

Centre: Red Apple Daycare	Program: preschool (overlea)	Week Of: 2016-10-31	Room:	Completed By:
---------------------------	------------------------------	---------------------	-------	---------------

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Creative	PIPE CLEANERS PAINTING T, 5.2 Fine Motor, Pincer Grasp	3D BOX PAINTING PK, 4.3 Representation, talking about the story or meaning of artwork	COOKIE CUTTER PRINTING PK, 5.3 Fine Motor Skills	MAKING SPIDER WEB T, 5.2 Fine Motor, Pincer Grasp	PAINTING PINECONE PK, 5.3 Fine Motor Skills, Tool Use
	DECORATING SHOE BOX PK, 1.4 Helping Skills	ZIPLOCK PAINTING PK, 5.3 Fine Motor Skills	TISSUE COLLAGE PK, 5.3 Fine Motor Skills	MAKING A PUPPET PK, 5.3 Fine Motor Skills	MAKING FRIENDSHIP BRACELET PK, 1.4 Helping Skills
Sensory	PLASTICINE EXPLORATION T, 5.3 Senses, Sensory Exploration	LETTER WITH POMPOM T, 5.3 Senses, Sensory Exploration	TASTING PIZZA T, 5.3 Senses, Sensory Exploration	TASTING LEMON I, 5.3 The Senses, Taste Exploration	SENSORY SHAKERS T, 5.3 Senses, Sensory Exploration
	MULTICULTURAL FABRICS T, 5.3 Senses, Sensory Motor Integration	SPY LETTERS AROUND THE ROOM PK, 4.6 Collecting and Organizing Information	RUBBING CHALK WITH SALT PK, 4.5 Observing	CORNMEAL WITH SMALL MEASURING CUPS PK, 4.19 Measuring Length, Weight and Capacity, Temperature, Time and Money	CREEPY CRAWLY ICE PLAY PK, 2.5 Regulating Attention, Emotions and Behaviour
Cognitive	COLOURED PEG PK, 4.18 Identifying Patterns	PRINTING "H" PK, 3.10 Phonological Awareness	BALL DROP T, 4.3 Cause-and-Effect Exploration	COUNTING MINI BEAR PK, 4.12 Counting	INTERLOCK AND LIGHT TABLE PK, 4.5 Observing
	SHAPE SORTER PK, 4.11 Seriating	MEASURING WITH THE BLOCKS PK, 4.19 Measuring Length, Weight and Capacity, Temperature, Time and Money	BUILDING CASTLE PK, 4.2 Problem Solving	MAGNET AND TRAY T, 4.3 Cause-and-Effect Exploration	SEASON PUZZLE ( FALL/ WINTER) PK, 4.10 Classifying
Science / Nature	MAGNIFYING GLASS AND LEAVES PK, 4.5 Observing	COFFEE FILTER AND DROPPERS T, 4.3 Cause-and-Effect Exploration, responding with joy to the predictable outcomes of exploration	MAKING PIZZA PK, 4.4 Questioning	MAKING CLOUD DOUGH PK, 4.19 Measuring Length, Weight and Capacity, Temperature, Time and Money	WEIGHING SHELLS PK, 4.9 Reasoning Logically
Block Center	2 Activities:	TASTING BY: ACORN BUILD A TREEHOUSE PK, 4.3 Representation, dramatic playing with a plot and imaginative features		DINOSAUR ISLAND PK, 4.3 Representation, taking a role in socio-dramatic play; co-operating and negotiating roles with others	
Enhancements	3 Accessories:	SMALL AND LARGE WOODEN BLOCKS	SAFARI MAT	CARS, DINOSAURS & ANIMALS	
Dramatic Area	3 Roles:	123 VA-VA-VROOM! BY :SARAH LYNN HALLOWEEN COSTUME SHOP:CUSTOMER-PLAY MONEY,SHOPPING BAGS, CREDIT CARDS PK, 4.3 Representation		COSTUME SHOP MANAGER:COSTUME, CASH,REGISTER, FLYERS PK, 4.3 Representation, dramatic playing with a plot and imaginative features	CASHIERS: CLIPBOARD ,RECIEPT,PLAY MONEY PK, 4.3 Representation, dramatic playing with a plot and imaginative features
	4 Accessories:	HALLOWEEN POSTER	PUMPKINS	WITCH HATS	MAKING A COSTUME PREFERENCE BOOK
	Book / Author:	CORDUROY'S BEST HALLOWEEN EVER! BY: DON TREEMAN			
Group Time Songs & Fingerplays	SHAKE THEM SKELETON BONES PK, 1.3 Peer Group Entry Skills	BRUSH YOUR TEETH SONG PK, 3.10 Phonological Awareness, reciting nursery rhymes, poems or sing-songs	5 LITTLE PUMPKINS PK, 3.10 Phonological Awareness, reciting nursery rhymes, poems or sing-songs	IM A LITTLE TEAPOT PK, 3.10 Phonological Awareness, reciting nursery rhymes, poems or sing-songs	AIKEN DRUM PK, 2.5 Regulating Attention, Emotions and Behaviour
Music & Movement props used	AFRICAN DANCE MUSIC WITH SCARVES PK, 5.2 Gross Motor Skills, Movement and Expression, moving to music	BALLERINA DANCE WITH SKIRTS PK, 5.2 Gross Motor Skills, Movement and Expression, becoming expressive using movement	GUESS THAT MUSICAL INSTRUMENT WITH THE IPAD PK, 4.5 Observing, using all senses to gather information while observing	FREEZE DANCE WITH FROZEN MUSIC PK, 5.2 Gross Motor Skills, Movement and Expression, moving to music	MUSICAL CHAIRS WITH MULTI-CULTURAL MUSIC PK, 5.2 Gross Motor Skills, Movement and Expression
	SALSA MUSIC WITH STUFFED ANIMALS PK, 5.4 Auditory Skills and Music, making choices and demonstrating preferences in music	REGGAE RANDY FOR KIDS PK, 5.2 Gross Motor Skills, Movement and Expression, making patterns while moving to music	PUT YOUR HANDS UP IN THE AIR WITH IPAD MUSIC PK, 5.4 Auditory Skills and Music, showing enjoyment when listening to music	ANIMAL DANCE MOVES WITH ANIMAL PUPPETS PK, 4.3 Representation, pretending to be someone else	DO A HAPPY FRIDAY DANCE WITH SCARVES PK, 5.2 Gross Motor Skills, Movement and Expression

Language & Literacy	PUMPKIN HALLOWEEN PK, 3.7 Enjoying Literacy	ABC DINOSAURS PK, 3.10 Phonological Awareness	THERE WAS AN LLD LADY WHO SWALLOWED A FLY PK, 3.5 Using Descriptive Language to Explain, Explore and Extend	THE ITSY BITSY PUMPKIN PK, 3.7 Enjoying Literacy	DORA'S BOOK OF MANNERS PK, 2.6 Positive Attitudes towards Learning
	PETE'S TEETH PK, 3.5 Using Descriptive Language to Explain, Explore and Extend	ONE GRAY MOUSE PK, 4.12 Counting	LITTLE BLUE AND LITTLE YELLOW PK, 3.5 Using Descriptive Language to Explain, Explore and Extend	DAVI GOES TO SCHOOL PK, 2.2 Identity Formation	HYGEINE AND HEALTH PK, 2.1 Self-concept
Outside Activities AM and PM	PEDALLING TRICYCLES PK, 5.2 Gross Motor Skills, Riding, riding a tricycle smoothly	DIGGING WITH DINOS (USING SHOVELS) PK, 5.3 Fine Motor Skills	CN TOWER EDGE WALK (BALANCING ON THE GREEN LEDGE) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	KICKING SOCCER BALLS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, practising bouncing, catching, kicking balls	WHAT TIME IT MR. WOLF? (RUNNING) PK, 5.2 Gross Motor Skills, blank, increasing in coordination, speed, and endurance
	OVER AND UNDER WITH SMALL BALLS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing skill in group games	LEARNING BASEBALL (HITTING) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	CATCHING FRISBEEES PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, practising bouncing, catching, kicking balls	ROLY POLY ON THE YOGA BALL (BALANCING) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	ZOMBIE TAG (RUNNING) PK, 5.2 Gross Motor Skills, blank, increasing in coordination, speed, and endurance
	CHALK HOPSCOTCH (HOPPING) PK, 5.2 Gross Motor Skills, Hopping	BASKETBALL FREE THROWS (THROWING) PK, 5.2 Gross Motor Skills, Throwing	MARK MAKING WITH CRAYONS PK, 5.3 Fine Motor Skills	BALANCE ON THE TAPE TIGHT ROPE PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	LONG JUMP IN THE SANDBOX PK, 5.2 Gross Motor Skills, Jumping
	YARN MAZE ON THE FENCE (OBSTACLE COURSE (OVER & UNDER) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	CLEANING WINDOWS WITH J-CLOTHS (FINE MOTOR) PK, 5.3 Fine Motor Skills	SWEEPING THE PLAYGROUND WITH BIG SHOVELS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	CHASE THE BUBBLES PK, 5.2 Gross Motor Skills, blank, increasing in coordination, speed, and endurance	SCOOPING WITH DUMP TRUCKS IN THE SANDBOX PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, using open-ended materials to move about, build and construct
Staff responsible for outdoor equipment	AM PM	PARVEEN ASHLEIGH			
Inclement Weather AM and PM	HALLOWEEN PARADE MARCH PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing the distance they are able to walk	HALLOWEEN PARADE MARCH PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing the distance they are able to walk	RIDING TOYS PK, 5.2 Gross Motor Skills, Riding	JUMPING ON THE TRAMPOLINE PK, 5.2 Gross Motor Skills, Jumping	PUSH TOYS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing the distance they are able to walk
	HALLOWEEN COSTUME PARADE IN THE PS ROOM PK, 5.2 Gross Motor Skills, Movement and Expression, working together in shared dance and movement activities	ROLLING GORDS DOWN A RAMP PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, using open-ended materials to move about, build and construct	BOWLING PINS & BALLS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	ANIMAL YOGA PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	TAPE HOPSCOTCH PK, 5.2 Gross Motor Skills, Jumping
Special events this week	MON, OCT 31 - HAPPY HALLOWEEN! / HALLOWEEN PARADE & PARTY!, TUES, NOV 1 - JOLLY PHONICS "H", WED, NOV 2 - MAKING PIZZA, THURS, NOV 3 - SHOW & TELL, FRI, NOV 4 - DINOSAUR SCHOOL				
Adaptations/Observations date/activity/note	CHILDREN'S CURRENT INTERESTS: BABIES, PUZZLES, GLUING, COLLECTING LEAVES, BUILDING WITH WOODEN BLOCKS, LEGO, DINOSAURS, BOOKS ETC.				
Wake up activities	READING BOOKS WITH TEACHERS AND FRIENDS PK, 3.4 Conversing with Peers and Adults	COMPLETING JOLLY PHONICS WORKSHEETS PK, 3.14 Beginning to Write Letters of the Alphabet and Some High-Frequency Words, recognizing and writing their own name	UNSCREWING NUTS AND BOLTS PK, 5.3 Fine Motor Skills, Dressing	SHAPE SORTERS PK, 4.10 Classifying	BUILD A TRAIN TRACK PK, 4.3 Representation, using a variety of materials to build with and express their ideas
Transition	PRETENDING TO BE LITTLE PUMPKINS SITTING ON A GATE PK, 2.5 Regulating Attention, Emotions and Behaviour	MAKE A TRAIN PK, 3.6 Listening to Others, understanding and following oral directions	PRETENDING TO GROW INTO A POPPY PK, 2.5 Regulating Attention, Emotions and Behaviour, focusing attention	HOP LIKE A KANGAROO PK, 5.2 Gross Motor Skills, Hopping	8 LITTLE COOKIES PK, 4.1 Self-regulation
Goals	A.F., E.B., L.P., P.C., K.A., A.H., N.V., S.D. PK, 2.5 Regulating Attention, Emotions and Behaviour, using language to communicate needs and regulate emotions				