

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Creative	CONFETTI COLLAGE T, 5.2 Fine Motor, Pincer Grasp	PAINTING FLOWERS T, 5.2 Fine Motor, Pincer Grasp	WATER SPONGE PAINTING T, 5.2 Fine Motor, Pincer Grasp	SCRAPES PAINTING T, 5.2 Fine Motor, Pincer Grasp	RUBBING CRAYON ON THE SLATES T, 5.2 Fine Motor, Making a Mark
	CUTTING SHAPES USING FUNKY SCISSORS T, 5.2 Fine Motor, Tool Use	CAR PAINTING T, 5.2 Fine Motor, Pincer Grasp	MAKING A MARK WITH A DUBBER T, 5.2 Fine Motor, Making a Mark	TRACING USING PASTEL CRAYON T, 5.2 Fine Motor, Pincer Grasp	PAINTING WITH A NET STICKS T, 5.2 Fine Motor
Sensory	SCOOPING COLOURED PASTA I, 5.4 Sensory Motor Integration, coordinating senses with motor skills in exploration and problem solving, e.g., looking at a bubble, teaching frozen fruits after it	EXPLORING WATER AT PLAYGROUND PARADISE SPLASH PAD PK, 1.3 Peer Group Entry Skills, observing before entering play	ROLLING CARS ON THE COFFEE GROUND I, 5.3 The Senses, Olfactory Exploration, calming by familiar scents associated with security	MAKING SENSORY BOTTLE I, 5.3 The Senses, Tactile Discrimination, showing preferences for some tactile properties	SQUEEZING SPONGE COLOURED WATER I, 5.4 Sensory Motor Integration, coordinating senses with motor skills in exploration and problem solving, e.g., looking at a bubble, teaching frozen fruits after it
	TEACHING FROZEN FRUITS I, 5.3 The Senses, Taste Exploration, trying new foods	EXPLORING ROCKS USING MAGNIFYING GLASS I, 5.3 The Senses, Visual Exploration	DROPPING SCENTED OIL ON THE DOUGH I, 5.3 The Senses, Olfactory Exploration, calming by familiar scents associated with security	HEARING OCEAN SOUND USING SEA SHELLS I, 5.3 The Senses, Auditory Exploration	COLOURS PLIATION I, 5.3 The Senses, Tactile Exploration, touching, rubbing, squeezing materials
Cognitive	COUNTING JEWELS PK, 4.12 Counting, counting in meaningful ways in play and daily living	MR. POTATO HEAD PK, 4.10 Classifying, sorting objects, pictures and things into groups	MAKING A STRUCTURE USING STICKS PK, 4.3 Representation, drawing and constructing 2D and 3D models	DOT TO DOT LACING PK, 4.18 Identifying Patterns, identifying, creating, copying and extending a variety of patterns (e.g., sound, colour, shape, number, color)	COLOURED CLOWN PK, 4.10 Classifying, sorting objects, pictures and things into groups
	DROPPING SHAPES PK, 4.11 Seriating, placing objects, pictures and things in order along a continuum	YAHOOO CAN YOU MOOO! PK, 4.10 Classifying, sorting objects, pictures and things into groups	CRAZY CEREAL PK, 4.10 Classifying, comparing, matching and sorting according to common properties	DROPPING LIDS ON THE BOX T, 4.3 Cause-and-Effect Exploration, responding with joy to the predictable outcomes of exploration	LACING BEADS (simple pattern) PK, 4.18 Identifying Patterns, identifying, creating, copying and extending a variety of patterns (e.g., sound, colour, shape, number, color)
Science / Nature	WATERING OUR PLANTS OUTDOORS (M.K., M.N., L.M.) PK, 4.4 Questioning	EXPLORING WATER WHEELS PK, 4.5 Observing, focusing their observation on details	COLLECTING FRUIT SEEDS AFTER LUNCH PK, 4.4 Questioning, asking questions to solve problems	MIXING FLOUR AND PAINT(outdoor) PK, 4.5 Observing, using all senses to gather information while observing	SINK AND FLOAT (OUTDOOR) PK, 4.5 Observing, increasing the time they spend observing
Cooking	Book / Author:	OUR EARS CAN HEAR BY: LITTLE PEBBLE			
Block Center	2 Activities:	CAR MAZE & GARAGE PK, 4.3 Representation, pretending to be someone else		JURASSIC PARK PK, 4.3 Representation, dramatic playing with a plot and imaginative features	
	3 Accessories:	CARS	BLOCKS	DINOSAURS	
	Book / Author:	THINGS THAT GO BY: ANITA GANERI			
Dramatic Area	3 Roles:	RED APPLE GARDENING CENTERE: GARDENER, GARDENING TOOLS, GARDENING GLOVES,POTS PK, 4.3 Representation, pretending to be someone else	ARBORIST: MEASURING TAPE, COMPUTER, PENCIL/ PAPER PK, 4.3 Representation, dramatic playing with a plot and imaginative features	ARCHAEOLOGIST: GLOVES, BRUSHES, SHOVELS. CLIPBOARD PK, 4.3 Representation, using a variety of materials to build with and express their ideas	
	4 Accessories:	GARDEN GLOVES	GARDEN TOOLS	WATERING CAN	MAGNIFYING GLASS
	Book / Author:	FLOWERS BY: VIJAYA KHOSTY BODACH			
Group Time Songs & Fingerplays	WE ARE GOING ON A BEAR HUNT PK, 2.5 Regulating Attention, Emotions and Behaviour	A LITTLE BIT UP AND A LITTLE BIT DOWN PK, 1.9 Interacting with Adults, engaging adults in activities in positive ways	FIVE LITTLE MOMKEY HANGING ON THE TREE PK, 1.5 Interacting Positively and Respectfully, beginning to develop ideas of, and to practise, obeying a carver's ABC Justice	HERE IS PETER HERE IS PAUL PK, 1.9 Interacting with Adults, engaging adults in activities in positive ways	DOUGHNUT SONG PK, 1.9 Interacting with Adults, engaging adults in activities in positive ways
Music & Movement props used	DANCE WITH A RYTHM (DRUM) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	HOKEY POKEY WITH STREAMERS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing skill in group games	DRUM AND A CARVESS ABC JUSTICE PK, 5.2 Gross Motor Skills, Jumping, jumping increases in co-ordination	ANIMAL DANCE MOVES WITH PUPPETS PK, 5.2 Gross Motor Skills, Movement and Expression	ANTS GO MARCHING WALK AROUND THE ROOM PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, strong and only jumping hopping crawling
	BANG BANG RATTLE BING BANG WITH STICK PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing skill in group games	DANCING TO LION KING SOUND TRACK PK, 5.2 Gross Motor Skills, Movement and Expression	EVERYBODY DO THIS! WITH PUPPET PK, 5.2 Gross Motor Skills, Movement and Expression	LIMBO ROCK WITH STICKS PK, 5.2 Gross Motor Skills, Movement and Expression	STRONG AND ONLY JUMPING HOPPING CRAWLING (COP) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements

Language & Literacy	WERE GOING ON A BEAR HUNT PK, 3.7 Enjoying Literacy, choosing to spend time with books	LUNCH TIME PK, 3.9 Retelling Stories, making connections from stories in their daily living	SPLIT SPLAT PK, 3.9 Retelling Stories, making connections from stories in their daily living	THE BIG FAT WORM PK, 3.7 Enjoying Literacy, choosing to spend time with books	ELEPHAT CANNOT DANCE PK, 3.5 Using Descriptive Language to Explain, Explore and Extend, using sentences to describe objects and events
	PET THE CAT PK, 3.9 Retelling Stories, making connections from stories in their daily living	THE LUNCH BOX SURPRISE PK, 3.7 Enjoying Literacy, discussing and making connections between books and stories in their play	SWING SLOTH PK, 3.3 Vocabulary, using new words in play	WHO'S THAT? PK, 3.4 Conversing with Peers and Adults, using increasingly more complex sentences	I WAS SO MAD PK, 3.4 Conversing with Peers and Adults, engaging in increasingly longer interactions
Outside Activities AM and PM	MAKING A MURAL OUTDOORS WITH SPRAY BOTTLES PK, 5.3 Fine Motor Skills	WALKING TO PLAYGROUND PARADISE SPLASH PAD PK, 5.2 Gross Motor Skills, Walking	PRACTICING OUR DRIBBLING BOUNCY BALLS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, practising bouncing, catching, kicking balls	BOUNCING ON THE BOUNCY CASTLE PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, freely exploring large outdoor equipment	SPLASH DAY IN OUR PLAYGROUND - BUBBLE EXPLORATION PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements
	WINDOW WASHING PK, 5.3 Fine Motor Skills	TRAPEZE BALANCE ACT ON A JUMP ROPE PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	BLOWING & CHASING BUBBLES (M.K., M.N.) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, running, climbing, jumping, hopping, balancing, etc.	KICKING BALLS ON THE FIELD PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, practising bouncing, catching, kicking balls	SWIM OLYMPICS IN THE PLAYGROUND! (WATER PLAY) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing skill in group games
	CATCHING & THROWING WITH SCOOPERS & BALLS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, increasing skill in group games	JUMPING ON SOFT MATTRESSES OUTDOORS PK, 5.2 Gross Motor Skills, Jumping	HULA HOOPING PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	HOPPING OVER WOODEN LOGS OBSTACLE COURSE PK, 5.2 Gross Motor Skills, Hopping	MAKING SAND CAKES IN THE SAND BOX (E.H., S.S.) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, using open-ended materials to move about
	TRACING FRIENDS' SILHOUETTES WITH CHALK PK, 5.3 Fine Motor Skills	PEDALLING TRICYCLES PK, 5.2 Gross Motor Skills, Riding, pedaling and steering riding toys	THROWING BALLS ON THE WALL PK, 5.2 Gross Motor Skills, Throwing, throwing with increased co-ordination	PLAYING BASEBALL (S.S., M.N.) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	MUSIC DANCE PARTY - CARIBANA PARADE PK, 5.2 Gross Motor Skills, Movement and Expression
Staff responsible for outdoor equipment	AM	MEENA			
	PM	MEENA			
Inclement Weather AM and PM	JUMPING ON STICKY MACTAC PK, 5.2 Gross Motor Skills, Jumping	JUMPING ON STICKY MACTAC PK, 5.2 Gross Motor Skills, Jumping	YOGA STRETCHES WITH SPECIAL GUEST MIA PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	BALANCING & BOUNCING ON PIG AND COWS PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	INDOOR LAUNDRY BASKETBALL PK, 5.2 Gross Motor Skills, Throwing
	MANOEUVRING RIDING TOYS PK, 5.2 Gross Motor Skills, Riding	BALANCING ON LARGE JENGA BLOCKS (LINED UP) PK, 5.1 Increasing Levels of Activity, Endurance, and Variation in Types of Activity and Skills, gaining the ability to control their movements	JUMPING ON STEPPING STONES PK, 5.2 Gross Motor Skills, Jumping	MARK-MAKING ON THE WHITE BOARD PK, 5.3 Fine Motor Skills, Drawing	THROWING BALLS IN THE TENT PK, 5.2 Gross Motor Skills, Throwing, throwing with increased co-ordination
Special events this week	TUES, AUG 13 - PLAYGROUND PARADISE SPLASH PAD, WED, AUG 14 - YOGA STRETCHES WITH SPECIAL GUEST MIA, THURS, AUG 15 - PICNIC DAY, FRI, AUG 16 - SPLASH DAY IN OUR PLAYGROUND				
Adaptations/ Observations date/activity/note	CHILDREN CURRENT INTERESTS: HOT WHEELS CARS(E.H., L.M.), BABY DOLL(M.N.,M.D.O.W.)ALPHABET LETTER(T.V. CHILDREN HAD ALSO POND WATERING THE PLANTS. WE WILL THEREFORE IMPLEMENT GARDENING AS OUR DRAMATIC CENTER.(08/ 09/19)				
Wake up activities	SERIATING PYRAMID PK, 4.11 Seriating	FARM ANIMALS PUZZLE PK, 4.2 Problem Solving	CARS AND RAMPS PK, 4.2 Problem Solving	BUILDING LEGO STRUCTURES PK, 4.3 Representation, dramatic playing with a plot and imaginative features	DRAWING ON ETCH AND SKETCH PK, 5.3 Fine Motor Skills
Transition	MAKE A TRAIN PK, 1.3 Peer Group Entry Skills	WHO STOLE THE COOKIE FROM THE COOKIE JAR? PK, 3.10 Phonological Awareness, filling in rhyming words in familiar poems, songs and books	EXPRESSING OUR EMOTIONS WITH DOGGY EMOTIONS FLASH CARDS PK, 2.4 Recognizing and Expressing Emotions	BOA CONSTRICTOR PK, 1.3 Peer Group Entry Skills, observing before entering play	CLEAN UP SONG PK, 2.1 Self-concept, seeing self as competent and capable of self-direction
Goals	ENGAGEMENT: EVERY CHILD IS AN ACTIVE LEARNER WHO EXPLORES THE WORLD WITH BODY, MIND & SENSES (MINISTRY OF EDUCATION. 2014, P. 23)				