

Arts & Crafts



★ Wind Chimes

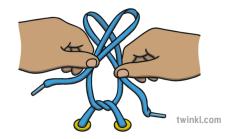
- Materials: There are many ways you can create your wind chime at home! Here are some ideas you can use to make your wind chimes. Use whatever you can at home! Cans, Plastic Cups, Yogurt Cups (any recycled cups you have around your house), String, Beads (if you have some), old keys, bells, disks, shells, etc
- Reference: <u>Here are some ideas you can try</u> at home! <u>Click here</u>



★ Painting with Bubbles!

- If you made some of your own bubbles in the science lesson.. You can use some here to paint with!
- Materials: Bubble mixture and food coloring
- Directions: If you want different colors, make sure you have separate cups for the bubble mixture. (one cup for red, one cup for blue, etc). Put some bubble mixture in a cup and add some food color. Use your bubble wand to dip it in and then blow on a piece of paper!
- Reference: <u>Bubble Painting</u>





Fine Motor

★ Ice Scooper and Transfer

- Materials: Bowls, containers, ice, tongs, ladle
- Directions: Put some ice in a bowl and have your child practice using the tongs to transfer the ice into a different bowl!
- Reference: Ice Transfer



★ Ant Farm Maze

- Materials: <u>Download</u> the ant farm printables, dry erase marker, sheet protector or gallon size ziploc
- Directions: Download the ant farm printables. You can put them in a sheet protector so your child can do the activity more than once. Let your child help the ant go through the maze with the dry erase marker!
- o Reference: Download the mazes here! Here is the website.



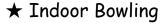


Gross Motor

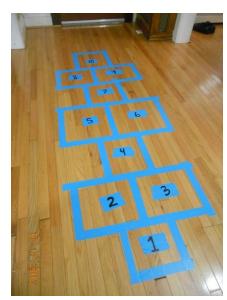


★ Indoor Hopscotch

- Materials: Masking Tape or painters tape
- Directions: Use the tape to make a hopscotch in your living room or anywhere in your house!



- Materials: there are many things you can use to make the bowling pins.. You can use water bottles, empty snack containers, plastic cups, etc..
- Directions: Make your bowling pins and then use a bowl to throw or kick to knock the bowling pins down!







Jesus Time



Memory Verse:

"My help comes from the Lord." Psalm 121:2

Bible Story:

Please read from your beginner's bible.

- The Tall Tower; Genesis 11
 - o Page 34-38

Activites:

Make the tower of babel using blocks, pillows, cups, stuffed animals, you can use almost anything! Learn how to say hello in different languages!

Hello in 20 Different Languages

| Country | Flag | Hello | Country | Flag | Hello |
|-----------------------|------|------------|---------------------------|-------|-----------------------|
| England (English) | | Hello | China (Chinese) | *; | Nĭ hǎo |
| Norway (Norwegian) | # | Hallo | South Korea (Korean) | # # # | Ahn nyong ha se yo |
| Germany (German) | | Guten Tag! | Japan (Japanese) | | Kon'nichiwa |
| France (French) | | Bonjour! | Thailand (Thai) | | Sawasdee ka |
| Spain (Spanish) | | ¡Hola! | Philippines (Filipino) | * | Kamusta |
| Italy (Italian) | | Salve | India (Indian) | | Namaste |
| Romania (Romanian) | | Bună ziua | Russia (Russian) | | Zdravstvuyte |
| Sweden (Swedish) | | Hallå | Israel (Hebrew) | ** | Shalom |
| Poland (Polish) | ₩ | Cześć | Egypt (Arabic) | P.A | Marhaba |
| Denmark (Danish) | + | God dag | Kenya (Swahili) | | Hujambo |



Language and Literacy



★ Buenos Dias Song

o Reference: Video and Resources- Buenos Dias Song

Buenos días



Buenos días, buenos días. ¿Cómo estás? ¿Cómo estás? Muy bien, gracias, muy bien, gracias. ¿Y usted? ¿Y usted?



Buenas tardes, buenas tardes. ¿Cómo estás? ¿Cómo estás? Muy bien, gracias, muy bien, gracias. ¿Y usted? ¿Y usted?



Buenas noches, buenas noches. < ¿Cómo estás? ¿Cómo estás? Muy bien, gracias, muy bien, gracias. ¿Y usted? ¿Y usted?

★ Puppet Show

- Materials: Cardboard to make a puppet show theatre. Gather all your stuffed animals.
- Directions: Cut out a window in your cardboard but leave enough room on the bottom to cover you or your child when you sit there. Have your child decorate the puppet show theatre. You or your child can tell a story using the stuffed animals!

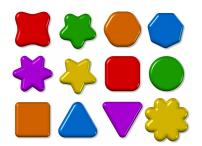


★ Good Morning Song

- Learn our good morning song that we sing in our class!
- Melody: If you're happy and you know it
- Lyrics:

Good Morning Pink (class color) Star Friends, how are you? Good Good! Good Morning Pink Star friends, how are you? Good Good! It's time to start our day so we can laugh, have fun, and play. Good Morning Pink Star friends, how are you? Good Good!

Math/Cognitive



★ Pool Noodle Patterns

- Materials: 2-3 different colored pool noodles
- Directions: Cut your pool noodles into 1 inches thick. Put the pool noodles in a tub of water or in the bathtub. Have your child make tower patterns! The pool noodles will float in the water!



★ Pizza Shop Dramatic Play

- Create a pizza shop at home and pretend play!
- Directions:
 - You can use construction paper to cut out pieces of the pizza (yellow for cheese, red for pepperoni..etc). You can use plastic/paper plates for your child to use! As another activity, you can make your own pizza for dinner!



Musical hide-and-seek activity

This week our musical activity is a game of musical hide-and-seek. This version of hide-and-seek is played with objects that make music, and is an excellent tool to help your child improve his listening skills.

You will need:

- A musical toy or something that makes/plays music
- Hiding places

How to play:

- 1. The objective of the game is for your child to find the toy by listening to its music.
- 2. Turn the toy's music on and hide it somewhere for your child to find.
- 3. Keep hiding the toy and make it a little complicated each time.

The more the child plays it, the better his listening skills get.

Extension on the game: if your child gets really good at this version, consider hiding a toy that does NOT make music and sing a song while they are looking for the toy. When they are getting closer to the toy, sing the song at a louder volume. If they are getting farther away from the toy, sing the song at a softer volume. Remind them that they want the song to get louder, as that means that they are closer to finding it.