

Work at Home - Kindergarten

This work pack can be completed at home.

Any reusable tracing/writing pages can be placed inside a plastic sleeve and then used as write/wipe with highlighters or whiteboard markers.

Edgeworth Public School has two online resources included in your child's book pack which they can access at home. These are levelled and classroom teachers set different learning activities for each child.

https://readingeggs.com.au/

https://www.mathletics.com/au/

Here are some other free online websites/programs your child may like to visit

All KLA's

https://www.studyladder.com.au/

http://wonderopolis.org/

https://www.abc.net.au/btn/

#### Mathematics

https://www.coolmathgames.com/ https://www.topmarks.co.uk/maths-games/ https:// jennycottle.wixsite.com/ jennysmathslinks

English

https://www.starfall.com/h/ https://classroommagazines.scholastic.com/support/learnathome.html?caching http://www.pobble365.com/

#### Online Stories

https://www.welcometocountry.org/aboriginal-dreamtime\_stories/ https://www.storylineonline.net/

http://www.astorybeforebed.com/storytime

#### Physical Education

https://family.gonoodle.com/

Youtube — Cosmic Kids Yoqa, Just Dance

#### Technology

https://code.org/ https://www.freetypinggame.net/ NSW Department of Education

# Some activities and ideas for home for parents of primary and early learners



# education.nsw.gov.au

Complete Monday's

your parent/carer

Create labels for your

shopping list

are the characters, what

happens? Why would



# sample You will not need access to a digital device to complete the following activities. You will need help from a parent/carer and the resource pack from your teacher Framework for teaching (non-digital) – Early Stage 1

Task Morning bed? Where is the story taking end of the story. your parent/carer. know? Discuss this with place? How do you beginning, middle and happened in the parent/carer. Retell what Read a book with a playdough. or letters out of Make your sight words English Have you made your Monday characters in the story chalk toys today? and talk about them with you find in the story? pegs or pasta English Could you organise your Identify all the interesting words can parent/carer. What Read a book with a sounds on paper or with Write your sight words or Create your name out of Tuesday Can you help make Practise writing your picture parent/carer about them full stops and capital parent/carer. Can you Read a book with a lunch today? Wednesday bedroom. Label your Draw a picture of your the story, for example find some punctuation in name in your scrapbook English letters? Talk to your a big party! What food would you like? What family member. How and then at the end of like? Draw/write a tood would your guests Pretend you are hosting them feel this way? the story? What made were the characters Read a book with a English family member today? How can you help a feeling at the beginning Thursday the story is about – who your parent/carer what words in the story? Tell find any of your sight family member. Can you been doing for the past postcard or a letter to a Draw and/or write a English Can you tidy your room? Friday Read a book with a few days Tell them what you have friend or family/carer.

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|        | Monday  | Tuesday   | Wednesday  | Thursday   | Friday  |
|--------|---|---|--|--|---|
|        | English activity in your<br>workbook.   | Verbally describe one of<br>the characters to your<br>parent/carer. What do<br>they look like? What do<br>they do? What do they<br>like/dislike? Draw this<br>character in your<br>workbook and label or<br>write about them. Add<br>lots of detail.  | toys   |  | you recommend/not<br>recommend this story to<br>your school friends?<br>Complete Friday's<br>English activity in your<br>workbook.  |
| Break  | Break   | Break   | Break  | Break  | Break   |
| Middle | Mathematics   | Mathematics   | Mathematics  | Mathematics  | Mathematics   |
|        | Ask someone to help<br>you collect 20 objects.<br>Practise counting your<br>collection, forwards and<br>backwards. You could<br>even try starting from<br>different numbers (for<br>example, start with 5<br>objects and keep<br>counting).<br>Count how many steps it<br>takes to get from your<br>bedroom to the kitchen<br>and back.<br>Play a board game with<br>a family member, for<br>example snakes and<br>ladders. | Number hunt: what<br>numbers can you find in<br>your house? Can you<br>find all the numbers from<br>zero to twenty? Try<br>writing these numbers in<br>your scrapbook, for<br>example the numbers on<br>a remote control or a<br>clock. Can you find<br>numbers on shoes, on<br>food in the cupboard or<br>in the fridge?<br>Collect your favourite<br>toys, books or LEGO.<br>Sort them into different<br>categories. How did you<br>choose to sort them? Is | Practise cutting a piece<br>of paper in half. How do<br>you know the parts are<br>equal? Is there another<br>way you can make half?<br>When you are making<br>your lunch today,<br>practise counting and<br>sharing items. For<br>example, can you cut<br>your sandwich in half?<br>Can you count out<br>scoops of rice for each<br>person? Can you share<br>an apple with a family<br>member, so each person<br>gets the same amount to<br>eat? | Shape hunt: What<br>shapes can you find in<br>your house?<br>Draw a picture out of<br>these shapes. Describe<br>your picture to a family<br>member and ask them to<br>help you write down the<br>names of the shapes.<br>Choose some objects in<br>your house. Order them<br>from shortest to longest. | Collect some blocks,<br>pencils, pens, dried<br>pasta, dried beans, etc.<br>Make a repeating<br>pattern. Draw your<br>pattern to a family<br>member. Can you make<br>another pattern using<br>the same materials?<br>Draw your second<br>pattern.<br>Choose one of your<br>objects for example, a<br>block and use it to<br>measure things in your<br>house. For example, |

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|           | Monday   | Tuesday  | Wednesday  | Thursday   | Friday  |
|-----------|--|--|--|--|---|
|           |  | there another way you<br>can sort them?  |  |  | how long (how many<br>blocks) is your table?<br>How wide is the door?<br>Draw a picture of you<br>measuring something<br>that you discovered<br>which was very long and<br>something you<br>discovered which was<br>very short.   |
| Break     | Break  | Break  | Break  | Break  | Break   |
| Afternoon | Science and<br>technology<br>Place a few seeds in wet<br>cotton wool and then<br>into a cup. Place a few<br>seeds in dry cotton wool<br>and then into a cup.<br>Place the cups on a<br>windowsill. Spray just<br>the wet wool with water<br>each day. Draw a picture<br>of the seeds on Friday.<br>What happened? What<br>changed and why? | <b>History</b><br>Who is in your family?<br>Ask each of your family<br>members what country<br>they were born in.<br>Draw a picture of your<br>family. | <b>Creative arts</b><br>Sing a song with a family<br>member, for example<br>'Heads shoulders, knees<br>and toes' or 'Row, row,<br>row your boat'. Can you<br>make some actions to<br>go with the song?<br>Make up a dance<br>sequence and perform it<br>for your family. | <b>Geography</b><br>Use collage materials to<br>make an artwork of a<br>place that is special to<br>you. Why is this place<br>special to you? Who<br>else is this place<br>important to? | <b>PDHPE</b><br>Identify three ways you<br>can keep your body<br>healthy.<br>Practise throwing and<br>catching a ball with a<br>family member.<br>Draw a hopscotch and<br>practise hopping and<br>jumping through the<br>squares. |

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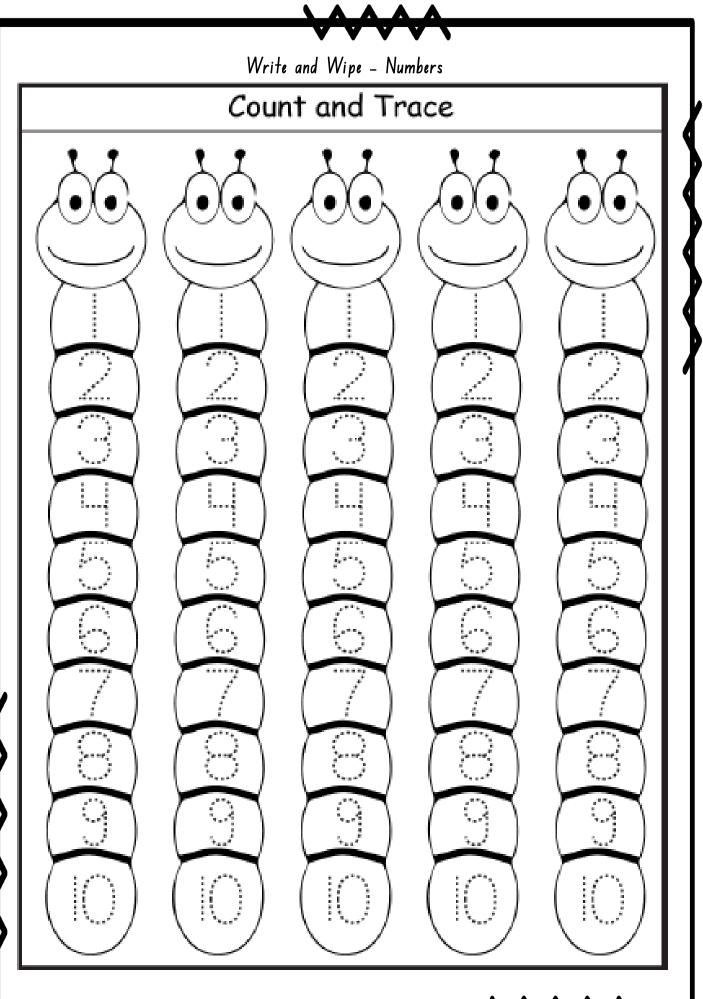
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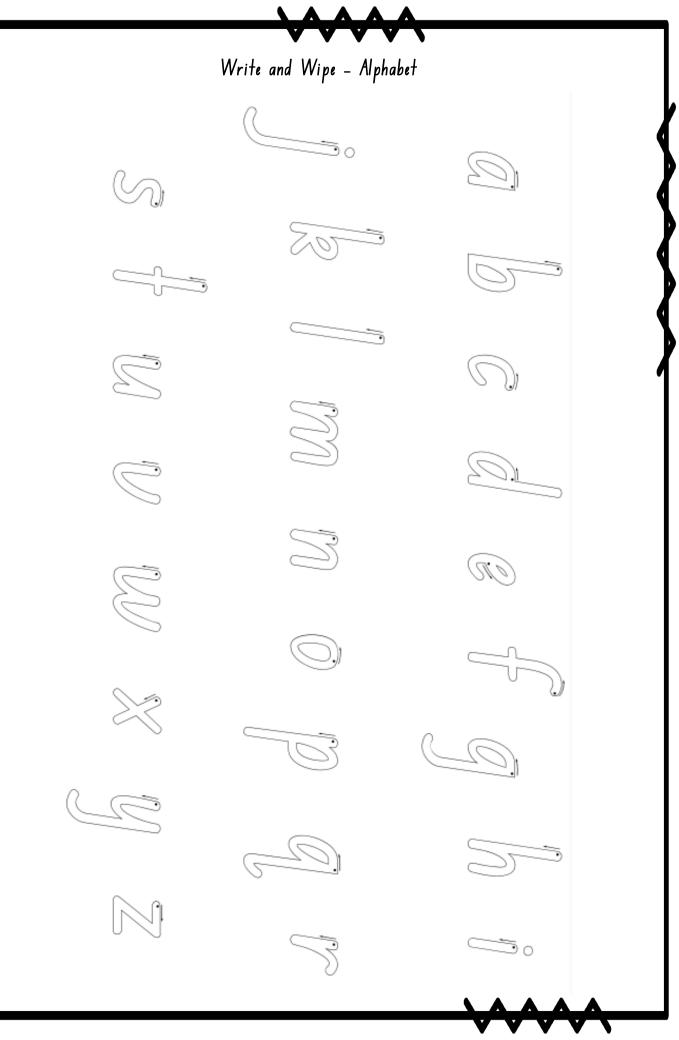
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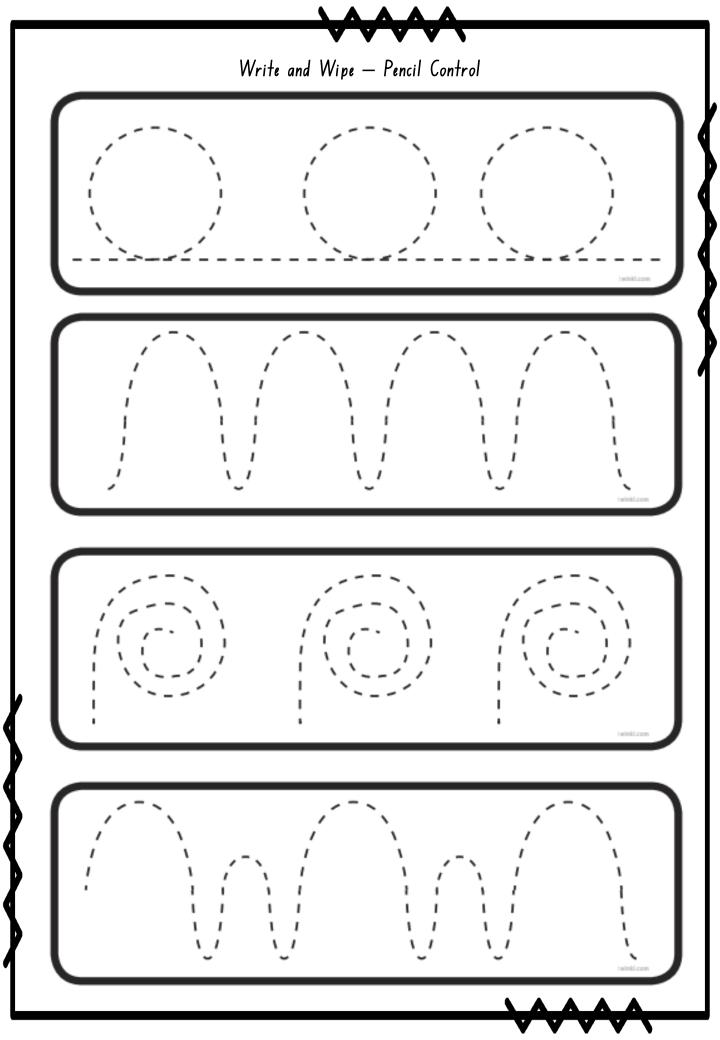
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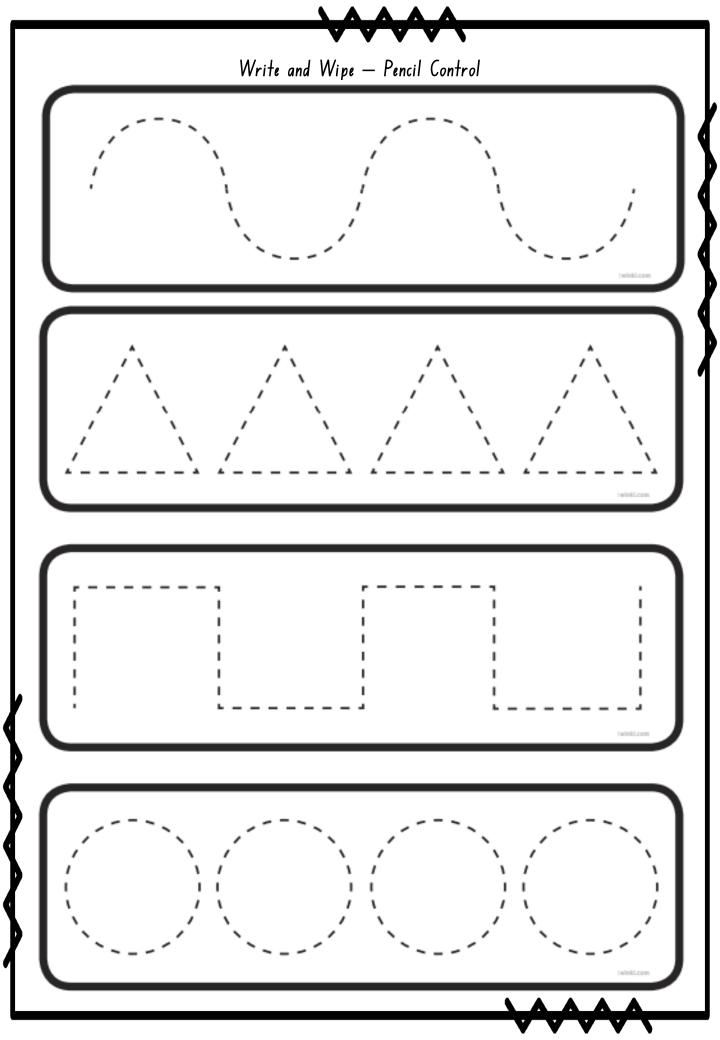
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Framework for teaching (non-digital) - Early Stage 1 sample





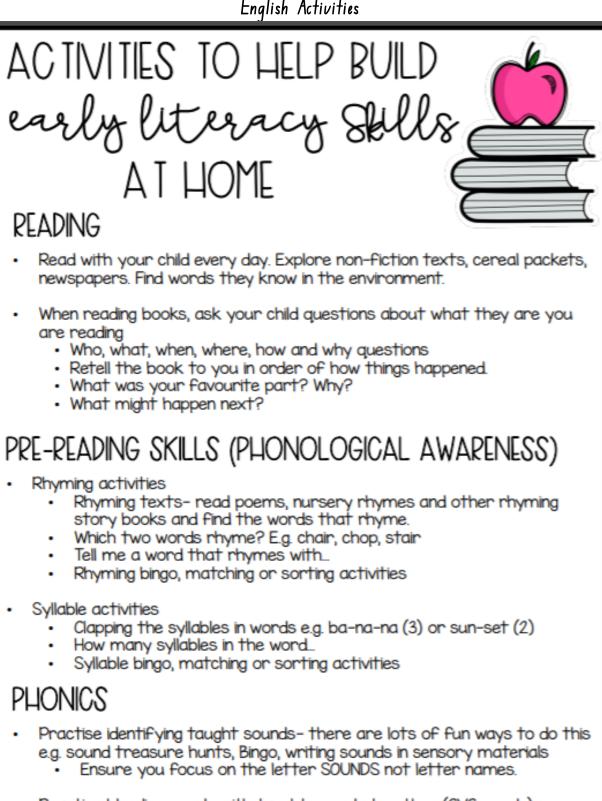




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English Activities



- Practise blending words with taught sounds together (CVC words):
  - Show the first sounds together and get your child to hold those sounds together before adding the final sound e.g. 'tag'- blend 'ta' and hold that in your head before you add 'g' to make 'tag'.
  - Run Finger below each sound and get faster each time.
  - Discuss beginning, middle and end sounds.

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# SIGHT WORDS

- Continue practising current focus sight words but also continue to review previously learned sight words as well.
- Focous on encouraging your child to recognise instantly without relying on sounding out. Ensure that they don't just know words by memory (e.g. from left to right or top to bottom on a page).
- Make it fun! There are many ways to do this. Some examples include making the words with different manipulatives (e.g. Lego, playdough, beads), writing in sensory materials such as rice or sand, playing games such as Bingo or Memory.
- · Use the words in context by saying (or writing) these words in sentences.

### WRITING

- Practise writing sight words and simple words such as *cat*, *dog-* anything that students can sound out using known sounds.
- Start a home journal where students can use their sight words and have a go at sounding out simple unknown words.
- If your child is ready to attempt sentences, remember to encourage the use of capital letters, finger spaces between words and full stops.



### HANDWRITING

- Encourage correct letter formation
- Encourage correct pencil grip.
- Engage in fine motor activities e.g. cutting, gluing, beads, playdough, kinetic sand, Lego, threading, pegs.

use Looping Box



#### Sounds

Listen to the Jolly Phonics sound songs here: <a href="https://www.youtube.com/watch?v=U2HYM9VXz9k">https://www.youtube.com/watch?v=U2HYM9VXz9k</a>

#### Magic 100 Words

Have your child write out two sets of the words on palm cards. Then practice reading and writing the words

Game ideas:

- ► Snap
- ≽ Memory
- ≽ Go fish

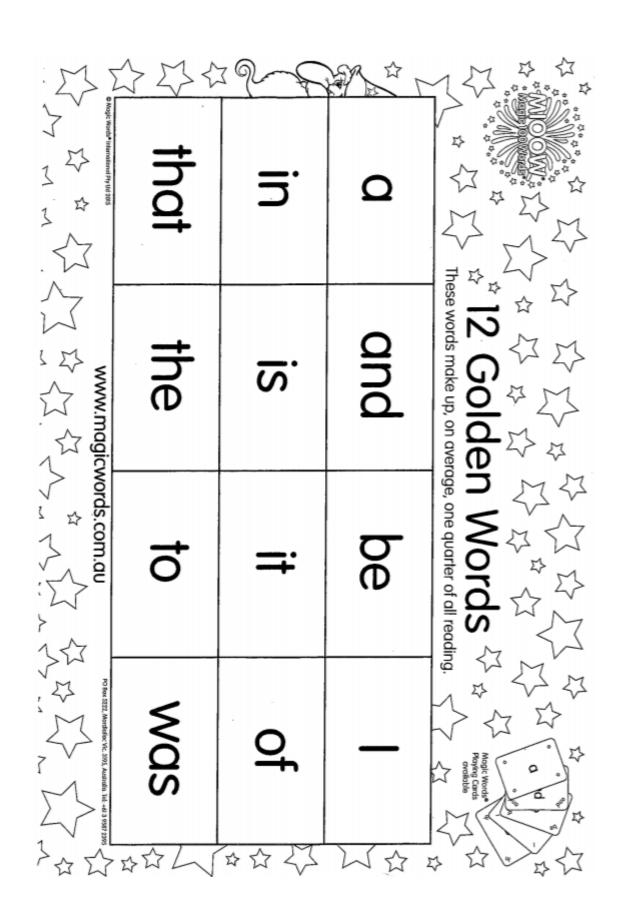


Magic 100 Words

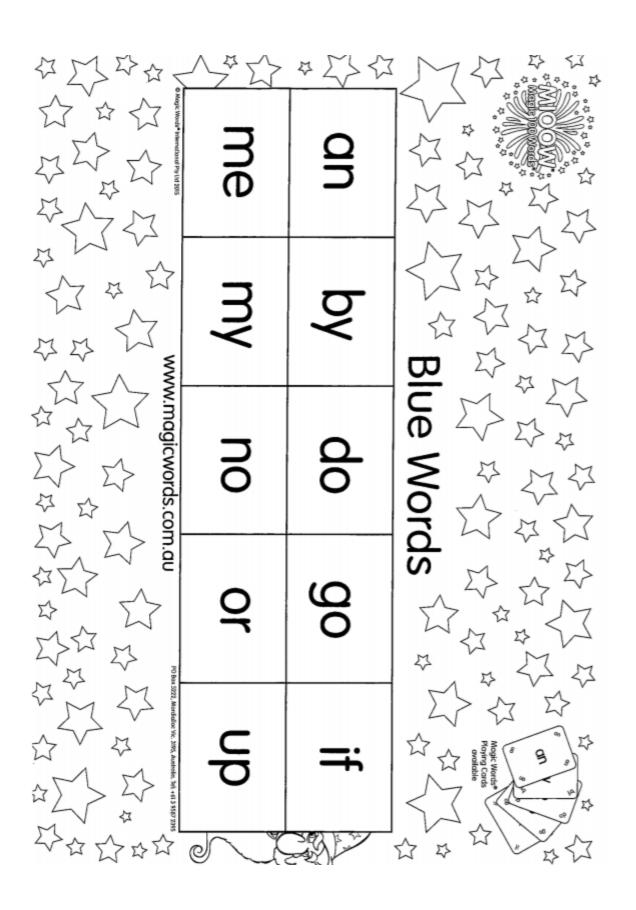
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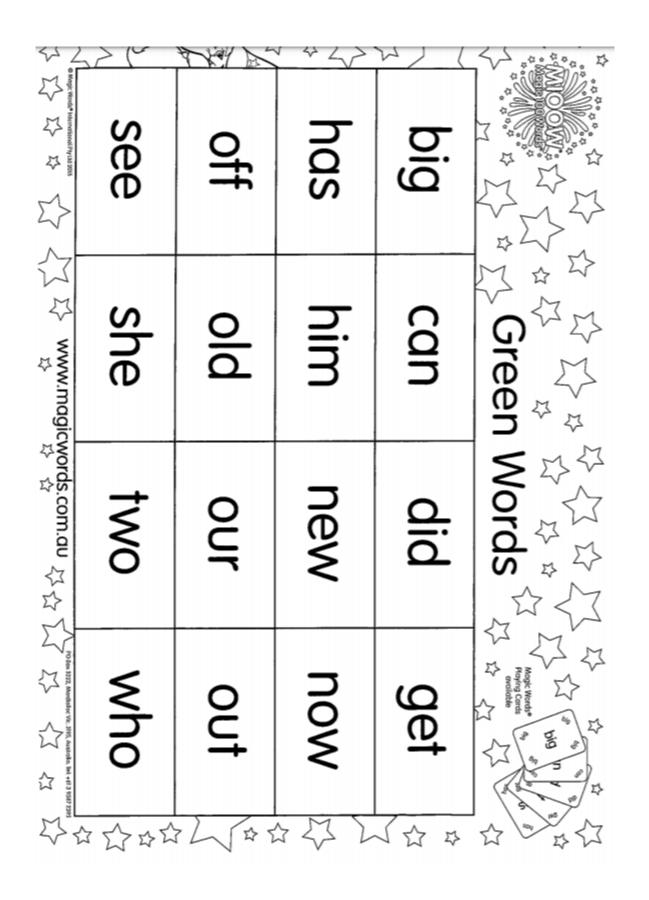
#### Game ideas:

- 🕨 Snap
- > Memory
- ≻ Go fish



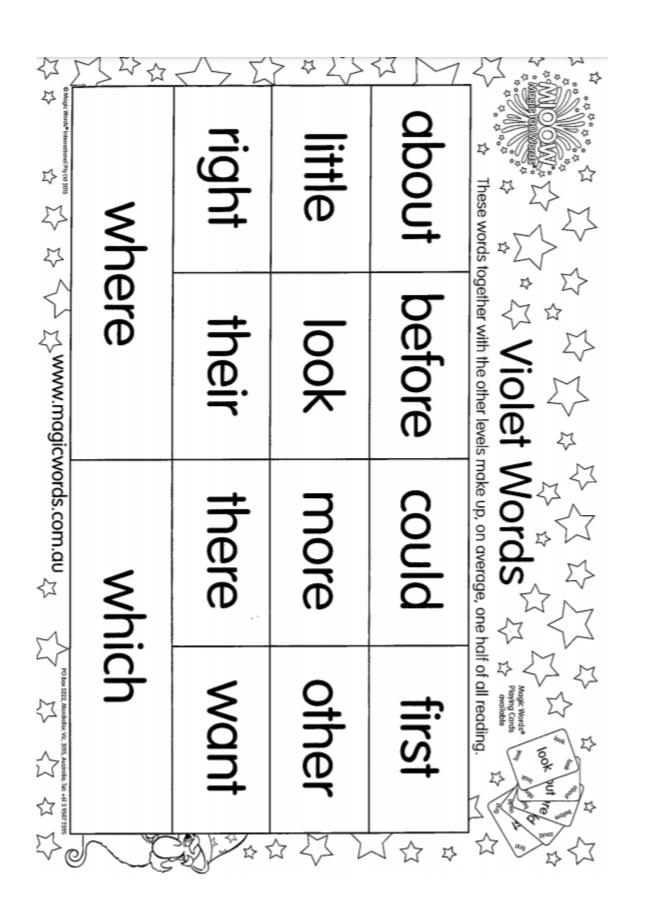
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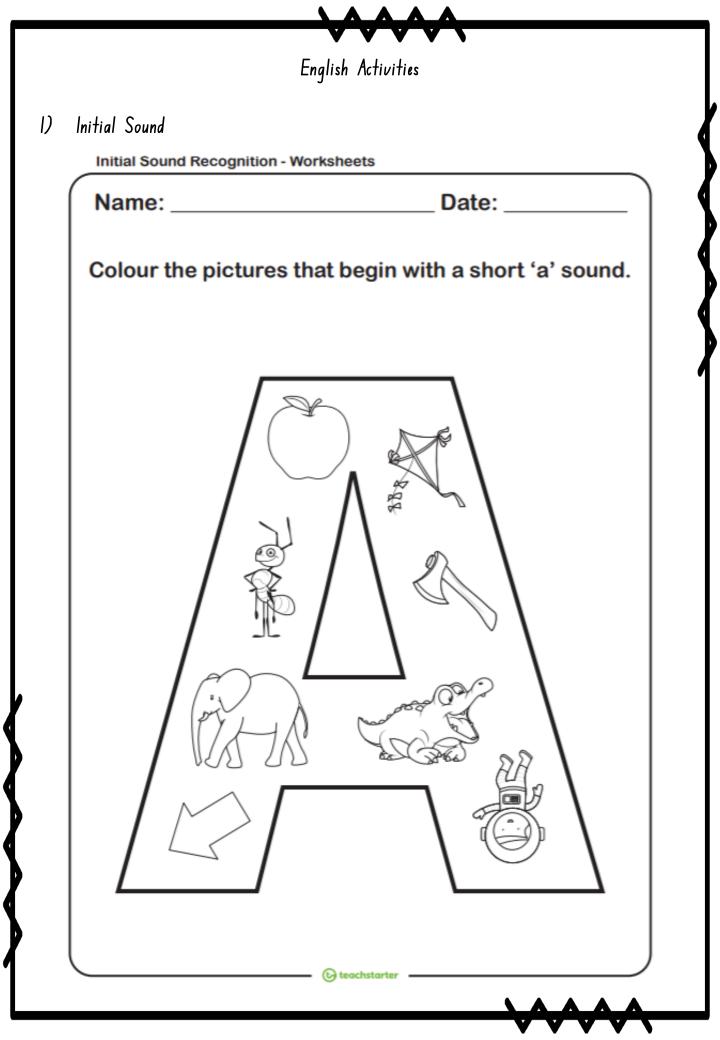




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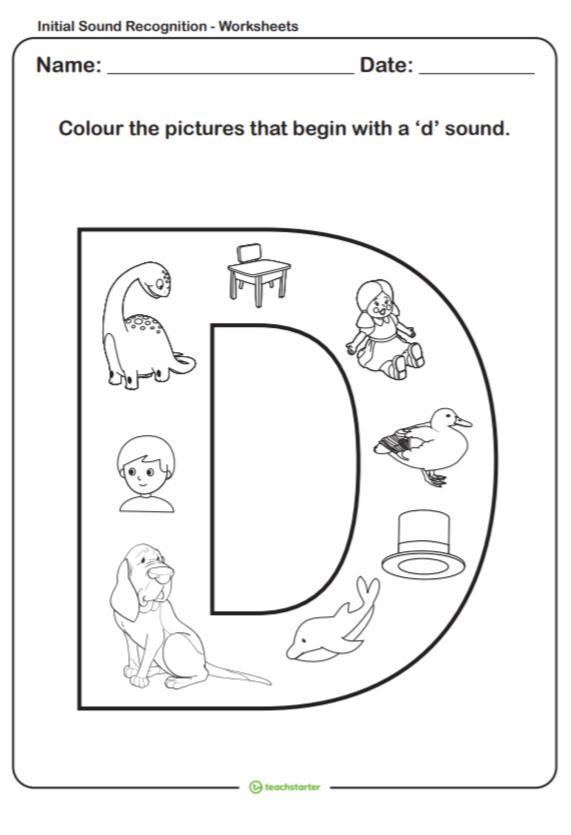
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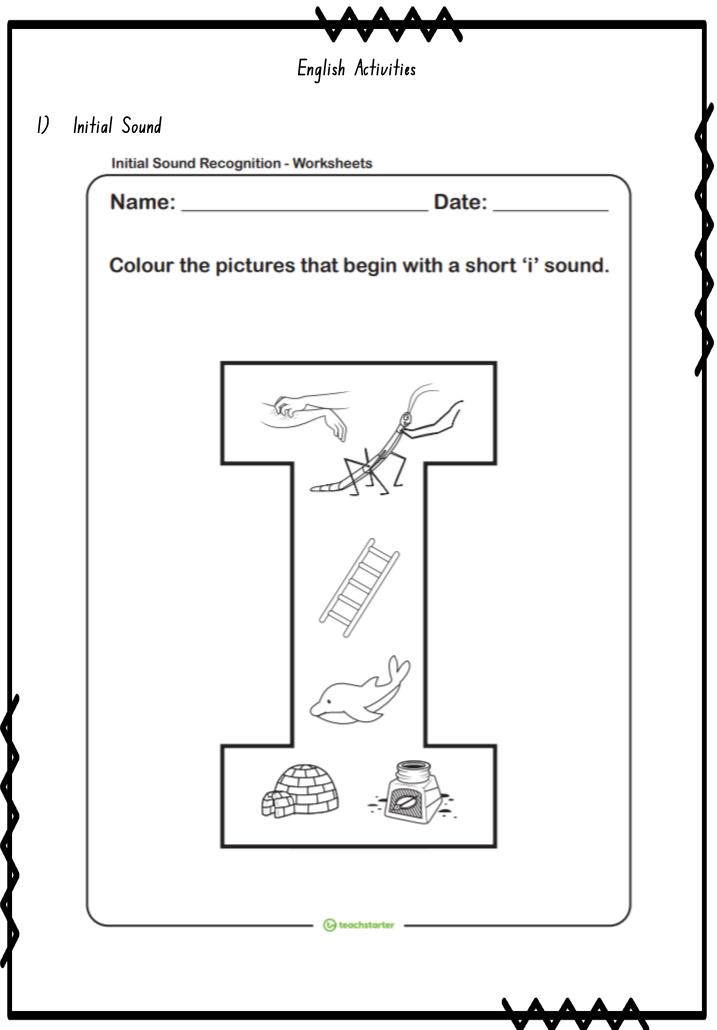


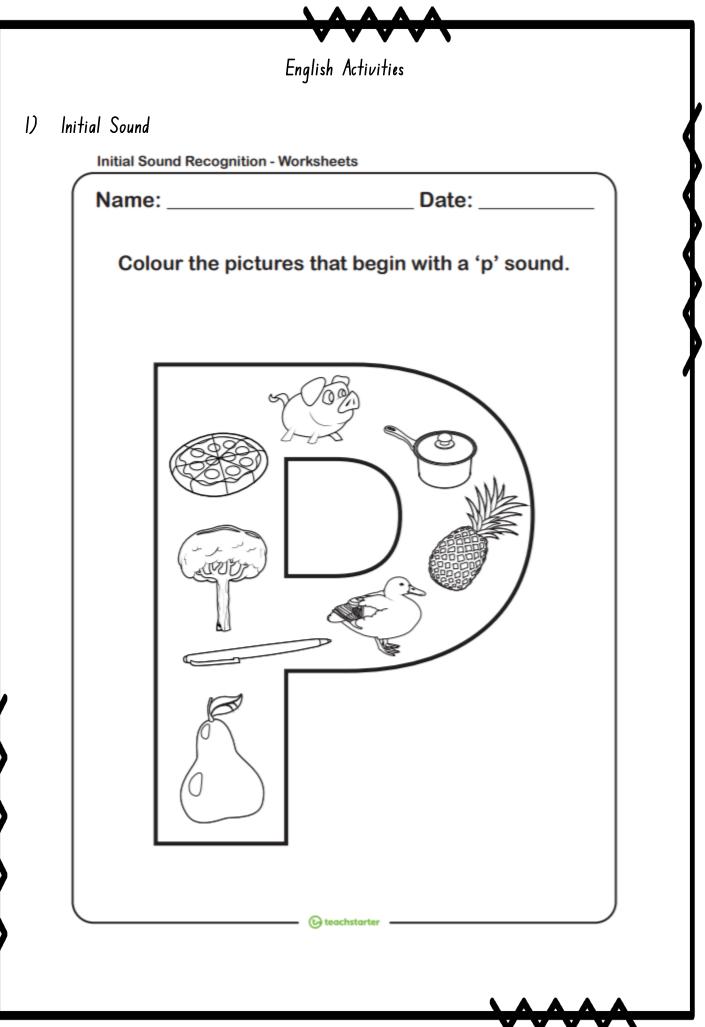




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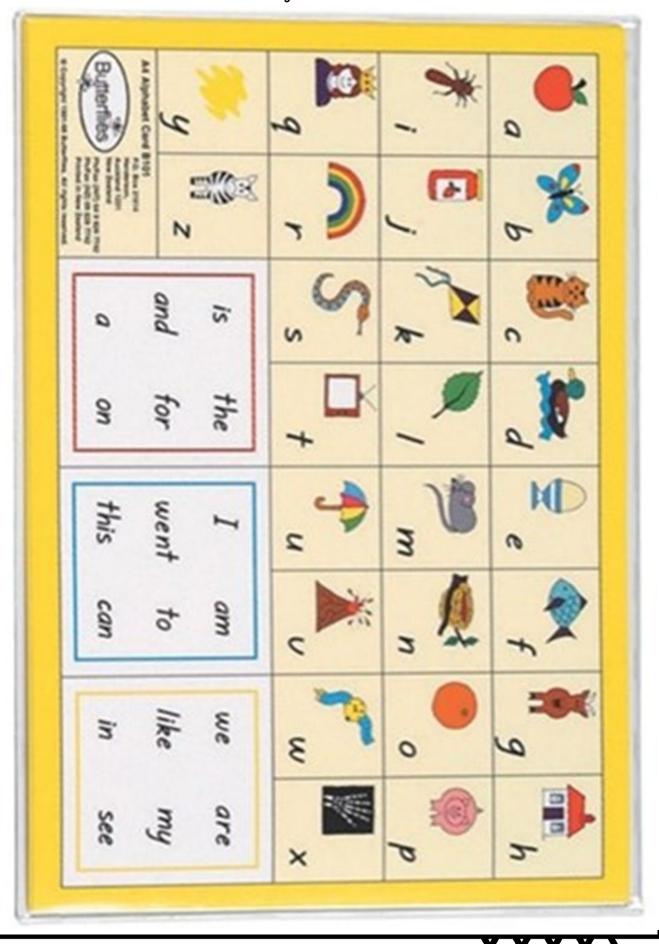




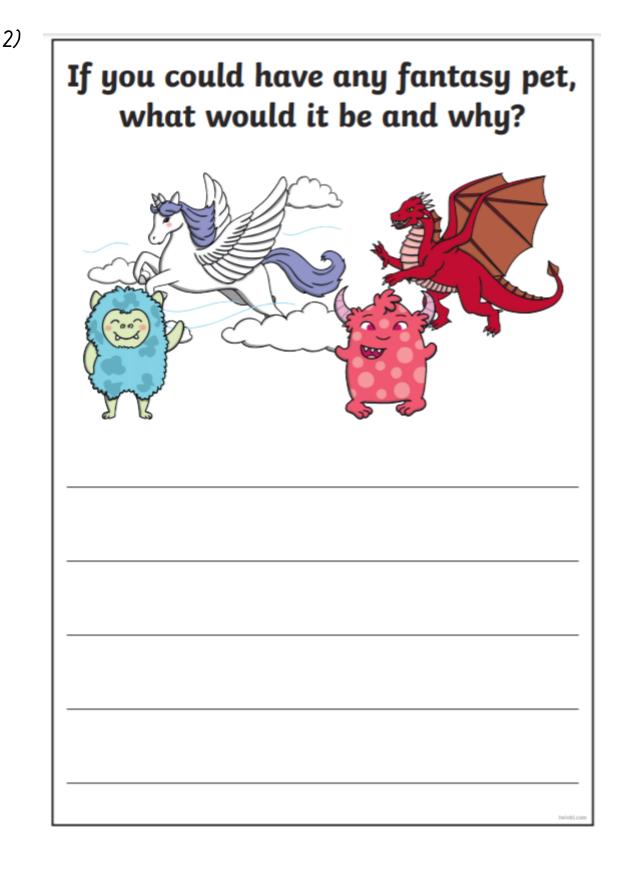




English Activities



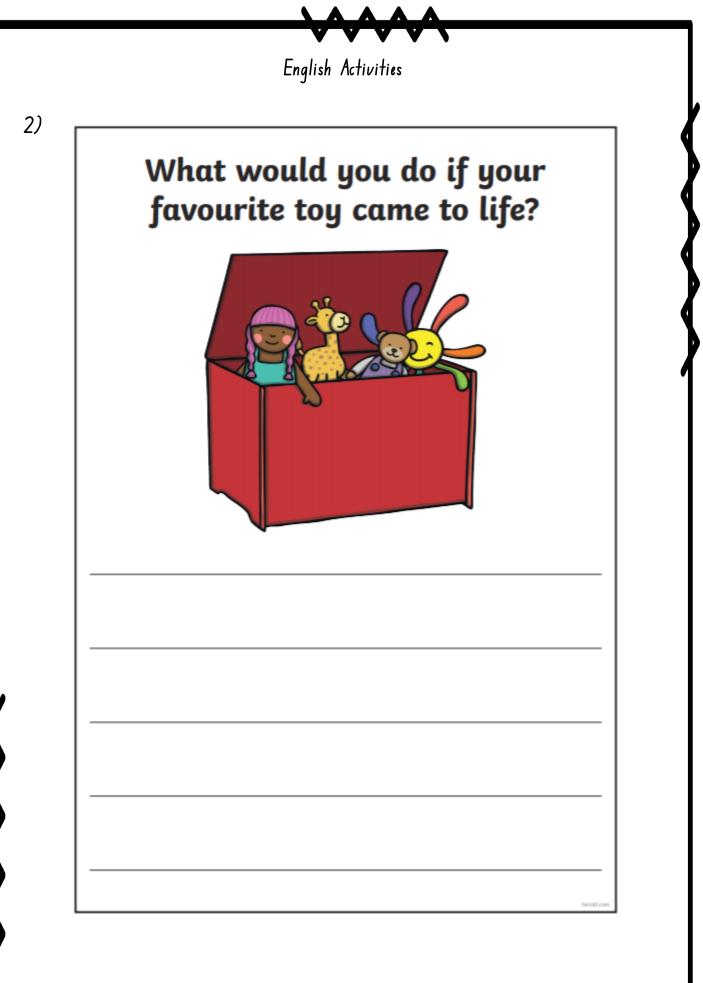






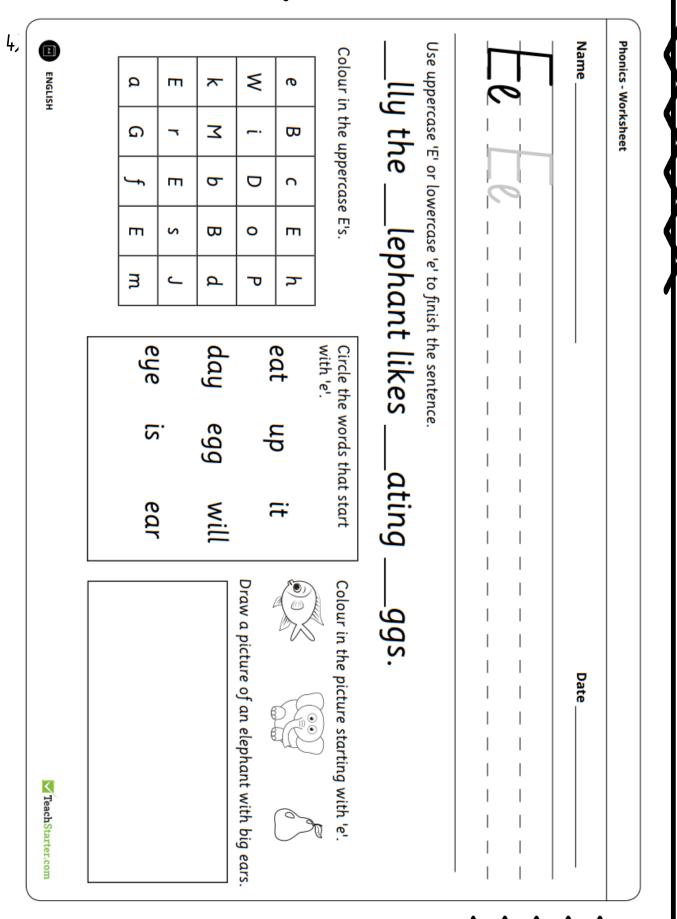


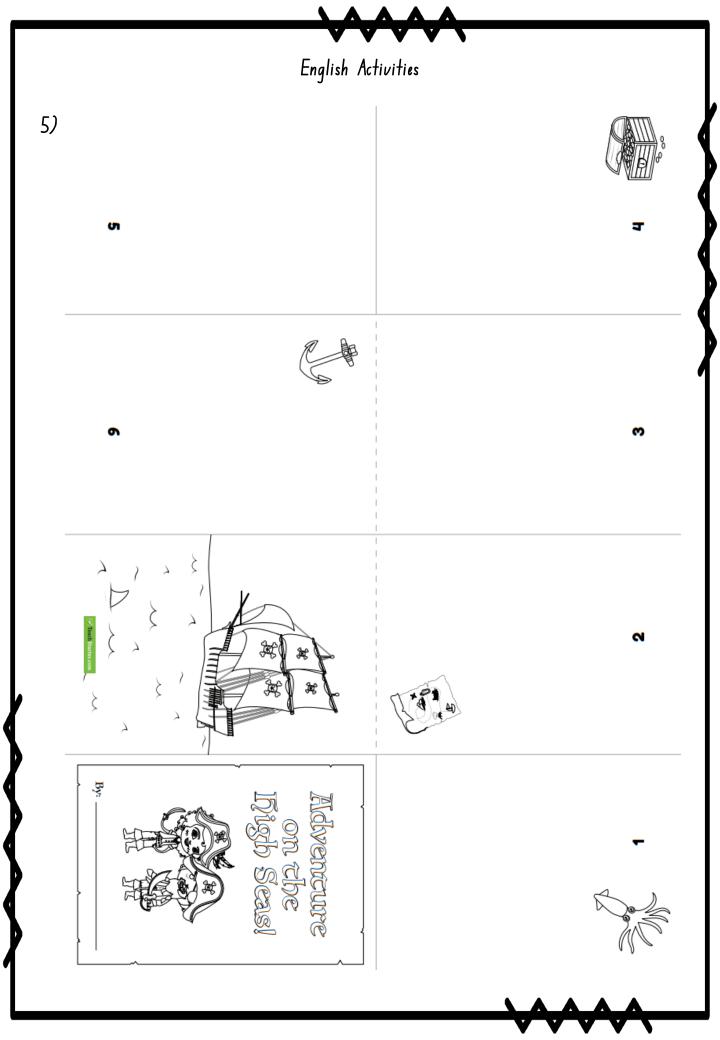


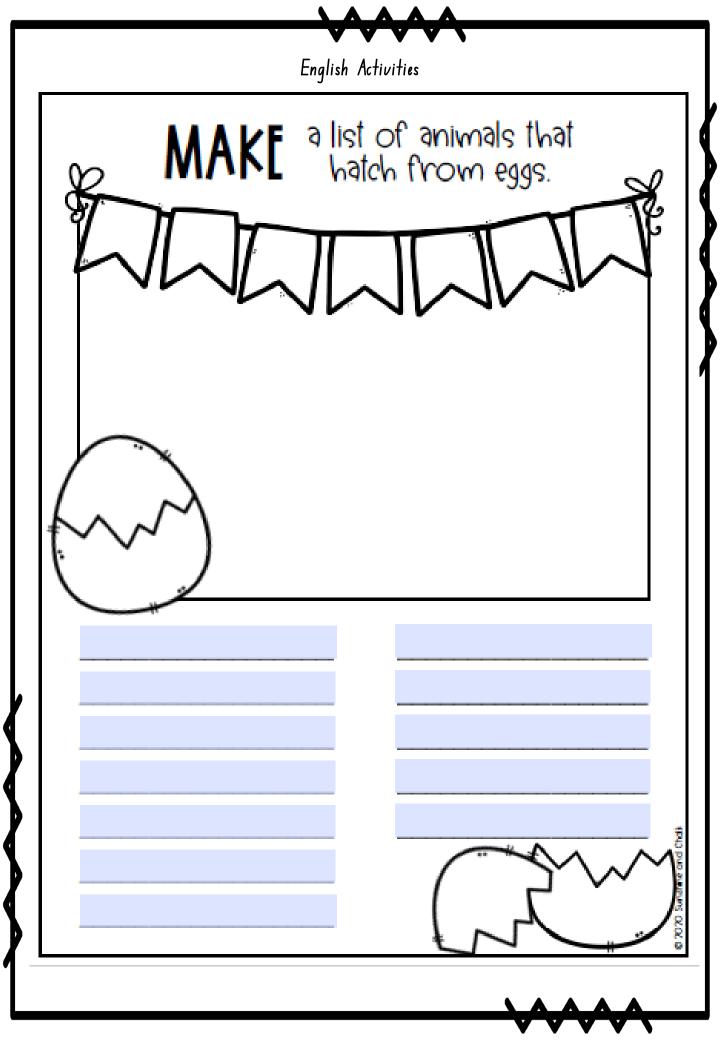


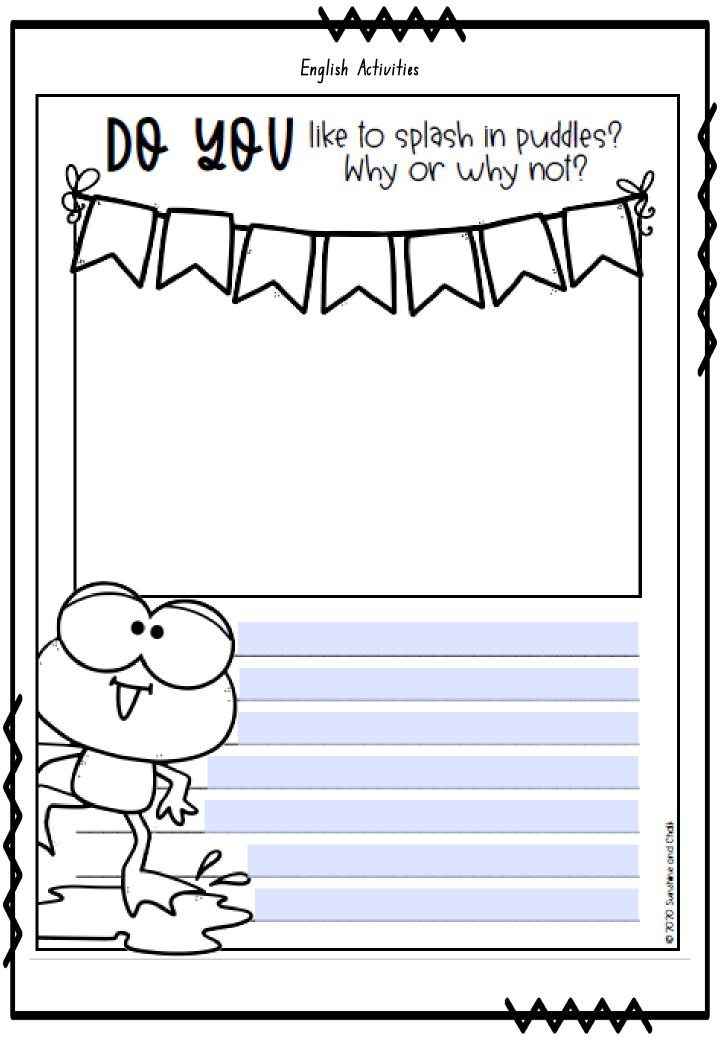


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|--|---------|
| English Activities                                     |         |
| > All About My Name <                                  |         |
| Write your name below.                                 |         |
| My name has:   |         |
| vowelsconsonantssyllab                                 | ៗ<br>es |
| Write the consonants and vowels that are in your name. |         |
| Consonants   |         |
| Vowels   |         |
|  |         |











Math Activities



# AT HOME

# GENERAL NUMBER SENSE ACTIVITIES

- Incidental counting e.g. how many buttons on your top, how many pegs to hang out the washing, how many animals in this book, how many red cars can we spot, how many houses can we count? Also getting children to count out groups of objects e.g. count out 5 apples for me.
- Counting forward and backwards as you walk or drive places. Begin
  with counting forward and backwards by Is. You could progress to
  counting forward and backwards by 2s, 5s or 10s.
- Counting books and songs on YouTube.
- Number hunts- spot them in your environment e.g. on letterboxes, at the post office, in the shops.
- Bingo games- numeral ID, number words, counting groups of objects.

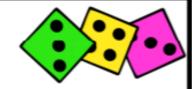


- Board games- counting forward and backwards, recognising dot dice patterns.
- Grouping and sharing e.g. I have four jellybeans to share with you and your brother. How many will you both get?
- Use empty egg cartons to practise simple addition and subtraction.
- Building Numbers: use Lego, Duplo, blocks, rocks, beads, playdough or anything you like.
- Get Active- count the number of hops/skips/jumps, how many times can we throw the ball back and forth etc.



Math Activities

# dice games



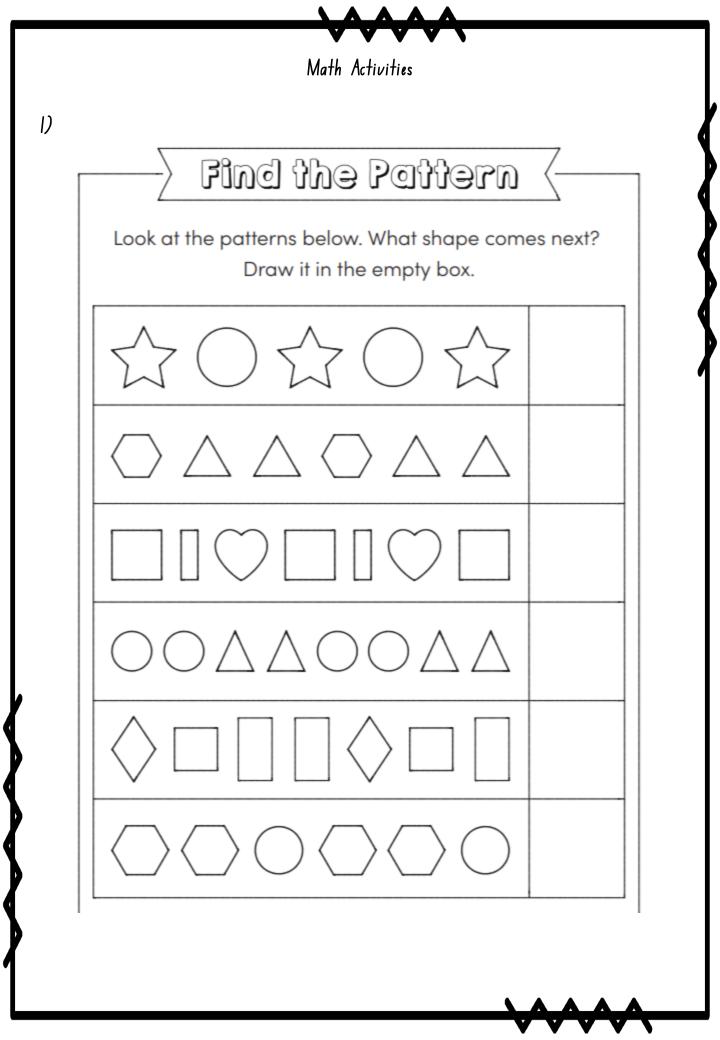
- Whoever rolls the highest number wins the counter
- Dice Addition:
  - Roll 2 dice and add together. Highest number wins a counter.
  - Roll 3 dice and add together. Encourage children to use the most effective strategy (e.g. doubles, friends of IO).
  - Roll 4 dice and turn into 2 sets of 2 digit numbers, then add together. Eg. if you roll a 3, 5, I and 2, then your problem is 35 + 12. Highest total wins the counter. Encourage the use of the most effective strategy.
- Race to Zero-Start with a certain number of points (e.g. 20, 50, 100). Take it in turn to roll the dice and subtract from your number. With larger totals, encourage children to use the most effective strategy.

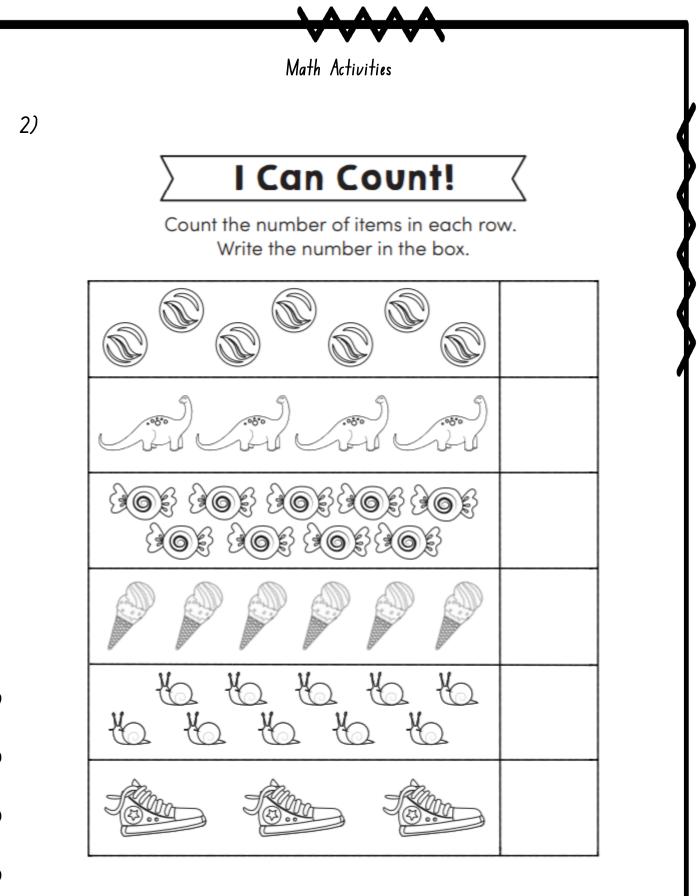
# CARD GAMES



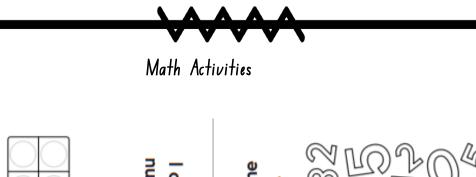
- UNO
- Games to practise numeral ID, number words and counting groups of objects. Use playing cards or write onto flash cards.
  - Snap
  - Go Fish
  - Memory
- Create Bingo boards with playing cards (e.g. 3 x 3 sets of cards)
- Card Flip- identify the number and highest number wins both cards.
- Card Flip Addition
  - 2 cards- highest total wins all four cards
  - 3 cards-highest total wins all six cards. Encourage the use of the most effective strategy.
  - 4 cards- turn into 2 sets of 2 digit numbers and then add together. E.g. if you turn over a 4, 5, 2 and 6, then your problem is 45 + 26. Highest total wins all 8 cards. Encourage the use of the most effective strategy.
  - Card Flip addition with 2 or 3 cards- highest total wins all the cards- encourage the use of the most effective strategy.
- Card Flip Subtraction
  - 2 cards- take away from the highest number. First to solve wins all the cards.
  - 3 cards- add the first two cards together and then take away the third. First to solve wins all the cards.
  - 4 cards- create two sets of 2 digit numbers and take the smaller number away. First to solve wins all the cards.

use Leeping Bo



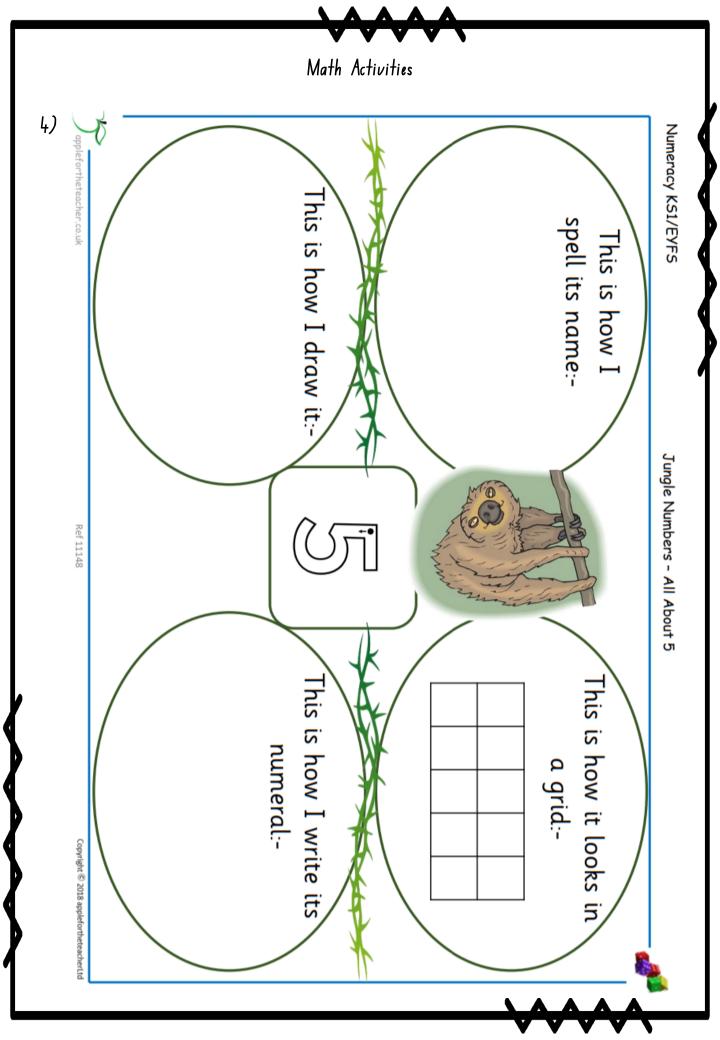


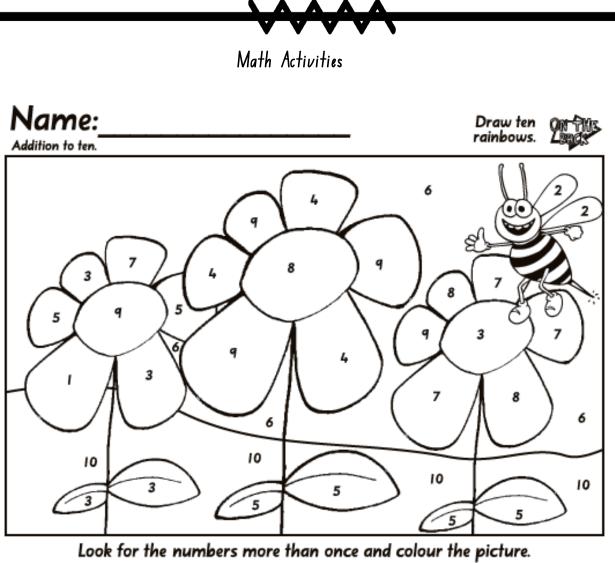
teachstarter



| I can show the number 10 on a ten frame.                          | <b>I can circle the</b><br>number 10.<br>2 8 9 7 9 8 2<br>3 座 0 8 7 0 8 2<br>3 座 0 8 7 0 8 2<br>3 座 0 8 7 0 8 2 |
|---|---|
| I can draw a picture<br>of 10 objects.                            | I can colour<br>10 objects.   |
| What number<br>comes before 10?<br>What number<br>comes after 10? | I can write the number ten.   |
| All About<br>the Number   | I can trace the number 10.  |

3)





5)

| blue       | green      | red        | yellow | purple     |
|------------|------------|------------|--------|------------|
| 2          | 3          | 4          |        | 5          |
| <u>+ 4</u> | <u>+ 2</u> | <u>+ 0</u> | + 2    | <u>+ 2</u> |
| pink       | orange     | black      | brown  | rainbow    |
| <b>7</b>   |            | ↓          | 3      | I          |
| <b>+ 2</b> | + 7        | ↓          | + 7    | + O        |





Math Activities

### Game Instructions: Chick Fill It Up

#### Equipment

Game Mat per pair of players Pencil & paperclip (or spinner) Tokens or counters

#### Purpose

Students will add numbers to 20.

#### How to play:

Each pair of players works on a game mat. Each player has their own side of the mat.

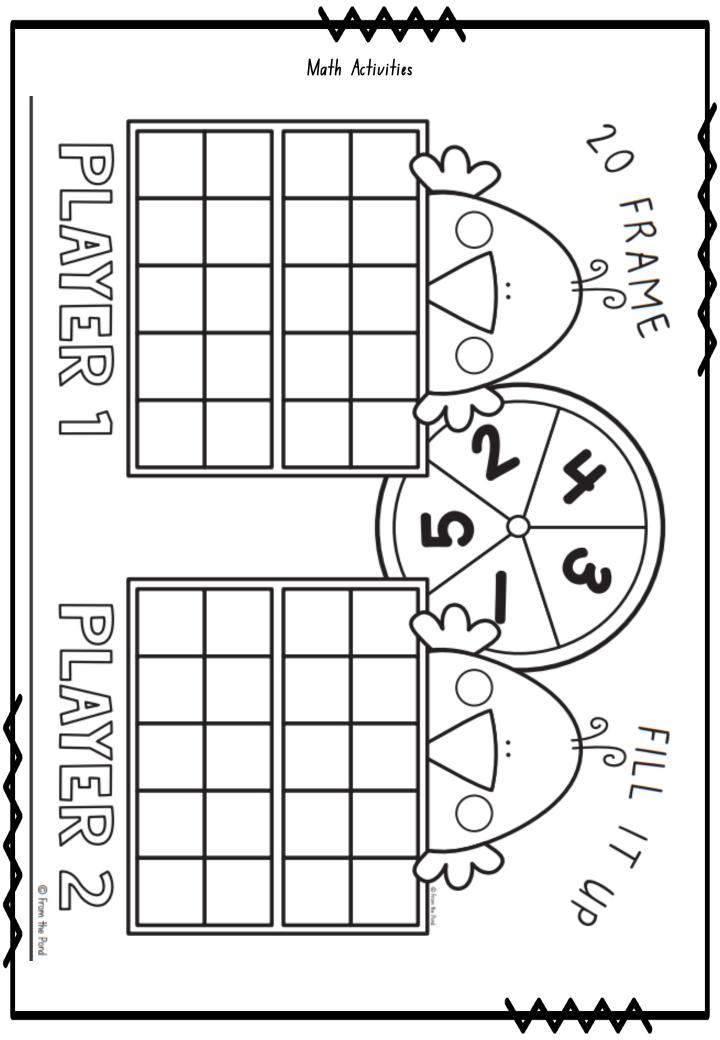
Players take turns to spin and collect the matching number of tokens. They add these to their twenty frame.

Students continue to spin, count and add to their frame on their turn, until exactly 20 is reached.

The first player to fill exactly 20 may be declared the winner.







| Preschool Home Learning<br>Activities |  |  |   |
|---------------------------------------|--|--|---|
| Week I                                | Literacy   | Math   | Other<br>Ideas  |
| DAY I                                 | Sing the ABC song. If you<br>have Alphabet flash<br>cards, point to the letters<br>as you sing them.<br>Have your child practice<br>writing their name.                                      | Count to 30 with your<br>child. Ask your child to<br>make an AB pattern with<br>two things (ex. fork,<br>spoon, fork, spoon. Or<br>red, yellow, red, yellow)                               | Watch "Pete the Cat- I<br>Love my White Shoes" on<br>Youtube. Ask your child<br>to find something of<br>each color in your house.   |
| Day 2                                 | Ask your child to name a<br>word that rhymes with:<br>cat, stop, pan, rug, net,<br>and pig.<br>Have your child practice<br>writing their name.   | Help your child count 20<br>objects by touching just<br>one item at a time. You<br>could count buttons,<br>pennies, etc.   | Go on a nature scavenger<br>hunt in your back yard.<br>Can you find: a twig, a<br>leaf, a flower, and an<br>insect?   |
| DAY 3                                 | Syllable Clapping- Ask<br>your child to clap and<br>count how many syllables<br>are in these words: hippo,<br>alligator, bird, elephant,<br>puppy, cat, rhinoceros,<br>flamingo, zebra, cow. | Shape Hunt. Ask your<br>child to find examples of<br>these shapes around the<br>house or yard: circle,<br>square, triangle,<br>rectangle, oval, and<br>diamond.                            | Play a game with a small<br>toy. Ask your child to put<br>it- over their head, under<br>their chin, behind their<br>back, between their<br>knees, on their lap, and<br>beside their foot. |
| DAY 4                                 | Read a book with your<br>child. Ask them<br>questions: Who are the<br>characters? What<br>happened in the story?<br>What do you think will<br>happen next?                                   | Count to 30 with your<br>child. Have your child<br>draw a picture with: 1 sun,<br>3 trees, and 5 flowers.<br>Ask them how many<br>things they drew in all and<br>help them count them- (9) | Help your child practice<br>learning their address<br>and the emergency<br>phone number (911).<br>Talk about what to do in<br>an emergency.   |
| DAY 5                                 | Have your child practice<br>writing their name.<br>Write a random letter on<br>paper. See if your child<br>can name the letter and<br>the sound it makes. Do<br>this for 10 letters.         | Search around the house<br>for something: longer<br>than a pencil, shorter<br>than your shoe, heavier<br>than a book, and lighter<br>than a pillow.  | Play "I Spy" with your<br>child. Give them clues<br>and see if they can figure<br>out what you see.   |

| Day 27<br>Duild your favorite        | Day 20<br>Bulid an elephant<br>using your favorite<br>color LEGO. | Day 1.3<br>Build a cruise ship                                      | Day 5<br>Build an Island to<br>epend the summer<br>anl                            |  |      |  |
|--------------------------------------|---|---|---|--|------|--|
| Day 28<br>Nte Oreate a junges<br>ten | Day 21<br>nt Greate a fruit<br>rite ediad                         | Day 1.4<br>hip. Build your favorite<br>landmark in your<br>dty.     | Day 6<br>to Create a treasure<br>men map.   |  | 31 D |  |
| Day 29<br>Build a beach bal          | Day 22<br>Build your favorite<br>eea.animdi                       | Day 15<br>Oreate a LEGO pizza                                       | Day 7<br>Build the American<br>Flag   |  |      |  |
| Day 30<br>Buld a mountain.           | Day 23<br>A king hined you<br>to build him a new<br>castle.       | Day 16<br>Bulid a nabot.  | Day 8<br>Buld a playground.   | Day 1 [<br>You bought a<br>private Island. Build<br>your dream beach<br>house. | GO   |  |
| Day 31<br>Build a bicycle.           | Day 24<br>Your assignment its<br>to build a<br>waterpark.         | Day 17 [<br>Build an dinplane out]<br>of blue and green<br>LEGOS.   | Day 9<br>Oneate a new LEGO<br>Boulpture for your<br>local ant museum.             | Day 2<br>Build a helicopter out<br>of only red LEGOS.                          | Chal |  |
|                                      | Day 25<br>Bulid a eundae  | Day 18<br>Build two trees with<br>a harmock hanging<br>between them | Day 10<br>Construct a time<br>machine.  | Day 3<br>You were hired to<br>build a new zool                                 |      |  |
|                                      | Day 26<br>Build your favorite<br>musical instrument:              | Day 19<br>Chalenge another<br>person to build the<br>taleat tower   | Day 12<br>You have been hined<br>to build a new police<br>etation in your<br>town | Day 4<br>Build a new cinema<br>with the langest<br>screen in the city          | (D   |  |

| Preschool Home Learning<br>Activities |  |  |  |
|---------------------------------------|--|--|--|
| Week 2                                | Literacy   | Math   | Other<br>Ideas   |
| DAY I                                 | Read a book to your<br>child. Have them draw a<br>picture of their favorite<br>part of the story and<br>then tell you about it.  | Count to 30 with your<br>child. Call out a number<br>from 1-10 and see if your<br>child can tell you what<br>number comes next or<br>what number comes<br>before.                                      | Day or Night- Call out an<br>activity and have your<br>child decide if it would<br>happen in the day or the<br>night (ex. go to bed, eat<br>breakfast, go to school,<br>sleep, etc.)                 |
| DAY 2                                 | Have your child practice<br>writing their name.<br>Recite nursery rhymes<br>with your child (Humpty<br>Dumpty, Jack and Jill,<br>Mary Had a Little Lamb,<br>etc.)                          | Have your child make an<br>ABC pattern with 3<br>different kinds of items<br>(ex. button, penny, q-tip,<br>button, penny, q-tip or<br>red, yellow, blue, red,<br>yellow, blue)                         | Gross Motor Fun- Call out a<br>movement and have your<br>child complete it (ex. hop<br>on one foot, touch your<br>toes, spin around, kick in<br>the air, act like you're<br>climbing a ladder, etc.) |
| DAY 3                                 | Syllable Clapping- Ask<br>your child to clap and<br>count how many syllables<br>are in these words:<br>dinosaur, sunshine, jump,<br>suitcase, potato, happy,<br>meatball, fun, firefighter | Number Hunt: Walk<br>around your house and<br>have your child find and<br>name as many numbers<br>as they can. They can<br>also search in a magazine<br>or book for numbers.                           | Fine Motor Fun- Give<br>your child some playdoh<br>and have them roll it out<br>like a snake. Then have<br>them use child-safe<br>scissors to cut it into<br>small pieces.                           |
| Day 4                                 | Play the animal alphabet<br>game. Name a letter and<br>sound and see if your<br>child can think of an<br>animal that begins with<br>it. (Ex. A /a/ alligator)                              | Give your child several<br>different objects and ask<br>them to sort the items.<br>They could sort them by:<br>size, shape, color, or type.<br>(Ex. All the soft things, all<br>the blue things, etc.) | When I Grow Up- Help<br>your child think of a list<br>of jobs. Then have them<br>draw a picture of what<br>they want to be when<br>they grow up.   |
| DAY 5                                 | Play "Thumbs Up if it<br>rhymes; Thumbs Down if it<br>doesn't rhyme" with these<br>word pairs: cat/mat,<br>house/hat, up/cup,<br>meat/seat, when/white,<br>tree/bee, lip/list.             | Help your child count the<br>forks and spoons in your<br>kitchen. Ask them:<br>Which one has more?<br>Which one has less?  | Practice acting out<br>opposites with your<br>child: up/down, little/big<br>tall/short, near/far,<br>happy/sad, good/bad,<br>awake/asleep, hot/cold  |

| Preschool Home Learning<br>Activities |   |   |  |
|---------------------------------------|---|---|--|
| Week 3                                | Literacy  | Math  | Other<br>Ideas   |
| DAY I                                 | Have your child practice<br>writing their name. Ask<br>your child to tell you the<br>beginning sound for each<br>word: apple /a/, monkey<br>/m/, dog /d/, rocket /r/,<br>sun /s/, log /s/, up /u/ | Walk around the house<br>with your child and help<br>them count how many<br>windows are in your<br>house.   | Living or Nonliving-Ask<br>your child to categorize<br>each of these: dog,<br>flower, book, moon,<br>insect, tree, pencil, fish,<br>pizza, snake, star, house,<br>person, crab, grass      |
| DAY 2                                 | Say "I like to eat" and<br>then name a word that<br>rhymes with a food. See<br>if your child can guess<br>the food. (ex. pacaroni,<br>wizza, motdogs, tread,<br>bandy, totton tandy, etc.)        | Have your child make an<br>ABB pattern with 2<br>different types of objects<br>(ex. spoon, fork, fork,<br>spoon, fork, fork; or blue,<br>yellow, yellow, blue,<br>yellow, yellow)       | Help at home-Teach your<br>child one or two chores<br>(like folding their clothes,<br>helping to dust or vacuum,<br>etc.). Tell them that is their<br>new job to help around the<br>house. |
| DAY 3                                 | Sing the alphabet song<br>with your child. Read a<br>book together and see if<br>you can find and point to<br>each letter of the<br>alphabet in the book.   | Ziploc Bag Number<br>Game- Write a number<br>on a Ziploc bag and see if<br>your child can put that<br>many objects in the bag.<br>(ex. 5- child puts 5<br>buttons in the bag)           | Help your child learn<br>their last name as well as<br>their birthday. Help<br>them count how many<br>days until their birthday.   |
| DAY 4                                 | Read a book to your<br>child. Have them retell<br>the beginning, middle,<br>and end of the story.   | Draw the following shapes<br>and have your child try to<br>copy them: square, circle,<br>triangle, rectangle, oval.<br>Help them count how<br>many sides and corners<br>each shape has. | Weather Watch- Help<br>your child make a chart<br>and draw a picture of the<br>weather for the next 5<br>days. (sun, cloud, rain,<br>etc.)   |
| DAY 5                                 | Clap and count the syllables<br>in each of these words:<br>pizza, hamburger,<br>macaroni, hotdog,<br>strawberry, apple, taco,<br>bean, bread, raspberry   | Help your child count by<br>10's to 100.<br>10,20,30,40,50,60,70,80,<br>90,100 (whisper it, shout<br>it, count in a baby voice,<br>count in a robot voice)                              | Talk about emotions.<br>Have your child make a<br>face/expression to match<br>each: happy, sad, angry,<br>silly, bored, tired,<br>grumpy, excited  |



## **IOI Fine Motor Ideas**

- Use a hole punch to punch a certain number of holes in a piece of paper.
- 2. Use a pipette to transfer water from one container to another.
- 3. Stack small wooden blocks into the tallest tower you can make.
- 4. Stretch and place loom bands on jumbo craft sticks.
- 5. Pick up craft pom poms with jumbo child tweezers.
- 6. Peel small stickers up and fill up a pre-drawn shape with them.
- 7. Practice opening and closing pink foam hair curlers.
- Push pipe cleaners through the holes in a colander.
- 9. String pony beads on a crazy straw.
- Squeeze a turkey baster and try to blow a cotton ball across the table.
- II. Water plants with a squeeze water sprayer.
- 12. Braid yarn to make Rapunzel hair and then use scissors to cut the hair.
- 13. Peel a hard-boiled egg at snack time.
- H. Make a paper chain.
- 15. Roll strips of paper on a pencil to make them curly.
- 16. Hide dry beans in a pile of playdoh then search for them.
- Play with clay instead of playdoh.
- 18. Use nuts and bolts from the Hardware store in the building center.
- 19. Stack and build with small cups.
- 20. Button and unbutton clothes on a doll.
- 21. Use a geoboard to build shapes with rubber bands.
- 22. Use legos to make the letters of the alphabet.
- 23. Glue Velcro dots on the end of craft sticks. Build something with the sticks.
- 24. Sprinkle confetti onto a table. Use wide paintbrushes to sweep the confetti into a certain area.
- 25. Put magnetic letters inside Easter eggs. Open an egg, name the letter, and close the egg.
- 26. Write numerals on pieces of cardboard. Clip that many clothespins on the cardboard.
- 27. Turn over a sand timer and see how many paper clips you can clip to a sheet of paper before time is up.
- 28. Make a necklace using yarn and uncooked ziti noodles.
- 29. Stick a piece of uncooked spaghetti into a ball of playdoh so that it sticks up straight. Place pony beads on the spaghetti to make a pattern.
- 30. String large and small paper clips together to make a long chain.
- 31. Mix up a variety of padlocks and keys. See how quickly you can get each lock open by using the correct keys.
- 32. Set out an ice cube tray, child tweezers, and a bowl of pom poms. See how quickly you can pick up one pom pom at a time and place it in a section of the ice cube tray until the whole tray is full.
- Stick toothpicks in a styrofoam ball to make a porcupine.
- 34. Have a Matchbox car wash with small toothbrushes, soap, and water.
- 35. Tear paper and make a mosaic picture out of it.
- 36. Soak some sponges and wring them out seeing how dry you can get them.
- 37. Roll tissue paper into balls and glue each ball down on a page.

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## **IOI Fine Motor Ideas**

- 38. Squeeze a lemon or orange and see how much juice you can get from it.
- 39. Make a mini book by stapling several pages together.
- 40. Use a push pin to poke holes around the outline of a picture.
- Pick up pennies one at a time and place them in a piggy bank.
- Pop bubbles on bubble wrap.
- 43. Use cookie cutters to cut playdoh.
- 44. Use a toy hammer to hammer golf tees into a piece of Styrofoam.
- 45. Cut up straws and string them on yarn to make a necklace.
- Make a Froot Loop necklace.
- Trace around your hand with a pencil.
- 48. Tear pieces of masking tape and then stick them to a large sheet of paper.
- 49. Sort a pile of small objects into groups (paper clips, rubber bands, and marbles)
- 50. Use yarn to sew a lacing card.
- Draw a monster on the window with a dry erase marker. Then, use a spray bottle to spray the monster with water and melt it.
- 52. Place lots of pennies face down on the table. Try to turn over one penny at a time by picking it up without sliding it to the edge of the table.
- 53. Cut pictures out a magazine.
- 54. Pick up pom poms with tweezers and drop them down a paper towel tube.
- 55. Wrap rubber bands around cut pool noodles.
- 56. Drop liquid watercolor paint onto coffee filters using eye droppers.
- 57. Peel masking tape off a table.
- Tie knots in a piece of yarn.
- 59. String your name using lacing alphabet beads.
- 60. Clip Barbie clothes onto a small clothesline using clothespins.
- 61. Build pictures out of snap cubes.
- 62. Make a picture out of stickers.
- 63. Push toothpicks through the holes in a parmesan cheese shaker.
- 64. Weave a placemat by weaving long strips of paper together.
- 65. Use toothpicks and marshmallows to build shapes.
- 66. Paint a picture using a-tips as paintbrushes.
- 67. Use a spoon to scoop up pony beads and transfer them to a different container.
- 68. Thread pony beads on a pipe cleaner to make a pattern.
- 69. Wrap yarn around and around a piece of cardboard cut into a shape.
- 70. Scoop soil into a pot. Pick up a few seeds and plant them.
- 71. Put together a 20-25 piece puzzle.
- 72. Use decorative scissors to cut paper into fancy pieces.
- Spread out contact paper sticky side up. Make a picture by sticking natural objects (leaves, twigs, acorns, etc.) to it.

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# **IOI Fine Motor Ideas**

- 74. Make snakes and eggs by rolling playdoh into long snakes and egg-like balls.
- Peel and tear colorful washi tape and use it to make a picture.
- 76. Use chop sticks to eat with.
- 77. Make the letters of your name out of Wikki stix.
- 78. Use Bingo dabbers to paint a picture.
- 79. Drive a toy car along a giant letter or number cutout.
- 80. Use a rolling pin to roll out dough.
- 81. Use decorative hole punchers to punch out pictures. Then glue the cut outs onto a piece of paper.
- Build something with legos.
- 83. Peel star stickers up and then use them to make your own constellation on black paper.
- 84. Use a clothespin to pick up and transfer cotton balls from one bowl to another.
- 85. Practice opening and closing storage containers (plastic food bins, Ziploc bags, etc.)
- 86. Use a toothpick to draw a design in some playdoh.
- 87. Pick up a craft pom pom with a clothespin. Dip it in paint and dab paint on a piece of paper using the pom pom.
- 88. Cup your hands together to shake two dice. Roll them and add up the dots.
- 89. Make shadow puppets using your hands and a flashlight.
- 90. Use your index finger to pop bubbles.
- 91. Use only your thumb and index finger to pick up marbles and transfer them to a jar.
- Go outside and use scissors to give the grass a haircut.
- Stack pennies as high as you can to make a tower.
- 94. Put together a Mr. Potato Head toy.
- 95. Use a water gun to squirt liquid water colors on the sidewalk to paint a picture.
- 96. Try to trace the outline of a picture with liquid glue by squeezing the glue bottle and following the line.
- 97. Crumple paper and throw it like a snowball. Then unroll it and smooth it back out.
- 98. Use a computer keyboard to type the letters of the alphabet in order.
- 99. Blow up a balloon and then tie a knot in it.
- 100. Finger paint.
- IOI. Use a marker to connect dots on a piece of paper.

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