



K-2



Developmental Goals

- To help develop good listening habits
- To encourage the children to always do their best.
- To learn to express appreciation and love for others.

Themes and Objectives	Monday, January 7	Tuesday, January 8	Wednesday, January 9	Thursday, January 10	Friday, January 11
Phonics/Numbers-Kk Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Jj, Introduce letter Kk. Sing: "Kathy Kangaroo" Learning Numbers p 47 (kangaroo)	Review 1-6. Count to 10. Sing: "Kathy Kangaroo"	Review Aa-Kk, their names, sounds, shapes, and pictures. Learning Numbers pg. 55 (koala)	Review 1-6. Work on concept of 5 items. Count to 10. Learning Numbers p 57 (Kookaburra)	Review Aa-Kk, their names, sounds, shapes, and pictures. Work on concept of 6 items. <i>Sometimes/Anytime Cards</i>
Language Development Letter Kk Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson: "Kathy Kangaroo" Do the "Kangaroo Rap Tap" ~ <i>Poems and Finger Plays</i> "A kangaroo" p 23	Kittens-what they do, what sounds they make, etc. <i>Poems and Finger Plays</i> "I Love Little Kitty" p 22 Sing: "Three Little Kittens" Preschool Fun Songs # 28	Lang. Dev. Card 45 "Koalas" Where do they live and what do they eat?	Kites-How they are made, what they do, how the wind lifts them up and safety rules for kite flying. Sing: "I Like Kites" p 12 Buddy Barrel Today!!	Lang. Dev. p 99 "Kindness" Character Development <i>Growing Up With Amber Lamb</i> "Amber Shows Kindness" Card 15 Sing: "Love Your Friends p 8
Healthy Attachment through Attunement and Social Play	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm	<i>Baby Doll Circle Time</i> pm	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm
Reading/Music-Letter Kk Enjoy and value reading and music	Read: <i>Joey 2</i> ~ <i>Counting Kangaroos 2</i> ~ <i>Roo's Big Adventure 2</i> Sing: "Where is Thumbkin" Play Musical Instruments	Read: <i>Cuddly Kittens 2</i> ~ <i>Three Little Kittens 2</i> ~ <i>Poems and Finger Plays</i> "Five Kittens" p 23 Sing: "The Farmer in the Dell" ~ "Kitty" P. Fun Songs # 13	Read: <i>Winnie the Pooh's A</i> <i>to Zzzz 3</i> ~ <i>If Big Can...I Can 2</i> Sing: "The More We Get Together" p 8 ~ "Koala Bear"	Read: <i>The Flyaway Kite 2</i> ~ <i>A Bug, a Bear, and a Boy</i> <i>Fly a Kite 2</i> ~ <i>Curious George</i> <i>The Kite 2</i> ~ <i>Poems and</i> <i>Finger Plays</i> "A Kite" p 22 Read Buddy Barrel Letter.	Talk about kids! Count the kids in your room. Be kind to kids. Read: <i>Just Be Nice...and Not</i> <i>Too Rough 3</i> ~ <i>Understand and Care 3</i> Sing: ~ "I Love You"
Math/Science/Letter Kk Classify objects. Explore environment.	puzzles	Sand and water table	Find 6 blocks, 6 cars, 6 books and 6 crayons. Count them.	Talk about the wind. Experiment with strips of paper and electric fans. Note how things blow in the wind.	Color hunt. Name a color, have the children find a toy the right color and bring it back to the table.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "A Neighbor Shows Kindness" pp 316-321 Sing: "Jesus is a Friend of Mine" p 3	Character Development <i>Words Are Not For Hurting 2</i> Sing: "I Am Special" p 12	<i>The Young Reader's Bible</i> "Lost and Found" pp 328-333 Sing: "Jesus is a Friend of Mine" p 3	Character Development Card 17 "Kindness" Sing: "Jesus is a Friend of Mine" p 3	Character Development Card 18 "Kindness" Sing: "Jesus is a Friend of Mine" p 3
Art-Letter Kk Control small muscles in hands.	Free Art with markers.	Color a Kitten	Free art with watercolors.	Letter K coloring page.	Have the child draw a picture of themselves. Date and put into folder.
Gross-motor skills. Playground Gym, and/or Playground.	Play "Simon Says"	Play Hide-n-seek with a small toy.	Pretend to be a a kitten, a kangaroo, a koala.	Dramatic Play: Fly a kite. Pretend to be a kite in the wind.	Go to a grassy area. Set up a soft toy for each child to run to, touch and run back. Take turns.
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Practice hopping on alternate feet. ~Play dough	~Read a book. ~Repeat Gross-Motor Skill ~Play musical instruments	~Read a book. ~Repeat Gross-Motor Skill ~Practice stacking 6 blocks on the table.	~Read a book. ~Repeat Gross-Motor Skill ~Look at books.	~Read a book. ~Repeat Gross-Motor Skill ~Practice being kind!



K-2



Developmental Goals	
•	To show consistency with each child throughout the day.
•	To encourage the children to show love to those around them.

Themes and Objectives	Monday, January 14	Tuesday, January 15	Wednesday, January 16	Thursday, January 17	Friday, January 18
Phonics/Numbers-LI/7 Teach:~letters and their sounds ~number counting, recognition and concept.	Review Aa-Kk. Introduce the letter Ll. Sing: "Larry Lion" Finger trace Ll. Learning Numbers p 51 (circus lion)	Review 1-6 Introduce 7 Count to 10. Letter L coloring page	Review Aa-Ll. Sing: "Larry Lion" Finger trace Ll. Learning Numbers p 61 (Lick the ice cream)	Review 1-7. Count to 10. <i>Sometimes/Anytime Cards</i> Sing: "Larry Lion"	Review Aa-Ll using track 2 of <i>Learning...ABC Songs</i> . (stop at letter l) Learning Numbers p 25 (ladybugs) Finger trace Ll.
Language Development Letter Ll Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Tell story of "Larry Lion" Ask: "Who do you love?"	Lang. Dev. Card 47 "Letter Carriers" What they do/where they go. Community Helper Card 8 Sing: "I'm a Letter Carrier"	Lang. Dev. pp 108-109 "Listening" Make sounds for them to identify. <i>Poems and Finger Plays</i> "Listening Time" p 24 "Stop, Look and Listen" p 24	Lang. Dev. Card 48 What is a lamb? Character Development <i>Growing Up With Amber Lamb</i> "A Baby Lamb is Born" Card 16	Lang. Dev Card 46 "Ladybugs"– What they look like, where they live, etc. Finger play: "Ladybug" p 1
Healthy Attachment through Attunement and Social Play	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm
Reading/Music Letter Ll Enjoy and value reading and music	Read: <i>The Lion and the Rat (Mouse)</i> 2 1b ~ <i>Going On a Lion Hunt 2</i> Sing: "This Little Light of Mine" ~ "I'm a Lion"	Read: <i>Send It! 3</i> ~ <i>The Post Office 2</i> ~ <i>Poems and Finger Plays</i> "My Letter" p 24	Read: <i>The Ear Book 2</i> ~ <i>Animal Sounds 2</i> Sing: "This Little Light of Mine" Play Musical Instruments	Read: <i>Mary's Lamb 2</i> ~ <i>Little Baa 2</i> ~ <i>Poems and Finger Plays</i> "I Am Jesus' Little Lamb" p 25 Sing: "Mary Had a Little Lamb"	Read: <i>Ten Little Ladybugs 3</i> ~ <i>Snug House, Bug House 2</i> Sing: "If You're Happy and You Know It" ~ "Ladybug Fly"
Math/Science/ Letter Ll Classify objects. Explore environment.	Count the people in the classroom that you love.	Nature walk: Look for ladybugs.	Talk about special sounds we should listen for: sirens, bells, fire alarms, horns, music and loud voices.	Sand play.	Leaf walk: Look at different types of leaves around school
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>"The Young Reader's Bible Inside and Out"</i> pp 274-279 Sing: "Oh Be Careful"	Character Development "Obedient" Card 9 Sing: "Oh Be Careful"	<i>The Young Reader's Bible "Just Say the Word"</i> pp 286-291 Sing: "Oh Be Careful"	<i>The Young Reader's Bible "Wild Winds and Waves Obey"</i> pp 292-297 Sing: "Oh Be Careful"	Character Development "Obedient" Card 10 Sing: "Oh Be Careful"
Art- Letter Ll Control small muscles in hands.	~Love~ Decorate a heart with craft materials. Sing: "Jesus Loves Me"	"Write a letter" Place in envelope. Put in cubbies for parents.	Finger paint!	Free Art with markers.	Paint a ladybug
Gross-motor skills. Playground/Gym/Playroom.	Play musical instruments and march. .	How long can you stand on one foot? Make a chart.	Go for a walk. Look for things that start with the letter L.	Practice throwing a ball overhand. Play with parachutes	Play "Follow the Teacher"
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Both classes together, read and listen to <i>Quiet!</i> ~Practice skipping ~Sidewalk chalk	~Read a book. ~Play music and move. ~Make ladybugs from play dough	~Read a book. ~Repeat Gross-Motor Skill ~Cut paper strips with scissors. Take home pieces in envelope.	~Read a book. ~Practice throwing a ball. ~Puzzles	~Read a book. ~Repeat Gross-Motor Skill ~Using a chair to reach, let everyone take a turn turning the lights off and on.



K-2



Developmental Goals

- To let each parent know of the academic progress of his child.
- To promote parent-teacher cooperation in helping in the total development of the child.

Themes and Objectives	Monday, January 21	Tuesday, January 22	Wednesday, January 23	Thursday, January 24	Friday, January 25
Phonics/Numbers-Mm Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Ll. Introduce Mm. Sing: "Mickey Monkey" Finger trace Mm. Learning Numbers p 59 (monkey with fruit)	Review 1-7. Learning Numbers p 69 (Mexican hat) Count to 10.	Review Aa-Mm. Sing: "Mickey Monkey" Finger trace Mm. <i>Sometimes/Anytime Cards</i>	Review 1-7. Count to 10.	Review Aa-Mm using track 2 of <i>Learning...ABC Songs</i> . Sing: "Mickey Monkey" Finger trace Mm.
Language Development Letter Mm Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Tell story of "Mickey Monkey" MLK Day	Lang. Dev. Card 50 & 76 "Mexico" Neighbor, language/Spanish, hat/sombrero, party/fiesta and food/tortillas, tacos and burritos.	Lang. Dev. Card 51 "Mice"~ what they do, where they live, what they eat, etc. <i>Poems and Finger Plays</i> "The Mouse" p 26	Lang. Dev. pp122-123 "Magnets"~ what they are, what they do, what they are used for. Play Musical Instruments	Lang. Dev. pp120-121 "Manners"~ what they are, how we can use them at home, church, and school. Character Development <i>Growing Up With Amber Lamb</i> "Sharing is Fun" Card 10
Healthy Attachment through Attunement and Social Play	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm	<i>Baby Doll Circle Time</i> pm	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm
Reading/Music Letter Mm Enjoy and value reading and music	Read: <i>Five Little Monkeys Jumping on the Bed 3 ~Hug 3</i> Sing: "I'm a Little Monkey" ~"Five Little Monkeys" p 2 Act out using monkey faces.	Read: <i>Dora 2~Boots 2</i> ~ <i>Poems and Finger Plays</i> "Fine Family" p 13 Sing: "Some Families" p 6 Fingerplay: "I Am Different"	Read: <i>If You Give a Mouse a Cookie 3/1b ~Eeny, Meeny, Miney Mouse 2b</i> ~ <i>Counting Book 1-10 3</i> Sing: "Three Blind Mice" ~"Hickory Dickory Dock"	Read: <i>See and Spy Counting 3 ~Magnets 2</i> Sing: "Magnet Song" ~"Five Little Monkeys" p 2 Act out using monkey faces.	Read: <i>Grover's Guide to Good Manners 3</i> ~ <i>Poems and Finger Plays</i> "Whole Duty of Children" p 26 ~ "All By Myself" p 27 Sing: "Friends" ~"Manners Are The Way" p 12
Math/Science Letter Mm Classify objects. Explore environment.	Put beads on a string.	Review 1-7. Put blocks on the table. Tell the children to get one block, then count. Keep getting another block and counting until you get to 7 blocks.	Review color bottles. Ask each child to find a toy to match a color bottle.	Science Experiment: Magnets: See what the magnets will stick to or pick up in your room.	List all the manner words that the children can think of and count them.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "Enough For Everyone" pp 298-303 Sing: "If You're Helpful and You Know It"	<i>The Young Reader's Bible</i> "Now I See" pp 310-315 Sing: "If You're Helpful and You Know It"	<i>The Young Reader's Bible</i> "Teach Us To Pray" pp 322-327 Sing: "If You're Helpful and You Know It"	Character Development "Helpful" Card 19 Sing: "If You're Helpful and You Know It"	Character Development Read: <i>Just Be Nice...and Help a Friend 3</i> Sing: "If You're Helpful and You Know It"
Art-Letter Mm Control small muscles in hands.	Color a monkey.	Free painting using tempera paints in bright colors.	Draw a cookie. (Make a big circle. Color it brown. Glue on chocolate chips.)	Letter M coloring page	Friendship art: Draw a picture for a friend.
Gross-motor skills. Playground, Gym and/or Playroom.	Exercise! Play music and move.	Play "Hide-n-Seek" using a small toy.	Practice catching and throwing a ball.	Use activity mats.-They are in the blue bag in with the balls Practice kicking a ball.	Play Red light, Green light.
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Repeat Gross-Motor Skill ~Play dough	~Read a book. ~Repeat Gross-Motor Skill ~Look for things that begin with the letter M.	~Read a book. ~Repeat Gross-Motor Skill ~Practice good manners in dramatic play.	~Read a book. ~Practice kicking a ball. ~At the table practice stacking/counting 7 blocks.	~Read a book. ~Pretend to be corn and "pop" ~Together-Eat popcorn and watch a "Curious George" movie!



K-2



Developmental Goals

- To help the children to improve each day in cooperation and unselfishness.
- To build self-confidence in each child.

Themes and Objectives	Monday, January 28	Tuesday, January 29	Wednesday, January 30	Thursday, January 31	Friday, February 1
Phonics/Numbers-Nn/1-6 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Mm. Introduce letter Nn. Sing: "Nicky Narwhal" Finger trace Nn. Learning Numbers p 63 (Narwhal)	Learning Numbers p 67 (camels resting at night) Count to 10. Review 1-7 using manipulatives in the Classroom.	Review Aa-Nn. Sing: "Nicky Narwhal" Finger trace Nn. Learning Numbers p 65 (band aids) <i>Sometime/Anytime Cards</i>	Review 1-7. Count to 10. Letter N coloring Page	Review Aa-Nn using track 2 of <i>Learning...ABC Songs.</i> (stop at letter n) Sing: "Nicky Narwhal" Finger trace Nn.
Lang. Dev. Letter Nn Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Tell story of "Nicky Narwhal"	Lang. Dev. Card 52 "Nighttime" What animals are awake, who works, and what happens at night. Sing: "Are You Sleeping?" # 49	Lang. Dev. Card 53 "Nurses" What do they do/ where do they work Community Helpers Card 6	Lang. Dev. p 130 "Neighbors" Where do they live, what can we do to be nice neighbors, etc.	Lang. Dev. pp 128-129 "Names" What is a name? Read: ~My "n" Book 2
Healthy Attachment through Attunement and Social Play	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm
Reading/Music Letter Nn Enjoy and value reading and music	Read: <i>Baby Beluga 3~Jonah and the Whale 2 ~Narwhal Unicorn of the Sea 3 ~Baby Goofy Catches a Fish 2 ~Poems and Finger Plays "Noah" p 29</i>	Read: <i>Time For Bed 3 ~Good Night Little Bear 3 ~The Going to Bed Book 2 ~Poems and Finger Plays "At Night" p 28</i> Sing: "Rock-a-Bye Baby" "Hush Little Baby"	Read: <i>Nurses 2 ~You Are My I Love You 2</i> Sing: "Head and Shoulders"	Read: <i>Clifford and the Grouchy Neighbors 2 ~We Are All Alike... We Are All Different 3</i> Sing: "I Love You" ~"The More We Get Together"	Read: <i>Pooh Loves You 2 ~Wild Animals 3 (Name the Animals)</i> Sing: "The Alphabet Song" <small>Preschool Fun Songs # 3</small> ~ "John Jacob Jingleheimer Schmidt"
Math/Science /Letter Nn Classify objects. Explore environment.	Sort classroom objects into groups of 6.	Sand play outside.	Let each child throw five or more bean bags or balls into a tub. Count up with each throw.	Make play-dough cookies and share them with a friend	Count friends in the classroom. Say their names.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible "Lazarus Lives Again" pp 334-339</i> Sing: "Praise Him, Praise Him"	<i>The Young Reader's Bible "One Thankful Man" pp 340-345</i> Sing: "Praise Him, Praise Him"	Character Development Card 20 "Helpful" Sing: "Oh, Be Careful"	<i>The Young Reader's Bible "Big News For a Little Man" pp 352-357</i> Sing: "Zacchaeus"	Character Building <i>Growing Up With Amber Lamb "Lolly Lop-Ears" Card 20</i> Sing: "Oh, Be Careful"
Art-Letter Nn Control small muscles in hands.	Use glue and paper shapes to make a collage.	Color a moon.	Work with different colors of play dough. Practice pinching, squeezing, pulling, and making animals out of play dough.	Finger paint. Draw a shape of a house in the paint.	Using markers and stickers, decorate the paper with your name.
Gross-motor skills. Playground, Gym and/or Playroom.	Play musical instruments and march.	Turn out the lights and pretend to be an owl, a raccoon, and koalas	Practice jumping. On one foot, other foot, both feet.	Bounce House in the gym.	Play "Follow the teacher"
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Repeat Gross-Motor Skill ~Play dough	~Read a book. ~Repeat Gross-Motor Skill ~Work with manipulatives at the table. Count groups of six	~Read a book. ~Repeat Gross-Motor Skill ~Dramatic play: Nurses	~Read a book. ~Repeat Gross-Motor Skill ~Mother Goose Color Rhymes	~Read a book. ~Repeat Gross-Motor Skill ~Sidewalk chalk. Write their names by their drawing.