

Put up pumpkin sign up paper.

Put up Fall Party sign up paper



Developmental Goals

- To show the love of God to each child in the way we teach and react to the children each day.
- To have the children improve in cooperation and unselfishness in play.

Themes and Objectives	Monday, October 1	Tuesday, October 2	Wednesday, October 3	Thursday, October 4	Friday, October 5
Phonics/Numbers-Bb/3 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review letter Aa. Introduce letter Bb, its name, sound, formation and picture. Sing: "Betsy Bee"	Count to 5. Review 1 and 2. Learning Numbers p 9 (#2 Balloons)	Review Aa and Bb. Sing: "Betsy Bee" Finger trace letters Aa and Bb. <i>Sometime/Anytime Cards</i>	Count to 5. Review 1 and 2. Introduce 3 Learning Numbers p 21 (#3 Birds) Buddy Barrel Day!	Review letters Aa, Bb. Finger trace Aa and Bb. Sing: "Betsy Bee" and "Alexander Alligator"
Language Development Letter Bb Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Tell story of "Betsy Bee" ~ <i>Poems and Finger Plays</i> "Here is the Beehive" p 4	Lang. Dev. Card 10: "Bears" Where they live and what they do. Pretend to go on a bear hunt!	Lang. Dev. Card 11: "Butterflies" How they change and what they do. ~Language Development p 25 "Caterpillars Secret"	Lang. Dev. Card 12: "Birds: The names of different birds and why they build nests. <i>Poems and Finger Plays</i> "Once I Saw a Little Bird" p 4	Lang. Dev. Card 13 : "Buses and Boats" Where they travel and the names of different kinds of boats.
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 Bb Enjoy and value reading and music	Read: <i>The Bee 3</i> ~ <i>Busy Bee 2</i> Sing: "Bumblebee Song" p1 Play musical instruments with a CD or while singing.	Read: <i>Cuddle 3</i> ~ <i>He Bear She Bear 3</i> Sing: "Teddy Bear" p 15	Read: <i>Goodnight Sweet</i> <i>Butterflies 3</i> Sing: "Insects all around" p1	Read: <i>The Early Bird 3</i> ~ <i>Many Kinds of Birds 3</i> ~ <i>Birds 3</i> Sing: "The Alphabet Song" Read Buddy Barrel Letter	Read: <i>The Little Sailboat 3</i> ~ <i>The Wheels on the Bus 3</i> Sing: "The Alphabet Song"
Math/Science/Numbers 1-2 Classify objects. Explore environment.	Look for things in the classroom that start with the letter Bb	Sort color bears. Make groups of five of each color. Count them.	Using the butterfly life cycle sequence cards, talk about butterflies. Ask the children what is first, next....last.	Look at the bird nests. Discuss who, what ,when, where, why and how.	Play dough. Make snakes. Shape them into the numbers 1and 2.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "A Special Treasure" pp 98-103 Sing: "The B-I-B-L-E"	Character Development Card 8 "Well Mannered" Sing: "The B-I-B-L-E"	<i>The Young Reader's Bible</i> "Faith or Fear" pp 104-109 Sing: "Oh Be Careful"	Char. Dev. <i>Growing up with</i> <i>Amber Lamb</i> "Amber is Afraid of the Storm" Card 26 Sing: "Oh Be Careful"	Review Character Development Card 8 "Well Mannered" Sing: "The B-I-B-L-E"
Art/Letter Bb Control small muscles in hands.	Color a Bee	Free art with brown and black markers. Date and display. Bears are brown and black.	Read: <i>Poems and Finger Plays</i> "The Butterfly" p 5 Paint a butterfly	Letter B coloring page.	Using blue markers, color Letter B
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container Do group activities with the parachute.	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Color toss game ~Free art with dot paints.	~Read a book. ~Pretend to be bears. ~Sand play	~Read a book. ~Pretend to be butterflies. ~Puzzles	~Read a book. ~ Fly like birds on the playground. ~Look and listen for birds.	~Read a book. ~ <i>Healthy Habits for Life</i> p 21 ~Find shapes in the classroom.



Developmental Goals

- To have the children listen and follow instructions.
- To promote self-confidence in each child.

Themes and Objectives	Monday, October 8	Tuesday, October 9	Wednesday, October 10	Thursday, October 11	Friday, October 12
Phonics/Numbers-Cc/1-3 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review letter Aa and Bb. Introduce letter Cc, its name, sound formation and picture. Finger Trace Cc Sing: "Connie Cow"	Review 1-3 Each child find one object.. Each child find two objects... three objects. Count to 5	Review sound and formation of letter Cc. Finger Trace Cc Sing: "Connie Cow"	Review 1-3, Count to 5 Work on recognition of the number 1 –3. Learning Numbers p 7 (#2 Clowns)	Review sound and formation of letters Aa-Cc. Finger Trace letters Aa-Cc Sing: "Connie Cow"
Language Development Letter Cc Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet lesson "Connie Cow" <i>Poems and Finger Plays</i> "Hey, Diddle, Diddle" p 8 <u>Columbus Day</u> Read: <i>America Our Great Country</i> p 10-11	Lang. Dev. Card 14 "Cars" Talk about parts of a car and car safety. Char. Dev. <i>Growing up with Amber Lamb</i> "Amber's Seat Belt" p 14	Land. Dev. Card 15 "Cats" Talk about their features and how to take care of them.	Lang. Dev. Card 16 "Camels" Talk about their features and where they live. Pretend to be camels. Walk with a hump in your back.	Lang. Dev. Card 17, 76 "Canada" Talk about where Canada is located, their flag and language. Sing: "If You're Happy and You Know It"
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 Cc Enjoy and value reading and music	Read: <i>Buttercup, the Clumsy Cow 3</i> Finger play: "This Little Cow" p 6 Sing: "If You're Happy and You Know It" ~"The Mulberry Bush" (Use farm actions)	Read: <i>Cars 3</i> ~ <i>Race Team 3</i> Sing: "If You're Happy and You Know It" Play musical instruments with a CD or while singing.	Read: <i>Fat Cat on a Mat 3</i> ~ <i>Cat Goes Fiddle-i-fee 3</i> ~ <i>Cat and Dog 3</i> Finger play: "This Little Cat" Sing: "If You're Happy and You Know It"	Read: <i>I Can Fly 3</i> Sing: "Sally the Camel"	Read: <i>Chicka, Chicka Boom, Boom 3</i> Let's learn French! Bon jour = Good morning Merci = Thank you Mon ami = my friend
Math/Science Classify objects. Explore environment.	Using toy farm animals talk about animals on the farm-especially the cow. Learn and Play: "The Farmer in the Dell"	Build different sized ramps in the block area. Which one makes the cars go faster?	Give each child a piece of scrap paper. Let them tear the paper into small pieces. Talk about big and small. Use envelopes to take home pieces.	Water and sand play. Talk about how the camel lives in a place that is covered in sand and there is very little water.	Color Bowling Talk about how many and the color of the "pins" each child knocks over.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "Seven Times and a Shout" pp 110 -115 Sing: "Jesus Loves the Little Children" p 3	<i>The Young Reader's Bible</i> "Torches and Trumpets" pp 116-121 Sing: "The B-I-B-L-E"	Character Development Card 9 "Obedient" Sing: "Oh Be Careful"	<i>The Young Reader's Bible</i> "Strong Samson" pp 122-127 Sing: "The B-I-B-L-E"	Review Character Development Card 9 "Obedient" Sing: "Oh Be Careful"
Art/Letter Cc Control small muscles in hands.	Letter Cc coloring page.	Using markers, color a car.	Color a cat.	Finger paint with yellow paint and sand. Use the word gritty.	Paint a Canadian maple leaf red using tempera paint.
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container Practice catching and throwing a ball	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Dramatic play: On the Farm. How do you take care of the animals? ~Teach the children BINGO or another handclapping song.	~Read a book. ~ <i>Healthy Habits for Life</i> p 22 ~Race cars in the classroom.	~Read a book. ~Play Hide and Seek with small plastic cars, cats, cows or camels. ~Sidewalk chalk.	~Read a book. ~Have camel races. (You have to run with a hump in your back.) Sing: "Sally the Camel" ~Sand play	~Read a book. ~Practice hopping ~Play "I Spy" using color clues.

Put up Dinosaur sign
October 17-Pumpkin Day!
October 18- Fall Party



Developmental Goals

- To teach the importance of listening and following specific directions.
- To help develop coordination through play activities.

Themes and Objectives	Monday, October 15	Tuesday, October 16	Wednesday, October 17	Thursday, October 18	Friday, October 19
Phonics/Numbers-Dd/4 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Cc. Introduce letter Dd, its name, sound formation and picture. Finger trace Dd. Sing: "Dexter Donkey"	Review 1-3. Count to 5 Learning Numbers p 33 (#4 Ducks)	Review 1-3. Introduce 4. Count to 5 Learning Numbers p 3 (#1 Donkey)	Review sound, and formation of letter Dd. Sing: "Dexter Donkey" Finger trace Dd. Learning Numbers p 5 (#1 Dog)	Review sound, and formation of letters Aa-Dd. Finger trace Dd. Character Development <i>Growing up with Amber Lamb</i> "Amber Visits the Doctor" p 48
Language Development Letter Dd Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Tell story of "Dexter Donkey" <i>Sometime/Anytime Cards</i>	Lang. Dev. Card 19 "Dogs" Do you have a dog at home? Sing: "Mr. Pumpkin" ~"Eat Mr. Pumpkin" ~"Five Little Pumpkins"	Bring a dinosaur or a dinosaur picture to show the class.	Lang. Dev. Card 18 "Ducks" Talk about where they live, what they do, etc.	Lang. Dev. Cards 20-21 "Doctors/Dentists" Talk about what they do, how we can help, etc. Sing: "Clean Your Teeth"
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> pm	<i>Baby Doll Circle Time</i> am
Reading/Music Letter Dd Enjoy and value reading and music	Read: <i>Little Lost Donkey</i> ~ <i>The Small One 2</i> ~ <i>My "d" Book 3</i> Sing: "The Rainbow Song" p2	Read: <i>Kipper ~Spike</i> ~ <i>Kipper's A to Z</i> ~ <i>Polo Hides</i> ~ <i>My New Boy</i> ~ <i>Friend Dog</i> Sing: "How Much is that Doggie in the Window?"	Read: <i>First Book of</i> <i>Counting 3</i> (Dinosaurs) Sing: "My God is so Great"	Read: <i>Ducks in Muck 3</i> ~ <i>Biscuit Finds a Friend 3</i> Sing: "Five Little Ducks" ~"Ring Around a Pumpkin"	Read: <i>My Friend the Doctor 3</i> ~ <i>Going to the Dentist 3</i> ~ <i>Poems and Finger Plays</i> "My Doctor" and "Dentist" p 8
Math/Science Classify objects. Explore environment.	Go on a nature walk. Look for things that start with Dd.	Read: <i>Pumpkin, Pumpkin 3</i> Cut open a real pumpkin during the morning class. What's inside? Fill out pumpkin paper.	Water and Sand play. Use some dinosaurs when you play in the sand and water.	Pretend to be ducks in a pond.	Color toss game.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "Ruth's Rich Reward" pp 128-133 Sing: "Jesus Loves Me"	Character Development <i>Growing Up With Amber</i> <i>Lamb</i> "Obeying Quickly" Card 24 Sing: "If You're Happy and You Know It"	Character Development Card 10 "Obedient" Sing: "If You're Happy and You Know It"	<i>The Young Reader's Bible</i> "A Voice in the Dark" pp 134-139 Sing: "Jesus Loves Me"	<i>The Young Reader's Bible</i> "A New King For Israel" pp 140-145 Sing: "Jesus Loves Me"
Art/ Letter Dd Control small muscles in hands.	Free art with dot paints.	Read: <i>Poems and Finger Plays</i> "My Doggie" p 8 Color a Dog	Paint a dinosaur.	Using markers, color a duck.	Letter Dd coloring page.
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container Teacher directed: Work on hitting the ball with a bat.	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Have a jumping race. ~Sidewalk chalk	~Read a book. ~Act out "A Pumpkin's Life" ~Play dough.	~Read a book. ~Play musical chairs. ~ Fall Party! @ 3:15 Sing: "Ring Around the Pumpkin" ~Also see Tuesday for other Pumpkin songs to sing.	~Read a book. ~Pretend to be a dog, a duck, a dinosaur or a dancer. ~Color a pumpkin	~Read a book. ~Play: "Duck, Duck, Goose". ~Play musical instruments



Developmental Goals

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Themes and Objectives	Monday, October 22	Tuesday, October 23	Wednesday, October 24	Thursday, October 25	Friday, October 26
Phonics/Numbers Review Aa-Dd/1-4 ~letters and their sounds ~number counting, recognition and concept.	Review sound and formation of letters Aa-Dd. Finger trace letters.	Review sound and formation of letters Aa-Dd. Finger trace letters	Review 1-4 Count to 10 Learning Numbers p 19 (#3 Pumpkins)	Review 1-4, Count to 10 Introduce 5 Practice concept of 3 and 4 items	Review sound and formation of letters Aa-Dd. Finger trace letters Learning Numbers p 27 (#4 Apples and Horse)
Language Development Fall/Farm Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Lang. Dev. # 63-64 "Seasons-Fall" pp 168-169 Talk about seasons and about some of the things that change in the fall. Observe changes when outside.	Lang. Dev. # 63-64 "Seasons-Fall" pp 168-169 Talk about seasons, leaves-on trees, changing colors, wind, falling... Look at leaves in large plastic container.	Review letter Aa and Bb Lang. Dev. Cards 6-13 <i>Sometime/Anytime Cards</i>	Review letter Cc and Dd Lang. Dev. Cards 14-21 <i>Healthy Habits for Life</i> pg 14-exercise cubes	Lang. Dev. Card 36 "Farm" Talk about what the farmer does in the fall Read and Sing: <i>Old MacDonald Had a Farm 3</i> Sing: "To The Farm" p 6
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 Fall Enjoy and value reading and music	Read: <i>Fresh Fall Leaves 3</i> ~ <i>Biscuit's Day At the Farm 3</i> Sing: "The Leaves" Preschool Fun Songs # 18	Read: ~ <i>Oh My, Pumpkin Pie 3</i> Play musical instruments Sing: "Gobble, Gobble"	Read: <i>Red Leaf, Yellow Leaf 3</i> ~ <i>The Berenstain's B Book 3</i> Sing: "The Alphabet Song"	Read: <i>Ten, Nine, Eight 3 1b</i> ~ <i>My Little People Farm 3</i> Sing: "Where is Thumpkin?" Preschool Fun Songs # 15	Read: <i>What's in the Big Red Barn? 3</i> Sing: <i>The Farmer in the Dell 3</i>
Math/Science Classify objects. Explore environment.	Pretend to be squirrels hunting for acorns.	<i>Poems and Finger Plays</i> "Leaves" p 24 Play Leaf Sorting Game	Count 3 of things in the classroom. (3 chairs, 3 blocks, 3 cars etc.) Count all of the children.	Review color bottles.	Blow bubbles. Pretend to be wind and try to blow them around the room.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "A Giant Problem" pp 146-151 Sing: "Jesus Loves Me"	<i>The Young Reader's Bible</i> "The King Who Sang Praises" pp 152-157 Sing: "Jesus Loves the Little Children" p 3	Character Development Card 11 "Truthful" Sing: "Jesus Loves Me"	<i>The Young Reader's Bible</i> "Solomon's One Wish" pp 158-163 Sing: "Jesus Loves the Little Children" p 3	<i>The Young Reader's Bible</i> "Meals For the Messenger" pp 164-169 Sing: "Jesus Loves the Little Children" p 3
Art/Fall Control small muscles in hands.	Color a squirrel	Make leaf prints by painting leaves, turning them over on a paper and rubbing/smashing gently to transfer paint. Use leaves collected on Monday.	Free art: Scrap paper to tear and glue.	Finger-paint with fall colors.	Using markers, color a farmer.
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container Parachute Play.	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Play: Musical Chairs! ~Go on a nature walk .(collect leaves for science center and art)	~Read a book. ~Using scarves, pretend to be leaves blowing in the breeze. ~Play dough	~Read a book. ~Lay a foam leaf on the floor about every two feet (in a line) and take turns jumping over each leaf. ~Free art with dot paints	~Read a book. ~Go for a nature walk. ~Count to 10 while clapping.	~Read a book. ~Put on some music and hop around the room. One foot, change feet, two feet. ~Play: The Floppy Scarecrow p 14



Developmental Goals

- To teach the importance of listening and following specific directions.
- To encourage motor manipulation in playing with toys.

Themes and Objectives	Monday, October 29	Tuesday, October 30	Wednesday, October 31	Thursday, November 1	Friday, November 2
Phonics/Numbers Ee/4 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Dd. Introduce Letter Ee, its name, sound, formation and picture. Sing: "Ellie Elephant" Finger trace Ee.	Review 1-4. Learning Numbers p 11 (#3 Elephant) Count to 10. Letter Ee coloring page.	Review sound and formation of letter Ee. Finger trace Ee. Sing: "Ellie Elephant"	Review 1-4. Learning Numbers p 13 (#3 Eskimo/igloos) Practice concept of 3 items Count to 10.	Review sound and formation of letters Aa-Ee. Finger trace Ee. Sing: "Ellie Elephant"
Language Development Letter Ee Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Tell story of "Ellie Elephant"	Lang. Dev. Card 22 "England" Talk about the clock tower-Big Ben, tea and soccer.	Lang. Dev. Card 24 "Eggs" Talk about frogs growing from eggs. <i>Sometime/Anytime Cards</i>	Lang. Dev. Card 23 "Eskimos" Talk about igloos and cold . BGMC Barrels Today! Read Buddy Barrel Letter	Lang. Dev. Card 25 Thomas "Edison" Talk about him inventing the light bulb and how we use electricity .
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 Ee Enjoy and value reading and music	Read: <i>10 Fat Turkeys 2</i> ~ <i>Henry and the Elephant 2</i> <i>Poems and Finger Plays</i> "Elephant Walk" p 10	Read: <i>The Grouchy Ladybug 3</i> ~ <i>Ten Little Ladybugs 3</i> Finger play: "Ladybug" p 1 Sing: "Ring Around the Pumpkin"	Read: <i>Chicken's Aren't The Only Ones 3</i> Sing: "The Alphabet Song" ~ "Gobble, Gobble" Preschool Fun Songs # 20	Read: <i>Mama, Do You Love Me? 3</i> ~ <i>Chilly Charlie 3</i> ~ <i>One Snowy Day 3</i> Sing: "If You're Happy and You Know It"	Read: <i>Elmer 3</i> Sing: "My God Is So Big" ~"Ring Around the Pumpkin" Play musical instruments with a CD or while singing.
Math/Science Classify objects. Explore environment.	Color Toss Game	Do an activity in the Fine Motor Kit	Practice making "eggs" with play dough.	Build igloos with blocks, then study ice cubes. (Put a large container of ice on the counter. Touch it, check it during the day. Talk about what happens.)	Look for things that use electricity.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	Read: <i>Share and Take Turns 3</i> Sing: "Jesus Loves the Little Children" p 3	<i>The Young Reader's Bible</i> "The Lord, He Is? God!" pp 170-175 Sing: "The B-I-B-L-E"	Character Development Card 12 "Truthful" Sing: "Jesus Loves the Little Children" p 3	<i>The Young Reader's Bible</i> "In a Chariot of Fire" pp 176-181 Sing: "The B-I-B-L-E"	Read: <i>I Tell the Truth 3</i> Sing: "The B-I-B-L-E"
Art /Letter Ee Control small muscles in hands.	Color an elephant Make elephant sounds.	Free art with red and yellow tempera paint.	Make the letter E with strips of paper	Free art with blue finger paints.	Provide craft materials and paper for a free art collage.
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container <i>Healthy Habits for Life</i> pg 14-exercise cubes	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Go for a walk ~Free Art with dot paints	~Read a book. ~Play: "London Bridge" ~Play dough	~Read a book. ~Have an egg hunt ~Sing: "If You're Happy and You Know It"	~Read a book. ~Play: "Mother May I" ~Center Play/Free Choice	~Read a book. ~Color Bowling Game ~Sidewalk chalk



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Themes and Objectives	Monday, November 5	Tuesday, November 6	Wednesday, November 7	Thursday, November 8	Friday, November 9
Phonics/Numbers Letter Ff/5 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Ee. Introduce Letter Ff. Letter Ff coloring page. Sing: "Freddy Fish" Finger trace Ff.	Review 1-4. Introduce 5. Learning Numbers p 15 (#3 Fish) Count to 10.	Review Aa-Ff. Review Ff, its sound and formation. Finger trace Ff. Sing: "Freddy Fish"	Review 1-5. Review concept of 5 items. Count to 10. Review Aa-Ff.	Review Ff, its sound and formation. Finger trace Ff. <i>Sometime/Anytime Cards</i>
Language Development Letter Ff Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Story: Read/Tell story of "Freddy Fish." Lang. Dev. Card 26 "Forest Animals"—what they are and what they do.	Lang Dev. Card 27 "Family" I am thankful for my family. Bring family pictures to share.	Lang. Dev. Card 28 "Flowers"—the parts of a flower and how they grow. <i>Mother Goose Color Rhymes</i> <i>Growing Up With Amber Lamb</i> "Mother's Flower Garden" Card 28	Lang. Dev. Card 29 "Firefighters"—what they wear, what they do, etc. <i>Poems & Finger Plays</i> "Ten Brave Firefighters" p13	<i>Poems and Finger Plays</i> "God Helped the Pilgrims" p 32 On a large piece of paper, make a list of things the class is thankful for.
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> Teacher's choice	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm
Reading/Music Letter Ff/Thanksgiving Enjoy and value reading and music	Read: <i>The Rainbow Fish 3</i> ~ <i>Swimmy 2</i> Sing: "I'm a Fish" p 14 Play musical instruments with a CD or while singing.	Read: <i>Thanksgiving Is For Giving Thanks 3</i> ~ <i>Our New Baby 2</i> ~ <i>Jonathan and His Mommy 3</i> Finger play: "Mr. Turkey" p 11 Sing: "Gobble, Gobble" Preschool Fun Songs # 20	Read: <i>Colorful Garden 2</i> ~ <i>Big Yellow Sunflower 3</i> ~ <i>My First Counting Book 3</i> Sing: "Planting Time" p 8 ~ "You are My Sunshine"	Read: <i>Thank You! 2</i> ~ ~ <i>A Day With Firefighters 3</i> ~ <i>Growing Up With Amber Lamb</i> "Lannie Learns a Lesson" Card 9 Sing: "Out Goes The Fire" p 6 ~"I'm a Firefighter" p 5	Read: <i>Thank You, Pooh! 2</i> ~ <i>Thank You, God, For the Wonderful World 2</i> ~ <i>Poems & Finger Plays</i> "God Helped the Pilgrims" p 32
Math/Science Classify objects. Explore environment.	Pretend to be a fish swimming in the sea.	Sort classroom items into groups of 3.	Do an activity in the Fine Motor Kit	Do an activity in the Fine Motor Kit	Have each child find /touch Five items that begins with the sound of F
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	<i>The Young Reader's Bible</i> "A Gulp and a Great City" pp 182-187 Sing: "The B-I-B-L-E"	Character Development Card 13 "Attentive" Sing: "The B-I-B-L-E"	Read: <i>Listen and Learn 3</i> Sing: "Jesus Loves the Little Children" p 3	<i>The Young Reader's Bible</i> "Three Brave Friends" pp 188-193 Sing: "The B-I-B-L-E"	<i>The Young Reader's Bible</i> "Daniel For Dinner?" pp 194-199 Sing: "The B-I-B-L-E"
Art/Letter Ff Thanksgiving Control small muscles in hands.	Trace each child's hand to make a turkey handprint card.	Draw a picture of your family at Thanksgiving.	Using food color, a teaspoon of water and q-tips, paint a flower.	Free art with red, orange and yellow markers. Make a scribble fire.	Using markers color a tepee.
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container Play catch with the football. Kick the football.	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Play: "The Farmer in the Dell" Hold hands and walk in a circle while singing. Pause to choose next person. ~Walking trip: visit a pond.	~Read a book. ~Practice hopping while you count to 10. One foot, change feet, two feet. ~Free art with pencils.	~Read a book. ~Play musical instruments and march. ~Play dough	~Read a book. ~ <i>Healthy Habits for Life</i> p 31/Stretch Game ~Have a practice fire drill.	~Read a book. ~Play Thanksgiving Games ~Center Time/Free Choice



Developmental Goals

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Themes and Objectives	Monday, November 12	Tuesday, November 13	Wednesday, November 14	Thursday, November 15	Friday, November 16
Phonics/Numbers Review Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Ff, the name, shape and sounds of each letter. Finger trace letters Aa-Ff	Review 1-2. Count to 10. <i>Healthy Habits for Life</i> pg 14-exercise cubes	Review Aa-Ff, the name, shape and sounds of each letter. Finger trace letters Aa-Ff	Review 3-4. Count to 10. Review sound and formation of letters Aa-Ee. <i>Sometime/Anytime Cards</i>	Review 5 Learning Numbers p 49 (#5 Feast/Plates) Finger trace Ee, Ff.
Language Development Review Introduce new vocabulary. Increase listening skills. Appreciate God's creation	Animal Alphabet Lesson Read/Sing/Tell story of "Alexander Alligator" Finger Trace Aa Sing: "The Alphabet Song"	Animal Alphabet Lesson Read/Sing/Tell story of "Betsy Bee" Finger Trace Bb Sing: "The Alphabet Song"	Animal Alphabet lesson Read/Sing/Tell story of "Connie Cow" Finger Trace Cc Sing: "The Alphabet Song"	Animal Alphabet Lesson Read/Sing/Tell story of "Dexter Donkey" Finger Trace Dd Sing: "The Alphabet Song"	Animal Alphabet Lesson Read/Sing/Tell story of "Ellie Elephant" Finger Trace Ee Sing: "The Alphabet Song"
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> Teacher's choice	<i>Baby Doll Circle Time</i> am	<i>Baby Doll Circle Time</i> pm
Reading/Music Review Enjoy and value reading and music	Read: <i>Big Red Apple 2</i> ~ <i>Pizza Party 2</i> Finger play: "Ten Red Apples" p 2 Sing: "If You're Thankful and You Know It"	Read: <i>Panda Bear, Panda Bear, What Do You See? 3</i> ~ <i>Bear Says Thanks 2</i> Sing: "Teddy Bear" p 15 ~"If You're Thankful and You Know It"	Read: <i>The Cow Loves Cookies 3</i> ~ <i>Jamerry 3</i> Finger play: "This Little Cow" p 6 Sing: "If You're Thankful and You Know It"	Read: <i>The Digging-est Dog 2</i> Sing: "How Much is that Doggie in the Window?" Play musical instruments with a CD or while singing.	Read: <i>Elmer's Weather 2</i> ~ <i>If You Give a Moose a Muffin 3 1b</i> ~ <i>A Special Thanks 3</i> ~ <i>Poems & Finger Plays</i> "Five Big Elephants" Sing: "My God Is So Big"
Math/Science Classify objects. Explore environment.	Have each child find or touch One item that begins with the sound of A	Have each child find or touch Two items that begins with the sound of B	Have each child find/touch Three items that begins with the sound of C	Have each child find/touch Four items that begins with the sound of D	THANKSGIVING FEAST Wear your headband.
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	The First Thanksgiving Cards 1-3 Sing: "If You're Thankful and You Know It"	The First Thanksgiving Cards 4-5 Sing: "If You're Thankful and You Know It"	The First Thanksgiving Cards 6-7 Sing: "If You're Thankful and You Know It"	Character Development Card 11 "Truthful" Sing: "Jesus Loves the Little Children" p 3	Read: <i>I Am Responsible 3</i> Sing: "The B-I-B-L-E" Sing: "If You're Thankful and You Know It"
Art /Review Control small muscles in hands.	Using dot paints and feathers, create an Indian headband to wear during the Thanksgiving Feast on Friday.	Color a pilgrim	Practice cutting red, orange, yellow and brown paper. Make a class collage.	Using dot paints, put the correct number of dots beside each number.	Free Art with markers.
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes	Ball Storage Container Use bats and balls in the gym Teacher supervised activity.	Playground
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Play "Simon Says" Do large arm and leg movements. ~Free Art with pencils	~Read a book. ~Play Thanksgiving Games. ~Sing: "The Eensy Weensy Spider"	~Read a book. ~ <i>Healthy Habits for Life</i> p 76 "Mango and Tango" ~Play: Find your head, hand, elbow etc.	~Read a book. ~Color Toss Game ~Play: "Follow the Leader" while sitting down.	~Read a book. ~Play Thanksgiving Games ~Play dough



Developmental Goals

- To have the children listen and obey your directions.
- To be positive rather than negative in dealing with the children

Themes and Objectives	Monday, November 19	Tuesday, November 20	Wednesday, November 21	Thursday, Nov. 22	Friday, Nov. 23
Phonics/Numbers-Review Thanksgiving Teach:~letters and their sounds ~number counting, recognition and concept.	Review Aa-Ff, the name, shape and sounds of each letter. Finger trace letters Aa-Ff <i>Mother Goose Counting Rhymes</i>	Review concept of numbers 1-5.Count to 10. <i>Sometime/Anytime Cards</i>	Review Aa-Ff, the name, shape and sounds of each letter. Finger trace letters.	Closed for Thanksgiving	Closed for Thanksgiving
Language Development Thanksgiving Introduce new vocabulary. Increase listening skills. Learn about Thanksgiving.	Talk about the First Thanksgiving.	Discuss list of things the class is thankful for.	Talk about what we will do during the Thanksgiving holiday. Play musical instruments		
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> Teacher's choice		
Reading/Music Thanksgiving Enjoy and value reading and music	Read: Use CD &Read: <i>Off To Plymouth Rock 2</i> ~ <i>Corduroy's Thanksgiving</i> ~ <i>Poems & Finger Plays</i> "God Helped the Pilgrims" p 32 Sing: "Little Pilgrim" p11 ~ "Ten Little Indians" Preschool Fun Songs # 26 ~"If You're Thankful and You Know It"	Read: <i>The Extra-Thankful Thanksgiving 2</i> ~ <i>But, I'm Thankful 2</i> ~ <i>Poems &Finger Plays</i> "Made To Praise Him" p 33 Finger play: "Mr. Turkey" p 11 Sing: "Gobble, Gobble" Preschool Fun Songs # 20 ~ "Ten Little Indians"	Read: <i>Thanks for Thanksgiving</i> ~ <i>What's For Dinner 2</i> ~ <i>Poems &Finger Plays</i> "I'm Glad" p 15 Finger play: "Mr. Turkey" p 11 Sing: "Gobble, Gobble" Preschool Fun Songs # 20 ~"If You're Thankful and You Know It"		
Math/Science Classify objects. Explore environment.	Do an Activity in the Fine Motor Kit	Free finger painting. Use fall colors.	Review number 3. Have each child get three objects from the toy shelves. Count and talk about the colors of the objects. Show the number.		
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	Character Development Card 14 "Attentive" Sing: "God is so Good" p 4	Review Thanksgiving Cards 1-5 Sing: "God is so Good" p 4	Review Thanksgiving Cards 6-7 Sing: "God is so Good" p 4		
Art /Thanksgiving Control small muscles in hands.	Provide paper and markers for free art.	Watercolor a turkey.	Free Art using paint.		
Gross-motor skills. Playground/Gym/Breezeway	Gym/Balls	Playground	Ride Bikes		
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Hop on alternate feet. (pre-skipping/step, hop, change feet.) ~Play dough	~Read a book. ~Practice jumping over a blanket. (Roll the blanket in a long cylinder shape.) ~Sidewalk chalk.	~Read a book. ~Play Thanksgiving Games ~Dramatic play in centers.		

**Add nativity blocks to
Block Center this month**



Developmental Goals

- To provide opportunities for young children to experience and increase their visual and auditory skills
- To create a genuine interest in learning.

Themes and Objectives	Monday, November 26	Tuesday, November 27	Wednesday, November 28	Thursday, November 29	Friday, November 30
Phonics/Numbers-Gg/ 5 Teach: ~letters and their sounds ~number counting, recognition and concept.	Review Aa-Ff. Introduce Letter Gg. Finger trace Gg. Sing: "Gomer Goat"	Review 1-5 Count to 10. Review concept of 4 items. Finger trace Gg. Learning Numbers p 23 (#3 Goat)	Review Aa-Ff. Review Gg, its name, shape, and sound. Finger trace Gg. Sing: "Gomer Goat"	Review 1-5 Count to 10. Sing: "Gomer Goat" Finger trace Gg.	Review Aa-Ff. Review Gg, its name, shape, and sound. Review concept of 5 items. Learning Numbers p 43 (#5 gingerbread man)
Language Development Letter G/Christmas Introduce new vocabulary. Increase listening skills. Learn about Thanksgiving.	Animal Alphabet Lesson: Read/Tell story of "Gomer Goat" Decorate classroom and a tree for Christmas.	Lang. Dev. Card 30 "Here We Go!" Read: <i>What Will I Do in Church School? ~"I Go to Church Sometimes/Anytime Cards</i>	Lang. Dev. Card 31 "Garden" Finger play: "My Garden" p 9 Visit the waterfall flower garden.	Lang. Dev. Card 32 "Groceries" <i>Growing Up With Amber Lamb</i> "A Trip To The Grocery Store" p 24 What do you like to buy at the grocery store?	G is for... Finger play: "Gingerbread Man" p 11
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 Gg/Christmas Enjoy and value reading and music	Read: <i>Big Red Barn 2 11b</i> ~ <i>The Christmas Story 3</i> ~ <i>Poems & Finger Plays</i> "What God Made" p 15 ~"Baby Jesus"	Read: <i>We're Going on a Bear Hunt 2</i> ~ <i>Things That Go 2</i> Sing: "The Wheels on the Bus"	Read: <i>Garden Colors 2</i> ~ <i>My First Garden 2</i> ~ <i>Chicken said "Cluck" 2</i> Using Bells sing "Jingle Bells"	Read: <i>Counting to Christmas 2</i> <i>The Very Hungry Caterpillar's Christmas 123</i> ~ <i>Don't Forget the Oatmeal 2</i> Finger play: "My Peppermint Stick" p 11 Sing: "I Like Veggies" p 8	Read: <i>The Gingerbread Boy 3</i> ~ <i>Maisy Makes Gingerbread 2</i> <i>Poems & Finger Plays</i> "Christmas Giving" p 6
Math/Science Classify objects. Explore environment.	Review Green On the way to the gym look for things that are Green.	Build different-sized ramps in the block area. Which one makes the cars go faster?	Dramatic play: Gardening-Cooking Grow and make vegetable soup. Don't forget to measure.	Using food from home center, pretend to go grocery shopping. Use coins to pay.	Eat gingerbread cookies. Fill out Gingerbread cookie chart
Bible To Know God's Love Acquire knowledge of Basic Bible Truths	Character Development Card 15 "Respectful" Sing: "Jesus Is Our Friend Today" p 4 ~"Mary and Joseph"	<i>The Young Reader's Bible</i> "A Plan and a Party" pp 200-205 Sing: "Jesus Is Our Friend Today" p 4	<i>The Young Reader's Bible</i> "Remember and Obey" pp 206- 211 Sing: "Mary and Joseph" ~"Every Move I Make"	<i>The Young Reader's Bible</i> "The Promised One" pp 212-217 Sing: "Jesus Is Our Friend Today" p 4	Character Development <i>Growing Up With Amber Lamb</i> "Christmas Giving" p 30 ~ "Every Move I Make"
Art /Gg/Christmas Control small muscles in hands.	Free finger painting with the color green.	Color a boy and girl on bikes.	Letter G coloring page.	Draw yourself at the grocery store with the favorite thing you like to buy .	Free art with Christmas stamps and red and green markers.
Gross-motor skills. Playground Gym, and/or Playroom.	Play: <i>The Farmer in the Dell 2</i>	Take a walk outside. Look at the different sizes and colors of cars.	<i>Healthy Habits for Life</i> p 71 (Can be a playground activity)	Practice catching and throwing a ball.	Christmas Tree Game
Afternoon Activities Enjoy and value reading Fine and Gross motor skills	~Read a book. ~Repeat Gross-Motor Skill ~Talk about the things in the green container.	~Read a book. ~Repeat Gross-Motor Skill ~Talk about the things in the blue container.	~Read a book. ~Repeat Gross-Motor Skill ~Talk about the things in the yellow container.	~Read a book. ~Repeat Gross-Motor Skill ~Talk about the things in the red container.	~Read a book. ~Repeat Gross-Motor Skill ~Talk about the things in the purple container.