Lesson Plans	for C	hoices • Decision	es - Proble	em Solving (Week 2)			Date	Jan 8-12		Teacher	Crème Prep	
Wonderful Wor	d o	ptions, opciones	Character Education	,	ianza	Technolog		ABC and XYZ; Reading			ing Buddy	
_iteracy Probl	em Sol	ving, Oral Language		Letter Knowledge	Spanish-	J, j, K, k, V, v J, j, K, k, V, v	/	Math		mparing Sets, One-to-One Correspondence		
English Vocabu	ılary	attitude, cooperate,	determined,	equal, fair, fewer, greater, nun	meral, opportu	ınity, options	, persisten	t, problem	solving, slov	wpoke, solu	itions, trial and error, water spou	
Spanish Vocab	ulary	actitud, colaborar, determinado, igual, justo, menos, más, numeral, oportunidad, opciones, persistente, resolución de problemas, tortuga, soluciones, ensayo y error canalón										
LESSON COMPONENTS		Day 1		Day 2		Day 3			Day 4		Day 5	
Greeting Circ	Unite: Teach children a few verses of "Frog went a courtin" (p.182). Explain this song is a balled. A ballad is a song that tells a story. Tell children that they will continue learning about stories and rhymes. This week they will continue learning about stories and rhymes. Disengage the stress response: Tell children that frog and Miss Mousie need some help blowing balloons up for their wedding. Invite children to practice balloon (p. 168) so they can be ready to help. Connect: Ask children to share their experiences teaching their family members "Wonderful Woman" Review "Row, Row, Row your boat" (p.178). Commit: Implement the safe keeper ritual and daily commitment ritual.* Building community * Morning Message: Frogie asked Miss Mousie to be his bride.		unite: Tell children that today's story is a latin American ballad called " The ballad of Sir Cat" (p.192). Invite children to sing along with the ballad in spanish or english. Disengage the stress response: Tell children cat's meow (p.168) calming strategy. Demonstrate getting down on all fours like a cat. Connect: Play " All ogether" (p.173). Demonstrate the actions as children sing along. Point		bucket" (p.194 nd Henry don't the stress resy ildren have a co rategies they ha since we are tal utions, they car ning strategy the em. connect: Pl " (p. 180). prac attern in groups en. Commit: im er ritual and da int. • Building c Wessage: Justin). Point out give up. conse: point ollection of ave learned king about n think about ey feel works lay: That titice the s of three or plement the ly ommunity n used trial	of "theres a on. Point out give up. One of the series of three or oblement the series of three or ommunity One of the series of three or ommunity Unite: Sing "Itsy Bitsy" (p.192). Point out that spider didn't give up. Tell children they will continue learning about problem solving. today they will learn about being persistent. Disenagage the stress response: encourage children to choose a calming strategy and perform it. connect: play "I Wish you well" (p.178) explain that when you are upset with someone, it is helpful to wish that person well.Commit: implement the safe keeper ritual and daily commitment. • Building community		together" (p.186). Give examples of how working together makes work easier (cleaning up the room, building). Today children will learn about how some problems are solve more easily when they work together disengage the stress response: divid the class into three groups. challengy each group to work cooperatively to create a group handshake. connect: use fanny frog to help implement the absent child ritual. Commit: implement the safe keeper ritual and daily commitment. • Building community • Morning Message: we value cooperation.			
Moving and Learning		"It Starts in the Heart" • " corazón" action song	"Nace en el	Hula-hoop challenges		re Musical Circl de colaboració		"Itsy Bitsy	Spider" action	song	Cooperative "Humpty Dumpty" • "El Sr. Huevito" stunt	
Literacy (Oral Language, Phonics, Handwriting, Aloud)	name. • Practice brainstorming solutions to problems • Vote for problem-solving options onics, ndwriting, Read oud) name. • Practice brainstorming solutions to problems • Vote for problem-solving options • Sensory Table-Think of ways to move a floating lid • Language and Literacy-Retell the story of "Forest Friends" • Library and Listening-Listen to read- name. • Practice brainstorming sets same and different, empty and full • Stress importance of using senses for problem solving Centers • ABC-Play a game with alphabet letters • Language and Literacy-Retell story of "Henny Penny"		ces Centers Gross Mo from talles tallest Science- materials Language	otor Area-Order t to shortest, sh Use tools to sep e and Literacy-I	children nortest to parate	Centers • ABC-Copletters • Gross Momovement • Languag	ze the importar	agnetic ience in move	Define cooperation in terms of children's experiences "Kilum" listening story Centers Creativity Station-Create a cooperative mural Library and Listening-Listen to read aloud story Language and Literacy-Sequence story events			

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
	Charlie Chipmunk's Thoughtful Choices • Las decisiones consideradas de Carlitos • Identify problems that Charlie solves • Think of ways to solve similar classroom problems "Forest Friends" • "Los amigos del bosque" story folder • Read to see how Little Bear solves a problem	"Henny Penny" • "La gallina Tina" story folder • Consider story problems and solutions • Listen for rhyming Little Red • Gorrita Roja • Notice how Little Red used her senses to solve problems	"My Aunt Violet" • "Mi tía Violeta" story folder • Analyze ways to solve Aunt Violet's packing problems • Apply strategies to classroom problem Shubert's Big Voice • Identify Shubert's problem • Consider possible options	"Tortoise and the Hare" • La tortuga y la liebre" listening story • Develop the concept of persistence • Role-play the story "Itsy Bitsy Spider" • "La araña chiquitita" story folder • Identify the spider's problem • Recall persistent story characters	Charlie Chipmunk's Thoughtful Choices • Las decisiones consideradas de Carlitos • Develop concept of choice • Talk about Charlie's fair choices "Little Red Hen" • "La gallinita roja" story folder • Identify Little Red Hen's problem • Develop concept of cooperation
Weekly Learning Centers	Fine Motor-Use different tools to move birdseeds into a bowl Construction-Build a home for Fanny Frog Science-Move water between two bowls using different tools	Fine Motor-Create a one-to-one correspondence using math manipulatives and the fingers on the right hand Construction-Continue building Fanny's house adding items Science-Experiment with sand using	Fine Motor-Work puzzles using the backs of the pieces Construction-Continue building Fanny's house adding items Science-Make a nail dance inside a bottle of water using a magnet	Fine Motor-Teach children how to finger crochet Construction-Continue building Fanny's house adding items Science-Match aromas using smell puffs	Fine Motor-Cover an underwater picture with attribute buttons Construction-Continue building Fanny's house adding items Science-Scavenger hunt
Math and Science	Use cookie models to develop concept of more and less Centers Fine Motor-Match a set of nuts and bolts Math-Compare number of cubes to see who has more	Create a hexagon with pattern blocks Compare number of blocks used to make shapes Centers Math-Blow and count bubbles Science-Compare the number of frogs needed to fill a cup	Use one-to-one correspondence to match sets of straws and cups Centers Science-Blow and count bubbles Math-Match cards representing the same number	Practice counting Introduce number line Centers Math-Make a numeral collage Science-Sort items using sense of touch	Compare sets of cubes using one-to- one correspondence and counting Centers Gross Motor Area-Play Cooperative Fill the Cup • Llenar el vaso en equipo Math-Compare sets of cubes
Character Education	Talk about the meaning of confidence. Explain that when your problem solving you have to have confidence in your work.	Conscious Discipline: practice the shubert shuffle and add your own moves to it.	Practice saying your address.	As a class act out scenarios that have to do with problem solving.	PATHS: talk about what it means to be calm or relaxed. What is the difference between the words.
Closing Circle	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection
Outdoor Learning	positions and tossing it into a box.	See how long children can keep a ball bouncing in the middle of the parachute. Gather ideas prior to starting the game. Stop and assess from time to time.	• Play Knots • Los nudos. (p. 199).	 Hang a Hula-hoop™ from a tree. Invite children to attempt to toss a Frisbee™ through the hoop. Encourage them to be persistent. Have Tortoise-and-Hare Races. Have two children race from a start to a finish line using different movements 	Play River Crossing Jueguen a cruzando el río (p. 199).

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
Learning Goals	Engages in voting as a method for group decision making Initiates problem-solving strategies and seeks adult help when necessary Shows initiative in independent situations and persists in attempting to solve problems Counts one to ten items, with one count per item Counts up to ten items and demonstrates that the last count indicates how many items were counted Uses informal strategies to share or divide up to ten items equally Participates in classroom music activities Shows control of tasks that require small-muscle strength and control Responds to different musical styles through movement and play	Begins to have meaningful friends Initiates problem-solving strategies and seeks adult help when necessary Describes, observes, and investigates properties and characteristics of common objects Uses regular and irregular plurals, regular past tense, personal and possessive pronouns, and subject- verb agreement Recognizes how much can be placed within an object Counts one to ten items, with one count per item Counts up to 10 items, and demonstrates that the last count	Responds to different musical styles through movement and play Recognizes at least 20 letter sounds Shows initiative in independent situations and persists in attempting to solve problems Combines words to make a compound word Uses complete sentences of four or more words and grammatical complexity usually with subject, verb, and object order Asks and answers appropriate questions about the book Counts one to ten items, with one count per item Counts up to ten items, and demonstrates that the last count indicates how many items were counted Practices good habits of personal health and hygiene Describes, observes, and investigates	read aloud • Uses category labels to understand how the words/objects relate to each other • Remains focused on engaging group activities for about 20 minutes at a time • Coordinates sequence of movements to perform tasks • Uses words to rote count from 1 to 30. • Counts up to 10 items, and demonstrates that the last count indicates how many items were counted • Recognizes one-digit numerals 0 through 9 • Uses art as a form of creative self-	Demonstrates coordination and balance in isolation Shows competence in initiating social interactions Initiates problem-solving strategies and seeks adult help when necessary Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Asks and answers appropriate questions about the book Assumes various roles and responsibilities as part of a classroom community. Demonstrates empathy and caring for others Takes care of and manages classroom materials Counts 1 to 10 items, with one count per item Counts up to 10 items, and demonstrates that the last count indicates how many items were counted Recognizes and creates patterns Provides appropriate information for various situations Demonstrates knowledge of verbal conversational rules Uses some appropriate writing conventions when writing or giving dictation

Wonderful Word	culture, cultura	Character		omiso Tec	hnology	January 15	Writer's C	orner	Crème prep	
	ical Awareness (Rhyming	Education	Letter Knowledge	English-Aa, Bb	, Cc, Dd, Ee, Ff	Math	Counting,	Whole-Par	t Relationship	
English Vocabulary	alike, broth, crown, d	ifferent, flee	ce, half, hare, injury, mystify part,			unds				
Spanish Vocabulary	igual, caldo, corona,	gual, caldo, corona, diferente, lana, mitad, liebre, lesión, desconcertar, parte, radiante, banquito, brillo, entero, heridas								
LESSON COMPONENTS	Day 1		Day 2	Da	ay 3		Day 4		Day 5	
Greeting Circle	Unite: Sing along with "Nursery Rhyme Rap" (p. 181) or other nursery rhymes. Tell children that nursery rhymes are short, rhyming poems or song. This week they will be learning about nursery rhymes. Today they will focus on Mother Goose rhyme," Haal, Heal", which is a rhyme from Latin America. Disengage the stress response: Invite children to choose a calming strategy and perform it. Connect: use fanny frog to help implement the absent child ritual and the welcome back ritual. Interview children about their experiences teaching their families the "Humpty Dumpty". Recite the original version of "Humpty Dumpty" (p. 185) and then the cooperative version (p. 171). Commit: implement the safe keeper ritual and the daily commitment to work with others to solve problems today, just as the queens horses and kings men did. * Building community * Morning Message: Humpty dumpty had a		Jnite: Sing " Nursery Rhyme Rap" p.181) or songs from the nursery hyme CD. Tell children they will continue to learn about nursery hymes. Today they will focus on lapenese rhyme called " The Kite." Disengage the stress response: tell children they are going to pretend their hands are kites. Their arms will use heir breath to create air for the kites. Demonstrate. Place your right hand, calm up, in front of your mouth and exhale to create air. Move your kite hand) up toward the left side of your cody and fly your kite from the left to ight across your body. Now inhale and slowly lower your kite (hand). Connect: use fanny frog to help mplement the absent child ritual and the welcome back ritual. Play " My school family" (p 175). encourage children to work with a partner. Commit: implement the safe keeper itual and daily commitment ritual. Suilding community Morning Message: Kites are rising		Unite: Sing along with "Nursery Rhyme Rap." Tell children today they will be focusing on rhymes about animlas. Disengage the stress response: Encourage children to get into a crawling position and move like a kitten- slink, arch and stretch. Connect: Use fanny frog to help implement the absent child ritual and the welcome back ritual. Invite children to sing and move to "Get ready!" (p.174). Review the words an then the movements that accompany the song. Explain that the activities in this song help our brains be able to focus and concentrate. Commit: Implement the safe keeper ritual and daily commitment ritual. Building community Morning Message: Three little kittens lost their mittens.					
Moving and Learning	"Stars and Stripes Forev musical eggs	er" with		"Miss Mary Mack"	clapping game	Dance with	streamers to	music	Drop the Mitten • Deja caer el mitón game	
Literacy (Oral Language, Phonics, Handwriting, Rea Aloud)	Journals: fill in blank. Hi Dumpty sat on and produce rhyming wo Centers • Language and Literacy objects to create rhyming • Library and Listening- sounds • ABC-Match alphabet le	• Analyze rds -Match g pairs Match pairs of	Work with rhyming words Centers ABC-Write with cotton swabs and paint Language and Literacy-Match rhyming word cards Library and Listening-Listen to and retell "Itsy Bitsy Spider"	beginning of alliter Identify straight liletters Centers ABC-Shape Mor Language and Liby attributes	entify letter at rative phrases	Compare alphabet le Centers ABC-Sha Language rhyming wo	pe letters with a and Literacy-	string or yarn Match	Analyze the rhyming words mitten and kitten Retell the story of the three little kittens Centers ABC-Match magnetic letters to letters in alphabet book Language and Literacy-Match pairs of mittens Library and Listening-Retell "Three Little Kittens" • "Tres lindos gatitos" .	

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
	"This Is the House that Jack Built" • "Ésta es la casa que Juan construyó" listening story (p. 196) • Describe characters • Explore cause-and-effect relationships "Peter, Peter, Pumpkin Eater" • "Daniel, Daniel" (Nursery Rhyme • Cuentos infantiles flip chart) • Identify and produce rhyming words • Compare Jack's house to Peter's pumpkin	Going Down Frog Street A to Z or Abeceloco • Enjoy an alphabet story • Identify uppercase letters A, B, C, D, E, F "Jack and Jill" • "Juan y Josefina" (Nursery Rhyme • Cuentos infantiles flip chart) • Use illustrations to predict story action • Introduce new vocabulary words	"Hey Diddle Diddle" • Hey mentironsin (Nursery Rhyme • Cuentos infantiles flip chart) • Distinguish between real and pretend • Produce rhyming words "Little Miss Muffet" or "Arroz con leche" (Nursery Rhyme • Cuentos infantiles flip chart) • Extend vocabulary	Mysterious Movers • Fuerzas misteriosas • Extend vocabulary • Role-play action verbs Twinkle, the Little Star • Chispita la estrellita • Extend vocabulary • Recognize that author is telling a story	"Cucú" • "Ribbit, Ribbit" (Cultural Rhymes flip book) • Hear a traditional Latin American rhyme • Produce rhyming words "There Was an Old Woman" (Nursery Rhyme • Cuentos infantiles flip chart) • Compare two stories • Identify rhyming words in story
Weekly Learning Centers	Creativity Station-Use stencils to draw an egg shape Pretend and Learn-Build a wall with blocks and explore items that balance Science-Balance a plastic egg on a wall built from blocks	Creativity Station-Discuss safety and make a poster Pretend and Learn-Pretend to treat injuries with brown paper strips Science-Place a pretend first-aid kit in the center and pretend to bandage wounds	Creativity Station-Paint with black tempera paint or draw with white chalk on black construction paper Pretend and Learn-Discuss the elephant that jumped the fence and provide items to toss in the air and watch drop Science-Provide black clothing for children to explore	Creativity Station-Make kites Pretend and Learn-Test the wind direction outside using bubbles Science-Set up a kite stand to sell kites	Creativity Station-Trace hands and design mittens Pretend and Learn-Discuss the role of mittens and hold ice cubes with and without them Science-Provide mittens to match
Math and Science	Compare parts and wholes Put egg puzzles together Centers Creativity Station-Divide dough shapes into a specific number of pieces Science-Sort items by those that break and those that do not	Practice counting Introduce parts and wholes Centers Sensory Table-Count squirts needed to fill a container Math-Cut a string into two equal-sized pieces.	Centers Sensory Table-Play patterns of notes on xylophone Gross Motor Area-Hop a specific number of spaces	Play a counting game Centers Creativity Station-Make a two-color part-to-whole wheel Science-Mix yellow and red food coloring	Recognize wholes are collections of parts Use pattern blocks to help solve a problem Centers Creativity Station-Make handprint mittens Math-Match patterned mittens
Character Education	PATHS: sharing and caring 1	Practice writing your phone numbers.	Conscious Discipline: Practice belly breathing.	Students will be able to Talk about Martin Luther king and understand why he was an important person around the world.	Talk about civil rights and how Dr. Martin Luther King Jr. had something to do with it.
Closing Circle	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection
Outdoor Learning	Play Please Don't Let the Ball Fall • No dejen que la pelota caiga (p. 193).	Provide first-aid props. Turn bicycles into emergency vehicles.	Encourage children to Jump the Fence • Saltar la cerca (p. 193).	Invite children to fly the kites made in the Creativity Station.	Play Find the Mitten

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
Learning Goals	given word Responds to different musical styles through movement and play Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Uses a wide variety of words to label and describe people, places, things, and actions Names at least 20 upper- and at least 20 lowercase letters Recognizes at least 20 letter sounds Knows that objects or parts of an object can be counted Recognizes and compares heights or lengths of people or objects Sorts objects that are the same and	consistently, although adult guidance is sometimes necessary Practices good habits of personal health and hygiene Participates in classroom music activities Retells or reenacts a story after it is read aloud Uses a wide variety of words to label and describe people, places, things, and actions Names at least 20 upperand at least 20 lowercase letters Produces a word that rhymes with a given word Knows that objects or parts of an object can be counted Recognizes and compares heights or lengths of people or objects Recognizes how much can be placed within an object	through movement and play Produces a word that rhymes with a given word	Begins to understand difference and connection between feelings and behaviors Produces a word that rhymes with a given word Shows interest in books Seeks to understand print Uses a wide variety of words to label and describe people, places, things, and actions Identifies similarities among people like himself and classmates, as well as between himself and people from other cultures Knows that objects or parts of an object,	Assumes various roles and responsibilities as part of a classroom community Increasingly interacts and communicates with peers to initiate pretend-play scenarios that share a common plan and goal Creates or recreates stories, moods, or experiences through dramatic representations Asks and answers appropriate questions about the book Produces a word that rhymes with a given word Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Names at least 20 upper- and at least 20 lowercase letters Retells or reenacts a story after it is read aloud Knows that objects or parts of an object can be counted Demonstrates understanding that when counting, the items can be chosen in any order Verbally identifies, without counting, the number of objects from one through five Discusses the roles and responsibilities of community workers Practices good habits of personal safety Initiates problem-solving strategies and seeks adult help when necessary

Lesson	Plans fo	r Stories and Rhymes	• Cuento:	s y rimas - Traditional Tal	es (Week	4)	Date	January 22	?-26th	Teacher	Crème prep	
Wonderf	ul Word	traditional, tradicional	Character Education	Commitment, Comp Loyalty, Lealtad	romiso	Technolo	ду			Buddy; Sour	nds and Rhymes	
Literacy	Compreh	ension and Dramatic Expr	ession	Letter Knowledge		g, Hh, Ii, Jj, 3g, Hh, Ii, Jj		Math	Measuren	surement, Ordering by Attributes		
English \	/ocabulary	audience, barnyard, o	carnivore, dr	ess rehearsal, durable, factual,	fictional, gre	edy, longes	st, original,	porridge, s	shortest, sur	vey, traditio	nal, trowel, version	
Spanish	Vocabular	y audiencia, corral, car	nívoro, ensa	iyo general, durable, objetivo, fi	cticio, glotón	ı, el más lar	go, origina	I, avena, e	l más corto,	encuesta, t	radicional, paleta, versión	
LESSOI COMPO		Day 1		Day 2		Day 3			Day 4		Day 5	
Greeting	g Circle	be learning about tradition. These are stories that ha around a long time. These that there grandparents were trade to the trade of	children that rining about ries. They will nal tales. we been e are stories vill know. he traditional Disengage vite children egy and Use fanny frog sent child ack ritual. echive" and then the children to a partners to plement the e daily ing	Unite :Sing " Three Pigs" (p.181) or invite children to sing along with " Three Bears' Rap" Today we will focu on two stories about three animals " The three pigs" and " The three billy goats Gruff." Disengage the stress response: Teach children " Huff and Puff" (p.168) calming strategy. Tell children that today they are going to pretend they are workers like the one in the story of the " Three little pigs." Connect: Use fanny frog to implement the absent child ritual and the welcome back ritual. Invite children to participate in the " Three nice mice" (p.175). Point out that this story is about three animals just like the other stories we have heard. Commit: implement the safe keeper ritual and the daily commitment ritual • Building community • Morning Message" Who huffs and puffs and blows houses down?	(p.183). Tell is will hear and This time the girl named I stress resp and Puff" (p from yesterd frog to help shill ritual or Play "I wish Encourage partners. Cokeeper ritual. • Morning I the high bed	al and daily co ling communit Message: Litt	today they out a wolf. to eat a little ge the the "Huff strategy: Use fanny e absent ack ritual. 175). If with ment the safe mmitment by le red sat on	Ask childre friends do. a friend the Today child little red he friends. Dis response: calming str Connect: I implement welcome be people" (p. prior to list implement daily comm community • Morning can count to	Message: Litti	they help em to think of an count on. about "The helpful tress to choose a lement it. to help ld ritual and uple to he actions Commit: er ritual and Building	unite: sing " I'm a little acorn" (p.180). Show children an acorn, if available. Tell children that they will continue learning about traditional tales. Disengage the stress response: Tell children that in the story "Henny Penny" the hen gets emotional and forgets to calm down before she starts her journey to see the king. Connect: use fanny frog to help implement the absent child ritual and welcome back ritual. Invite children to select a partner and exchange a pinky hug greeting. Commit: implement the safe keeper ritual and daily commitment ritual.* Building community *Morning Message: Henny Penny and Goosey loosey went to find the king.	
Moving Learnin		"Goldilocks" • "Ricitos de Nursery Rhyme		"One Pink Piglet" • "Un cerdito rosado action song	o" What Time ¿qué hora e	ls It, Mr. Wolf es? game	? • Sr. Lobo,	"New Chick	ken Dance"		"Henny Penny" • "La gallina Tina" dance	
Literacy Lanagu Phonics Handwr Aloud)	age,	of the three bears with en sound effects Centers	act the story nphasis on ss up as ss Retell the	Compare real and make-believe pig Centers Writer's Corner-Label pictures as fiction or factual Science-Conduct "blowing" test Creativity Station-Paint pink pigs	versions of Determine differences Centers Creativity sevents Language version of a	My favorite numers. Compare Little Red Rid most significal station-Sequents and Literacystory d Listening-Lie	e two ing Hood ant ence story Create a nev	Create sto Centers ABC-Find character r Creativity character Language	ory characters ory pyramid I alphabet lette names Station-Create e and Literacy-	rs in e a new story	Journals: reflect on the week. Analyze rhyming character names Create sound effects for retelling of the story Centers Writer's Corner-Copy character names Creativity Story-Paint a story setting Language and Literacy-Change story by eliminating a character	

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
	Three Bears' Rap • El rap de los tres osos • Describe setting • Compares Papa Bear and Baby Bear "The Three Bears" • "Los tres osos" story folder • Compare two versions of the same story	"Three Billy Goats Gruff" • "Los tres chivos" (<i>Developmental Storybook</i>) • Discuss character motivation • Think of alternative endings "The Three Pigs" • "Los tres cerditos" (<i>Developmental Storybook</i>) • Discuss attributes of building materials • Consider characters' commitments	Little Red • Gorrita Roja • Discuss wolves • Identify factual and fictional information "The Boy Who Cried Wolf" • "El pastor mentiroso" listening story • Listen for the word wolf in a story • Identify lesson (moral)	"Little Red Hen" • "La gallinita roja" story folder • Describe the setting • Consider Little Red Hen's decision to eat alone "Little Red" • "Gorrita Roja" story folder • Compare characters • Describe how Little Red uses her senses	"The Gingerbread Boy" • "El
Weekly Learning Centers	Fine Motor-Invite children to spoon porridge (ice-cream salt) from a pot into small, medium, and large bowls Pretend and Learn-Make Alphabet Soup for Little Miss Muffet using the magnetic letters Gg through LI.	Fine Motor-Play pick-up sticks (Pig Two's house) Pretend and Learn-Invite children to pretend they live with the troll Construction-Build a home that the wolf can't blow down	Fine Motor-Challenge children to tie up a stuffed animal wolf with ribbons Pretend and Learn-Pretend that Little Red is carrying a basket of magnetic letters to her Grandmother's home Construction-Build a jail cell for the wolf	plant and harvest wheat • Construction-Build a farm	Fine Motor-Have children take their shoes off and try to pick up acorns or marbles with their toes Pretend and Learn-Invite children to make acorn soup Construction-Reenact the story of Henny Penny using plastic farm
Math and Science	Match character voices to xylophone pitches Order balls from softest to hardest Centers Science-Mix and compare colors Math-Measure and compare the rolls of different balls	different paper squares Centers Creativity Station-Blow paint with straws	Sort objects and explain categories Order Anglegs by size Centers Library and Listening-Graphically represent pitch on xylophone Math-Play Shortest Straw game	Play a matching and counting game Tally results to a survey question about Little Red Hen Centers Writer's Corner-Create a picture graph Math-Make predictions, order cube towers of different heights	Make cube towers to represent characters in a story scene Identify patterns Centers Language and Literacy-Track number of characters in each scene Math-Order dot cards and represent numbers with cubes
Character Education	Math and Literacy • Recite "Pease, Porridge Hot" and enjoy a porridge snack	Science • Compare weight and buoyancy of different materials	Health • Evaluate Little Red's treats in terms of healthy food options	Science and Math Bake bread Discuss role heat plays in helping dough rise	Science • Practice observation skills
Closing Circle	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection
Outdoor Learning	Encourage children to play with small, medium, and large balls	• Invite children to play Mr. Troll, May I? • Sr. Duende, ¿puedo? (p. 193)	• Encourage children to play What Time Is It, Mr. Wolf? • ¿Sr. Lobo, qué hora es? (p. 194)	Vary the game of Duck, Duck, Goose • Pato, pato, ganso by changing the goose to a hen—Duck, Duck, Hen • Pato, pato, gallina (p. 193)	Invite children to play a traditional Mexican game, La gallinita ciega The Blind Hen (p. 193)

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
Learning Goals	Is able to increase or decrease intensity of emotions more consistently, although adult guidance is sometimes necessary Demonstrates empathy and caring for others Provides appropriate information for various situations Shows interest in books Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Demonstrates receptive vocabulary (three to four thousand words) Uses category labels to understand how words and objects relate to each other Retells or recreates stories, moods, or experiences through dramatic representations Demonstrates use of location words Recognizes and compares heights or lengths of people or objects Describes, observes, and investigates properties and characteristics of common objects Uses a wide variety of words to label and describe people, places, things, and actions Collects data and organizes it in a graphic representation	Is aware of where own body is in space, respects personal boundaries. Increasingly interacts and communicates with peers to initiate pretend-play scenarios that share a common plan and goal. Demonstrates receptive vocabulary (three to four thousand words). Retells or reenacts a story after it is read aloud. Uses information learned from books by describing, relating, categorizing, or comparing and contrasting. Asks and answers appropriate questions about the book. Is able to use language for different purposes. Demonstrates understanding of terms used in the instructional language of the classroom. Names at least 20 upper and 20 lowercase letters. Uses the verbal ordinal terms. Child demonstrates use of location. Describes, observes, and investigates properties and characteristics of common objects. Recognizes and compares weights of objects or people.	given word Names at least 20 upper- and at least 20 lowercase letters Uses a wide variety of words to label and describe people, places, things, and actions Shows understanding by responding appropriately Shows interest in books Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Demonstrates an understanding that others have perspectives and feelings that are different from her own Demonstrates receptive vocabulary (three to four thousand words) Demonstrates use of location words Recognizes and compares heights or lengths of people or objects Sorts objects that are the same and different into groups and uses language to describe how the groups are similar and different Identifies good habits of nutrition and exercise	and describe people, places, things, and actions • Uses information learned from books by describing, relating, categorizing, or comparing and contrasting • Asks and answers appropriate questions about the book • Combines sentences that give detail, stays on topic, and clearly communicates • Engages in voting as a method for group decision making • Uses the verbal ordinal terms • Identifies equal and unequal sets • Collects data and organizes it in a graphic representation • Describes, observes, and investigates properties and characteristics of common objects	Shows competence in initiating social interactions Is able to increase or decrease intensity of emotions more consistently, although adult guidance is sometimes necessary Participates in classroom music activities Uses information learned from books by describing, relating, categorizing, orcomparing and contrasting Asks and answers appropriate questions about the book Demonstrates receptive vocabulary (three to four thousand words) Retells or reenacts a story after it is read aloud Creates or re-creates stories, moods, or experiences through dramatic representations Produces a word that rhymes with a given word Uses the verbal ordinal terms Uses concrete models or makes a verbal word problem for adding up to five objects Recognizes and creates patterns Describes, observes, and investigates properties and characteristics of common objects Uses information learned from books by describing, relating, categorizing, or comparing and contrasting

Mandarf	ul \\\o==	magia mésis	Character	· Ic	ommitment, Compre	omiso	Tookmala	<u> </u>	Jan. 29- Feb		l /ords, Word	Crème prep s; Extra Reading Buddy
Wonderfu	ıı word	magic, mágico	Education		oyalty, Lealtad	_	Technolog	99	.	,		
Literacy	Phonolog	ical Awareness—rhymin	g words		etter nowledge	English-Mm, Nn, Oo, Pp, Qq, Rr SpanMm, Nn, Ññ, Oo, Pp, Qq, Rr			Math	Number and Operation		
English V	ocabulary	add, castle, celebra away	tion, commitn	nent, custome	ers fairy tale, fewer,	leather, ma	agic, mattres	ss, more, p	alace, panto	omime, pri	ncess, purcl	nase, setting, summoned, take
Spanish \	Vocabulary	sumar, castillo, cele convocado, quitar	ebración, com	promiso, clier	ntes, cuentos de had	das, menos	s, cuero, má	gico, colch	ón, más , pa	alacio, par	ntomima, pri	ncesa, compra, escenario,
LESSON COMPO		Day 1			Day 2		Day 3			Day 4		Day 5
Greeting	g Circle	(p. 181). Tell the children that today they will hear a story about a prince who was turned into a frog. Explain that this week they will learn about fairy tales. Fairy tales are full of magic. Disengage the stress response: demonstrate and then invite the children to swim like frogs in slow motion. As they move their arms from in front of their bodies to beside their bodies, have them life their head and inhale. When they bring their when they bring their arms back in front of them, have them slowly exhale. Connect: Use fanny frog to help implement the absent child ritual and welcome back ritual. Ask children		stomping Giant that they will co fairytales today Jack and the be the stress resignificant to brea a big gulp of air. breaths. Conne help implement and welcome be words and actic Noodle" (p.170 the safe keepe commitment rit community • Morning Mes the beanstalk in	ne children to sing " A " (p. 178). Tell children in the child	Unite: Teach the children " Dragon chase" (p. 193). Tell the children that today they will review what they have learned about giants and dragons and learn about more fairytales. Disengage the stress response: encourage children to demonstrate how a dragon might stretch when he wakes up in the morning. connect: use fanny frog to help implement the absent childr ritual and welcome back ritual. commit: implement the safe keeper ritual and daily commitment ritual.* Building community * Morning Message: once upon a time in dragon land dragons ruled.		turtles" (p.18 will hear two both stories: Today childn Fables are s they have a stress response they have a stress response to the document of the fanny frog to absent child back ritual. It along and m (p.174). Con keeper ritual commitment make a commitment make a community • Morning M	Unite: Teach children" Three tricky turtles" (p.183). Tell children that they will hear two stories about turtles. In both stories the turtles are tricky. Today children will focus on fables. Fables are stories that teach a lesson-they have a moral. Disengage the stress response: Implement bunny breathing (p. 168). Connect: Use fanny frog to help implement the absent child ritual and the welcome back ritual. Invite children to sing along and move with "caring friends" (p.174). Commit: implement the safe keeper ritual and the daily commitment ritual. Ask children to make a commitment to be loyal to their friends today.• Building		Unite: Teach children " Johnny appleseed"(p.180). Explain that johnny appleseed is a character fro a tall tale. Tall tales are exaggerate stories. Tell children they will contilearning about stories. Today they focus on tall tales. Disengage the stress response: Invite children to apple picker stretches. Connect: U fanny frog to help implement the sakeeper ritual and welcome back rit Review " On your face" (p.172). Commit: implement the safe keep ritual and daily commitment.• Build community • Morning Message: Which story your favorite tall tale?	
Moving Learning		Princess Ball Roll • La I princesa game	Princess Ball Roll • La bola de la practice giant movements—walk, princesa game Practice giant movements—walk, jump, hop				shadows	Who's Got the guisante? ga		Quién tiene el	Boot, Boot, Shoe • Botas, botas, zapato game	
Literacy Languag Phonics Handwri Aloud)	ge,	Identify fairytale eleme Identify rhyming words Centers ABC-Sort words by er Library and Listening- story Sensory Table-Retriev letters and match to letters	nding letter Listen to a ve magnetic ter cards	centers ABC-Match ulletters Library and Liwith story props	nd the Beanstalk" in a oper- and lowercase stening-Retell story s d Literacy-Sequence	elements in Centers ABC-Copy Library and	al and make-b the story the word drag d Listening-Lis and Literacy-F	gon sten to story	Suggest all tests Centers Creativity S Library and story	itation-Desig Listening-L and Literacy	e accurate) gn a bedcover	Think about how shoes protect fe Categorize shoes by use and material used in making them Centers Pretend and Learn-Sort and displ shoes in store Creativity Station-Draw a picture of shoe house Language and Literacy-Retell sto with story props

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
	The Frog Prince • El principe sapo • Discuss main characters • Introduce fairytale elements Reagan's Journal • El diario de Reagan • Develop vocabulary • Discuss family celebration	The Frog Prince • El príncipe sapo • Discuss story setting • Notice Frog's actions reveal his character "Jack and the Beanstalk" • Juan y los frijoles mágicos" story folder • Discuss story setting • Compare castles in two stories	"Odon, the Giant" • "Odón, el gigante" listening story • Discuss onomatopoeia • Identify onomatopoeia words "Kilum" • "Kilum" listening story • Develop vocabulary • Compare make-believe world to real world	Identify characters in story Develop vocabulary The Frog Prince • El príncipe sapo Discuss how word choice affects	"The Shoemaker and the Elves" • "El zapatero y los duendes" story folder • Identify and compare parts of shoes • Develop concept of consumer "The Sweet Mother Who Lives in a Shoe" • "La señora que vive en un zapato" listening story • Compare nursery rhymes
Weekly Learning Centers	Construction-Build small bed for the frog so he doesn't have to sleep on the princess's pillow Fine Motor-Encourage children to sort frogs by size Creativity Station-Invite children to design a new ball for the princess	Fine Motor-Play Is the Giant Asleep?¿Está dormido el gigante?Creativity Station-Provide green	Construction-Design and build a maze for Bunny Foo Foo's mice Fine Motor-Challenge children to stack the giant's gold coins (pennies) Creativity Station-Show them how to make mice from their fingerprints	on so many mattresses • Fine Motor-Explore pebbles in socks • Creativity Station-Create pebble	Construction-Build a bench for the shoemaker Fine Motor-Encourage children to lace shoes Creativity Station-Invite children to design a pair of shoes
Math and Science	Introduce addition and subtraction with concrete models Centers Math-Match frog counters to dot cube numbers Gross Motor Area-Roll dot cube to move along a path	Estimate number of cubes in a grab Organize data in two-column chart Centers Science-Plant bean seeds Gross Motor Area-Toss beanbags and score throws	Play Catch and Compare • Atrapa y compara Centers Pretend and Learn-Match scooped cotton balls to dot card Math-Build towers to match dot cards	Count to 20 Use dot cube to make towers of 20 cubes Centers Sensory Table-Use play dough and pebbles for counting game Science-Compare "covering" attributes of different materials	Use cubes to represent doubling patterns Centers Math-Create reflecting patterns with paint Science-Use mirrors to make reflecting patterns
Character Education	PATH: Read twiggles special day.	Practice saying your address and phone numbers, explain why it is important to know them.	Conscious discipline: Huff and Puff	discuss using your imagination and why we use it.	Discuss what it means to have loyalty to someone.
Closing Circle	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection	Reflecting on the day Check on Commitments Kindness Tree Family Connection
Outdoor Learning	Teach the children how to play Leap Frog • Salta la rana or set them up to do Frog Jumps • Salta la rana (p. 193).	• Play Grab the Goose • Atrapa el ganso (p.193)	Invite children to play Duck, Duck, Goose • Pato, pato, ganso (p. 193)	Draw a hopscotch grid. Encourage children to use the princess's pea (a pebble) as a marker	Provide chalk and invite children to trace around their shoe

LESSON COMPONENTS	Day 1	Day 2	Day 3	Day 4	Day 5
Learning Goals	Is aware of where own body is in space; respects personal boundaries. Shows competence in initiating social interactions. Coordinates sequence of movements to perform tasks. Uses a wide variety of words to label and describe people, places, things, and actions. Uses information learned from books by describing, relating, categorizing, or comparing and contrasting. Asks and answers appropriate questions about the book. Demonstrates receptive vocabulary (three to four thousand words). Shows interest in books. Produces a word that rhymes with a given word. Verbally identifies, without counting, the number of objects from 1 to 5. Uses concrete models or makes a verbal word problem for adding up to 5 objects. Uses concrete models or makes a verbal word problem for subtracting 1 to 5 objects from a set. Identifies and describes the characteristics of organisms. Combines sentences that give detail, stays on topic, and clearly communicates.	Assumes various roles and responsibilities as part of a classroom community Coordinates sequence of movements to perform tasks Deletes a word from a compound word Uses category labels to understand how words and objects relate to each other Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Uses some appropriate writing conventions when writing or giving dictation Retells or reenacts a story after it is read aloud Creates or re-creates stories, moods, or experiences through dramatic representations Provides appropriate information for various situations Demonstrates understanding that when counting, the item can be chosen in any order Verbally identifies, without counting, the number of objects from 1 to 5 Collects data and organizes it in a graphic representation Identifies good habits of nutrition and exercise	energy including light, neat, and electricity - Uses category labels to understand how words and objects relate to each other - Perceives differences between similar- sounding words - Asks and answers appropriate questions about the book - Demonstrates receptive vocabulary (three to four thousand words) - Uses information learned from books by describing, relating, categorizing, or comparing and contrasting - Seeks to understand print - Counts up to ten items and demonstrates that the last count indicates how many items were counted - Verbally identifies, without counting, the number of objects from 1 to 5 - Uses concrete models or makes a verbal word problem for adding up to five objects - Uses art as a form of creative self-expression	Is able to increase or decrease intensity of emotions more consistently, although adult guidance is sometimes necessary Demonstrates empathy and caring for others Produces a word that rhymes with a given word Uses a wide variety of words to label and describe people, places, things, and actions Retells or reenacts a story after it is read aloud Uses information learned from books by describing, relating, categorizing, or comparing and contrasting Combines sentences that give detail, stays on topic, and clearly communicates Uses a large speaking vocabulary, adding several new words daily Uses words to rote count from 1 to 30 Counts 1 to 10 items, with one count per item Demonstrates use of location words Identifies equal and unequal	 Participates in activities to help them become aware of what it means to be a consumer Uses a large speaking vocabulary, adding