feel the same or different. Continue with same and different items. 2 stuffed toys, spoons, blocks, sponges, then 1 book and 1 toy, etc.	Put tape on floor. Have child straddle tape. Don't touch it! Then try cross over without touching the tape.	Get 1-3 items. Have child talk about them. Ask questions that are not yes and no answers. Ex. Bucket: What it that? What do we use it for? How does it feel? Where does it belong? Help with good grammar.	Nursery rhymes are very important for rhyming, and fluency in reading. Teach a child one, then have her repeat it. Hickory Dickory Dock Little Miss Muffet Baa Baa Black Sheep	Silverware Sort: Put some silverware on table. Have child find matches and put them in a pile. Also sort socks, shoes, mittens, buttons, money, beans, etc.
Put items in box or bag. Ask child to get out something you describe. "Get something soft." "Get something round."	On curb of the street Walk sideways with toes hanging over. Then turn around and walk with heels hanging over. Also could be done on a 2x4 board.	Name the parts: Take child around the home. name an item, what it is used for, then the parts. Ex. Lamp: Used for light to see, play, read. Cord, shade, bulb, switch.	Do this later in the day: Have the child recall what she did today.	Seed Sorting: Use 3 of each kind of seeds. Sort them, what is the same, what is different. Egg cartons are good containers for this.
Make an Indian vest out of a big paper bag. Color, paint, glue things on such as beans, buttons, etc. Fringe the bottom with scissors. 	Lay rope on the floor. Straight line first. Have the child walk on it, then tiptoe, backwards. Then change the shape of the rope. 	Plurals: Collect objects (pennies, pretzels, pencils, blocks, buttons). Say "I have a penny. Now there are 3 pennies." Use is and are correctly, as well as the plural.	Sing Song: A turkey sat on the back yard fence And sang this sad sad song. Thanksgiving time is coming Gobble gobble gobble, And I think I'll run away. ll:Gobble gobble gobble:llx2 I don't like Thanksgiving Day.	In a magazine or book look at a picture. Ask child if she can find something in it. Do several things per picture. Also can ask, "What is round? What is blue?"
Trace hands to make turkeys. Add picket fence, sun, clouds, trees. 	Indian Dance: Pretend to have an Indian dance around a pretend fire.	Play Thanksgiving: One child can be an Indian, and one a Pilgrim. Invite one another to come over. Eat lunch and chat, chat.	Thanksgiving Day: Play I am thankful for <u>home</u> . Next person says I am thankful for home and adds one more thing. Try to remember what everyone says.	Put some items on a tray. Let the child look and memorize. Take one item away, let child guess which one. Could be things from pilgrim days: pinecone, cranberry, corn, etc.

# December

Monday fine motor	Tuesday gross motor	Wednesday language	Thursday auditory	Friday visual
<p>Cut a paper Christmas tree. Let child glue on glitter, sequins, pompoms, or hole punches, ●</p>	<p>Ballet: put on Nutcracker, or other "pretty" music. Encourage different movements, leaps, twirls, bends, steps, etc.</p>	<p>Wish List: Ask child for Christmas list. Ask about colors, sizes, etc. Have child DESCRIBE.</p>	<p>Teach and sing "Jingle Bells" or any other carol.</p>	<p>Santa's face: glue and cut.</p>  <p>Show her how first, then let her do her own.</p>
<p>Pin poke a star on dark blue paper.</p> 	<p>With masking tape put Christmas shapes on floor. Have child walk on the outlines.</p> 	<p>Using a book, figurines, flannel board, coloring book, or etc. Tell Christmas story and have child retell it to you.</p>	<p>Finger Play: Here is the chimney (fist) Here is the top (other hand on top) Open the lid (lift hand) And out Santa pops! (thumb out)</p>	<p>Play acting with no sound. You can act out Santa, elves, Rudolf, Mary shepherds, wise men, carolers, sheep.</p>
<p>Make peanut butter reindeer, let child make her own.</p> 	<p>Pretend you are different toys: rag doll, tin soldier, bouncing ball, drum.</p>	<p>Read any Christmas story. Then have child tell what happened in order.</p>	<p>Interview child on tape. What's your name? Count, sing, name who is in your family. Make copies to give to parent or grandparent as a Christmas gift.</p>	<p>Make a paper chain. <u>Show</u> how first.</p>
<p>Make a Christmas necklace with colored red and green macaroni. Do a pattern such as red green, or red red green green.</p>	<p>Play Hide and Seek (like you do with gifts!) inside the house. You might not want to <u>run</u> home, just find each other.</p>	<p>Look through photo album (or loose pictures). Ask the child questions. <u>Talk</u> about the pictures.</p>	<p>Draw a tree on a piece of paper. Using paper circles, or anything else, tell the child what to put on the tree. Ex. Place 2 red ornaments on the tree. Place 3 candy canes on the tree. Place a star on top of the tree.</p> 	<p>Play <u>I SPY</u>. Sit in your decorated room. Say "I spy something square with a red bow." Child guesses, then takes a turn.</p>