

AT HOME LEARNING

WEEK 1 | WRITE AND DRAW IN YOUR HOME JOURNAL EACH DAY!

Monday - Animals

Reading

Read an animal book.
What was the setting?

Letters & Sounds

Make a letter safari! Hide the letters around the house. When you find a letter, say the name and the letter sound.

Math

Find 10 animals (toys or stuffed). Line them up in order from tall to short.

Fine Motor

Make a snake. String beads or circle cereal on a pipe cleaner or string.

Art or Sensory

Make animals with play dough or put animal figures in the play dough.

STEM

Build an animal home with blocks. Add animal figures to it!

Tuesday - Transportation

Reading

Read a book about transportation (ex: cars, trucks).
Find all the parts of a book (cover, pages, spine).

Letters & Sounds

Make (draw or write) a list of different kinds of transportation.

Math

Find 5 toy cars. Count how many wheels each one has. Count other things the cars have (ex: windows).

Fine Motor

Cut strips of paper and make a road for your vehicles.

Art or Sensory

Make a map. Add roads, bridges, and houses on the map.

Gross Motor

Move like a race car, truck, tractor, boat, plane, and train.

Wednesday - Friends

Reading

Read a book about friends. What was the problem? How did they solve it?

Letters & Sounds

Make a card for a friend. Add their name and sign your name too.

Math

Put a puzzle together with a friend or family member.

Fine Motor

Write your name in the middle of a piece of paper. Trace it with different colors then decorate the page.

Art or Sensory

Make a sticker collage.

STEM

Draw a picture of you and a friend. Cut each out. Build a house with blocks or cups and put your paper people inside!

PLAY IS THE HIGHEST FORM OF RESEARCH. — ALBERT EINSTEIN

AT HOME LEARNING

Week 1 | WRITE AND DRAW IN YOUR HOME JOURNAL EACH DAY!

Thursday - Ocean

Reading

Read a book about the ocean. Who were the characters?

Letters & Sounds

Make a "water" sensory bag. Put two tbsp blue paint or hair gel (add a drop of blue food coloring to it). Close the baggie well and tape it closed. Practice writing letters on the baggie.

Math

Make numbers and quantiles on a math mat. Use shells, pom poms, or shell noodles. Pick a number card, count out that many items, and place it on the math mat.

Fine Motor

Water Play! Go in the tub or fill a tub $\frac{1}{4}$ full with water. Put ocean animals or mermaids in the water. Add droppers, sponges, and small scoops.

Art or Sensory

Draw an underwater scene on a paper plate or piece of paper.

Gross Motor

Move like a fish, octopus, crab, whale, mermaid, sea turtle, and a shark.

Friday - Nature

Reading

Read a book about nature. What are two new things you discovered?

Letters & Sounds

Sky write! Lay on the ground. Pick a letter card and write it in the sky.

Math

Find 10 rocks. Sort the rocks by size. Sort the rocks by color.

Fine Motor

Make shapes with sticks (real sticks, popsicle sticks, or toothpicks).

Art or Sensory

Collect leaves to make leaf rubbings. Place the leaf under the paper and rub a crayon sideways on the paper.

Science

Go on a nature hunt! Draw or write about 10 things that you see or hear.

Apps to Try

Vooks

Brings books to life.



LetterSchool

Practice writing letters and numbers.



Starfall

Learn about letters and sounds.



Websites and apps to get kids moving

GoNoodle

YouTube or an app
Dance-alongs, yoga, and more.

Jack Hartman

YouTube
Sings and dances to children's songs.

Cosmic Yoga

You Tube
Yoga and mindfulness for kids.

AT HOME LEARNING

Week 2 WRITE AND DRAW IN YOUR HOME JOURNAL EACH DAY!

Monday - Family

Reading

Read a book about families. Who is in your family? How do you show your family you care about them?

Letters & Sounds

Make a list of everyone in your family.

Math

Play Hi Low (aka War) with a friend or family member.

Fine Motor

Make a bracelet for someone in your family with beads, pasta, or cereal.

Art or Sensory

Draw a family portrait.
Draw a frame around the edge.

STEM

Make a fort!

TUESDAY - BUGS

Reading

Read a book about bugs. Who was the character in this book? What did the character do?

Letters & Sounds

Go on a grasshopper letter hop. Place letter cards in a line, leaving a space in-between. The child will hop over the letter and say the name and letter sound.

Math

Play number swat. Spread the cards on the floor. Call out a number and the child swats the card with their hand or fly swatter.

Fine Motor

Make your name with play dough.

Art or Sensory

Make bugs with play dough, sticks, and buttons or googly eyes.

Gross Motor

Move like a caterpillar, butterfly, grasshopper, worm, lightning bug, and spider.

Wednesday - Food

Reading

Read a book about food. Find all the parts of a book (cover, pages, spine).

Letters & Sounds

Make a grocery list and go to the grocery store with your list.

Math

Find three of your favorite snacks. Make patterns with them.

Fine Motor

Make a food cutting collage. Cut out food from grocery store ads. Glue the pictures to a plate or piece of paper.

Art or Sensory

Collect a few boxes and cans. Trace them like a stencil or stamp them in paint.

Science

Have a taste test. Find a new food. How does it look, smell, feel, and taste?

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AT HOME LEARNING

Week 2 WRITE AND DRAW IN YOUR HOME JOURNAL EACH DAY!

THURSDAY - FOREST Animals

Reading

Read a book about a forest animal.
What were the events?
What happened first?
What happened last?

Letters & Sounds

Make animal words. Use the letter cards to build words like bear, skunk, or bat.

Math

Build numbers on a math mat. Use rocks, pom poms, or pennies. Pick a number card, count out that many items, and place it on the math mat.

Fine Motor

Pretend you are a bird. Make worms by cutting pieces of string or ribbon. Use tweezers or tongs to pick them up and place in a container.

Art or Sensory

Draw or paint a picture of your favorite forest animal.

STEM

Make a cave inside with blocks or outside with rocks and dirt.

FRIDAY - NATURE

Reading

Read a book about nature. What was the setting?

Letters & Sounds

Make letters with sticks (real sticks or popsicle sticks) or with play dough.

Math

Go outside and look for shapes! Find circles, squares, rectangles, triangles, and ovals.

Fine Motor

Go outside and cut grass or cut play dough.

Art or Sensory

Draw with chalk or paint with water.

Gross Motor

Do yoga or play a sport outside.

APPS TO TRY

Vooks

Brings books to life.



LetterSchool

Practice writing letters and numbers.



Starfall

Learn about letters and sounds.



WEBSITES AND APPS TO GET KIDS MOVING

GoNoodle

YouTube or an app
Dance-alongs, yoga, and more.

Jack Hartman

YouTube
Sings and dances to children's songs.

Cosmic Yoga

YouTube
Yoga and mindfulness for kids.

Aa	Bb	Cc	Dd	Ee
Ff	Gg	Hh	Ii	Jj
Kk	Ll	Mm	Nn	Oo
Pp	Qq	Rr	Ss	Tt
Uu	Vv	Ww	Xx	Yy
Zz	Alphabet Chart			

Aa	Bb	Cc	Dd	Ee
Ff	Gg	Hh	Ii	Jj
Kk	Ll	Mm	Nn	Oo
Pp	Qq	Rr	Ss	Tt
Uu	Vv	Ww	Xx	Yy
Zz	Alphabet Chart			

Aa



Bb



Cc



Dd



Ee



Ff



Gg



Hh



Ii



Jj



Kk



Ll



Mm



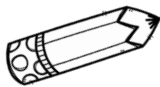
Nn



Oo



Pp



Qq



Rr



Ss



Tt



Uu



Vv



Ww



Xx



Yy



Zz



Math Mat

POCKET OF PRESCHOOL

Math Mat

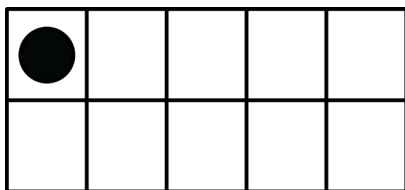
Math Mat

POCKET OF PRESCHOOL

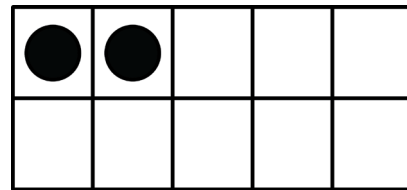
Math Mat

POCKET OF PRESCHOOL

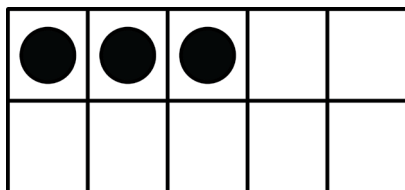
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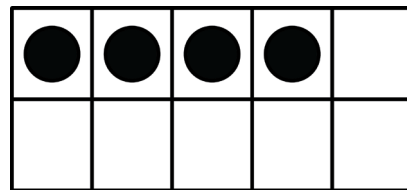
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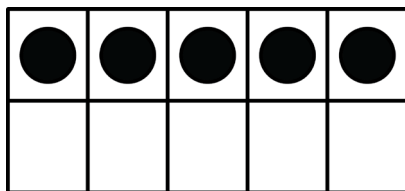
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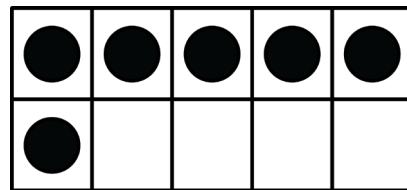
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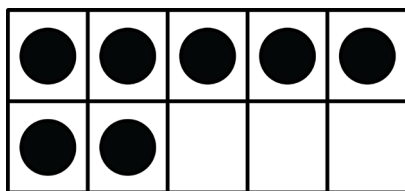
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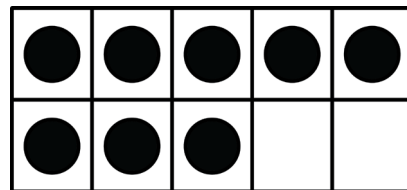
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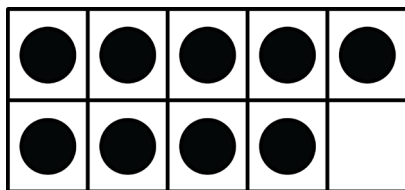
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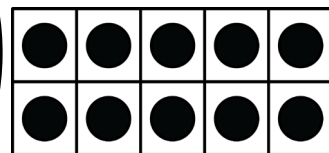
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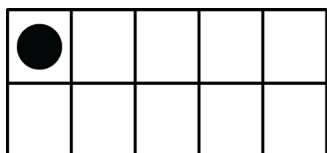
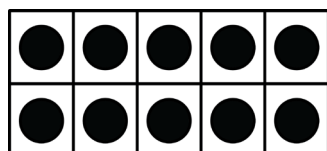
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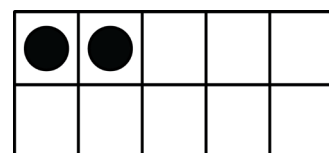
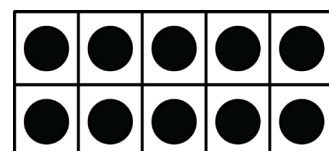
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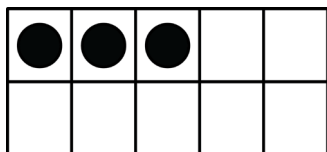
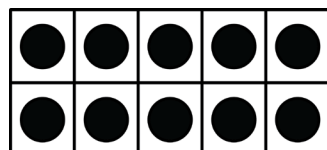
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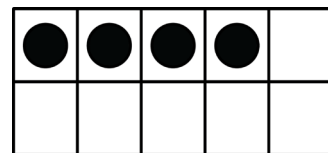
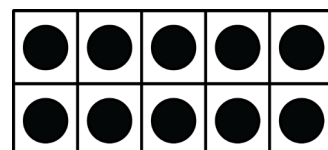
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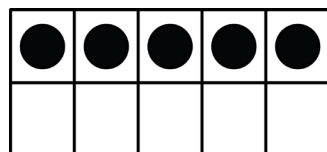
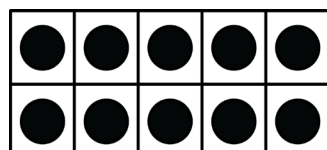
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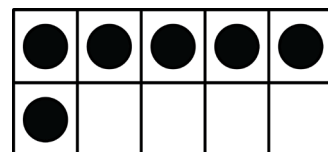
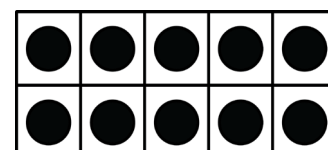
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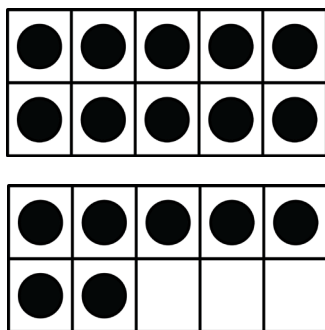
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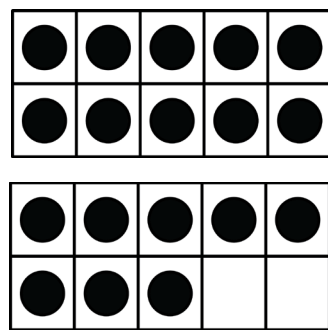
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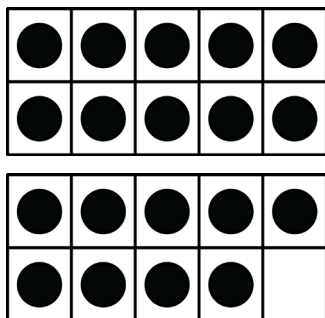
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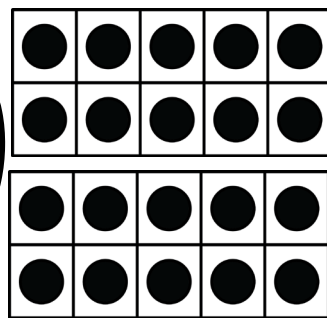
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PLAYdoh Recipes

BASIC PLAYDOH

What you Need:

2 cups of flour, 1 cup of salt, 4 tsp. of cream of tartar, 2 cups of water, 2 Tbsp. of vegetable oil, and food coloring or liquid watercolor

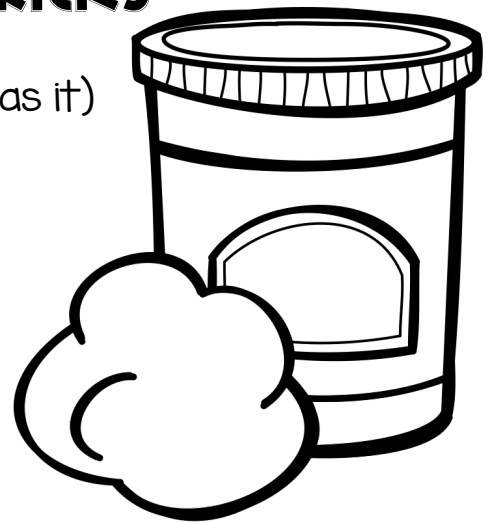
How to Make it:

Measure and mix all ingredients together in a saucepan off the heat until all the clumps are gone. Put it on the stove and set it to a medium heat. Continuously stir the mixture. When it pulls away from the sides of the pan and forms one large ball, it is done! If any of the dough is sticky it needs to cook a bit longer. Let it cool. Knead the dough and have FUN! Once completely cooled, store the dough in a air tight bag (no need to refrigerate).

FOOD COLORING TRICKS

What you can use:

- Food coloring (sometimes the Dollar Tree has it)
- Liquid watercolor
- Gel food coloring
- Kool-Aid



FUN MIX-INS

What you can use:

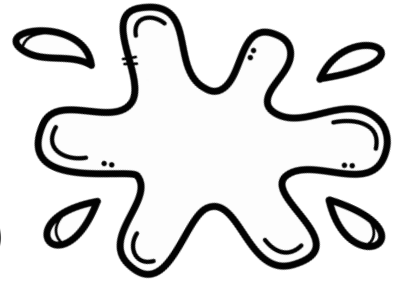
- Glitter (fine, small, or themed)
- Real sprinkles
- Vanilla or other extracts to make it smell yummy
- Cinnamon or other spices

FUN TOOLS & TOYS

- | | | |
|------------------|-------------------|-----------------|
| • Rolling pin | • Toothpicks | • Sticks |
| • Potato masher | • Plastic animals | • Rocks |
| • Kid knife | • Beads | • Scissors |
| • Cookie cutters | • Buttons | • Pipe cleaners |

Science Sensory Play

Oobleck



What you Need:

Corn starch, water, food coloring (optional)

How to Make it:

Mix together one part water and two parts corn starch (ex: $\frac{1}{4}$ cup water and $\frac{1}{2}$ cup corn starch). Add food coloring to the water to make it different colors.

Play!

Clean Up Hint: Let the oobleck dry completely. Once dry it will come off the container in big chunks making it much easier to clean up.



ERUPTING POTIONS

What you Need:

Baking soda, vinegar, food coloring, plastic tub, containers, towel, droppers or squirt bottles

Set Up:

Place different size bowls, ice cube trays, muffins tins, or cups in a plastic tub. Place a towel under the tub. Place a few spoonfuls of baking soda in each bowl. Fill the bottles with vinegar. Add food coloring to color the liquid (optional).

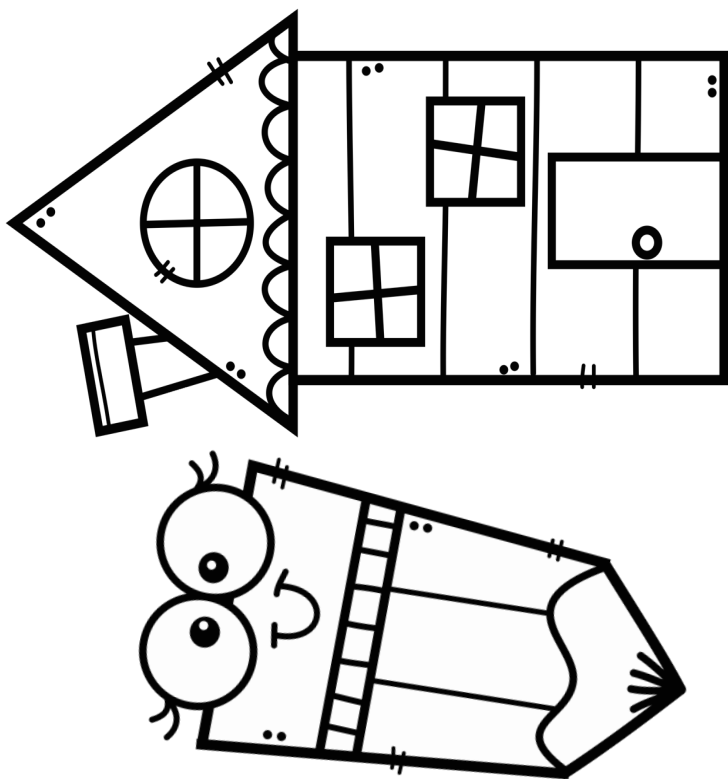
Play!

Squirt the potion with the vinegar and watch it erupt! Once the liquid is covering the bottom of the bin, dump out the liquid and make it erupt again! Observe how it changes and the colors change.

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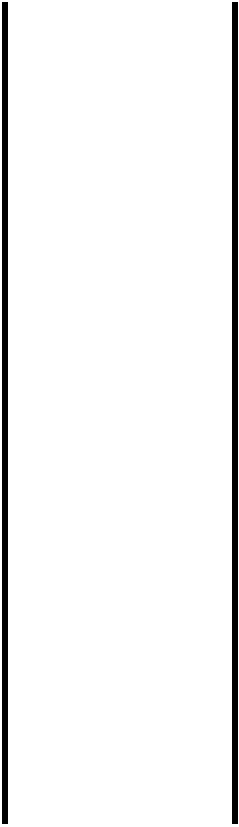
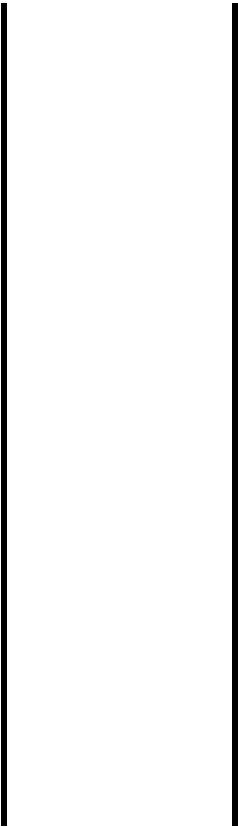


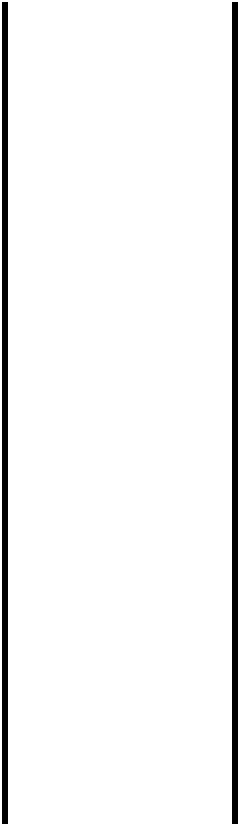
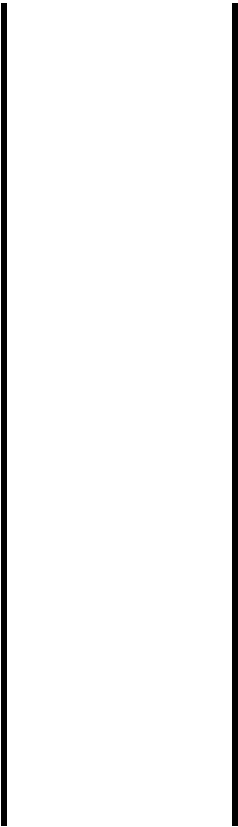
My Home Journal



Name: _____











Letter Trace

Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

C

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Letter Trace

Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

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Letter Trace

Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

Cc

Dd

Ee

Ff

Gg

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Ii

Jj

Kk

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Pp

Qq

Rr

Ss

Tt

Uu

Vv

Ww

Xx

Yy

Zz

Number Trace

Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

Number Trace

Trace with a marker, pencil, pen, crayon, or paint with a Q-Tip.

1

2

3

4

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6

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