

September Concepts and Foundations

Pre-Math

One-to-one correspondence

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.12 Apply one to one correspondence with objects and people.

Calendar Activities

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 5

F.5 Measurement

F.5.1 Follow a daily schedule.

F.5.2 Follow steps in a simple routine.

F.5.14 Relate time to events.

F.5.15 Associate events with time-related events.

F.5.16 Tell what comes before and after.

Attending Skills

Following directions and movements in songs, games and finger plays.

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.19 Imitate simple rhymes.

F.1.21 Recite/sing one rhyme or song.

English/Language Arts Foundation 3

F.3 Reading: Literacy Response and Analysis

F.3.2 Actively look for or keep attending to things that an adult points to, shows, or talks about.
Listening to stories and tapes.

English/Language Arts Foundation 3

F.3 Reading: Literacy Response and Analysis

F.3.3 Watch and listen to a story to completion or for ten minutes or more.

F.3.4 Ask adult to read printed materials.

Language and Vocabulary

Understanding Routines

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.44 Act out familiar, scripted events and routines.

Mathematics Foundation 5

F.5 Measurement

- F.5.1 Follow a daily schedule.
 - F.5.2 Follow steps in a simple schedule.
- Body Part Naming, how parts move

Mathematics Foundation 4

F.4 Geometry

- F.4.17 Identify ten body parts

Fine Motor

Cutting, gluing, bead stringing, coloring, play dough manipulation

Physical Education & Health Foundation 3

F.3 Enjoyment of motor and sensory experiences

- F.3.4 Participate in a variety of fine motor and sensory activities.
- F.3.6 Demonstrate a determination to develop skills through repetitive practice.

Gross Motor

Moving body in space, ball handling, simple games

Physical Education & Health Foundation 1

F.1 Gross/Fine Motor and Sensory Development

- F.1.1 Perform locomotor and non-locomotor skills at a basic level.
- F.1.2 Perform stability skills alone and/or with a partner.
- F.1.3 Manipulate objects by throwing, catching large balls with two hands, striking, swinging and pulling at a basic level.

Perception

Copying peg and black designs, puzzles

Mathematics Foundation 4

F.4 Geometry

- F.4.20 Complete interlocking puzzles of 8-12 pieces.

Creative Dramatics

Experiences related to school and self-awareness

Physical Education & Health Foundation 2

F.2 Application of Movement Concepts and Principles to the Learning and Development of Motor Skills

- F.2.3 Follow rules for simple games and activities.
- F.2.5 Identify and solve problems through active explorations.

Sensory Experiences

Touching/manipulating at the exploration table

Science Foundation 1

F.1 The Nature of Science and Technology

- F.1.3 Observe and describe properties of objects.
- F.1.5 Use the five senses (touching, smelling, seeing, hearing and tasting) to investigate and gather information.

October Concepts and Foundations

Language and Vocabulary

Fall – changes in weather and nature; fall clothing and activities; Halloween – concept of real and pretend, safety and vocabulary; fire prevention and fire safety – firefighters: what do they wear, about their equipment, hot and cold.

Social Studies Foundation 3

F.3 Geography

F.3.21 Determine what type of clothing to wear based on the weather.

F.3.22 Identify seasons by temperature and other characteristics (e.g. snow, leaves changing).

Social Studies Foundation 4

F.4 Economics

F.4.2 Role play different types of occupations.

Fine Motor

Manipulation and pre writing, lacing, painting, cutting, coloring, play dough manipulation, making circles, path tracing

Visual Arts Foundation 2

F.2 Creating Art: Process and Product

F.2.16 Demonstrating increasing skill in using different art materials (e.g. paper, paint, clay, scraps, buttons).

F.2.17 With various media, use shapes, lines and color.

F.2.15 Enjoy repetition of materials and activities to further explore, manipulate and exercise the imagination.

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.4 Participate in a variety of gross/fine motor and sensory experiences.

F.3.5 Attempt novel gross/fine motor and sensory activities.

F.3.6 Demonstrate a determination to develop skills through repetitive practice.

English/Language Arts Foundation 6

F.6 Writing: Writing Conventions

F.6.1 Write from left to right.

F.6.5 Copy a circle.

Perception

Same and different, draw a person, sorting, puzzles, copying peg patterns

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.9 Sort a group of objects by more than one way.

F.3.6 Identify attributes of each object.

F.3.13 Categorize familiar objects by function and class.

Mathematics Foundation 4

F.4 Geometry

F.4.16 Communicate when something does not belong or should not happen.

F.4.20 Complete interlocking puzzle of 8-12 pieces.

Mathematics Foundation 5

F.5 Measurement

F.5.11 Identify similarities and differences in objects.

Social Studies Foundation 3

F.3 Geometry

F.3.31 Draw pictures of their family.

Gross Motor

Organized games, moving to music, eye tracking

Physical Education & Health Foundation 1

F.1 Gross/Fine Motor and Sensory Development

F.1.4 Perform basic rhythmical skills alone or with a partner.

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.1 Exhibit self-confidence while participating in movement activities.

F.3.4 Participate in a variety of gross/fine motor and sensory activities.

Sensory Experiences

Sense of touch at the exploration table-hot and cold

Science Foundation 1

F.1.5 Use the five senses (touching, smelling, seeing, hearing, tasting) to investigate the environment and to gather information.

Mathematics Foundation 5

F.5 Measurement

F.5.6 Identify when something is hot and cold.

F.5.9 Communicate feelings of hot and cold.

Pre-Math

One to one correspondence, calendar activities, shorting, sets, patterns, numbers

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.12 Apply one to one correspondence with objects and people.

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

F.3.6 Identify attributes of objects.

F.3.9 Sort a group of objects by more than one way.

F.3.13 Categorize familiar object by function and class.

Mathematics Foundation 1

F.1 Number Sense

F.1.16 Rote count to ten.

Social Studies Foundation 1

F.1 History

F.1.10 Verbalize the days of the week and names of the month.

Creative Dramatics

Firefighting

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.42 Pretend to be something or someone.

November Concepts and Foundations

Pre-Math

One to One Correspondence

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.12 Apply one to one correspondence with objects and people.

Calendar Activities-

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 5

F.5 Measurement

F.5.1 Follow a daily schedule.

F.5.2 Follow steps in a daily routine.

F.5.14 Relate time to events.

F.5.15 Associate events with time-related events.

F.5.16 Tell what comes before and after.

Sorting

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.9 Sort a group of objects by more than one way.

F.3.12 Apply one to one correspondence with objects and people.

Mathematics Foundation 4

F.4 Geometry

F.4.16 Communicate when something does not belong or should not happen.

F.4.19 Put objects into groups by attributes.

Mathematics Foundation 5

F.5 Measurement

F.5.11 Identify similarities and differences in objects.

F.5.12 Ask why something is the same or different.

F.5.19 Categorize familiar items by function and class.

Language and Vocabulary

Vegetable naming, sorting, learning about the grocery store

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.43 Use new vocabulary learned from experiences.

Science Foundation 1

F.1 The Nature of Science and Technology

F.1.5 Use the five senses to investigate the environment and gather information.

Family members, jobs, clothing and activities

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.43 Use new vocabulary learned from experiences.

Mathematics Foundation 6

F.6 Problem Solving

F.6.1 Identify attributes of objects.

F.6.11 Give reason for placement of objects.

Numbers

Mathematics Foundation 1

F.1 Number Sense

F.1.3 Count each object only once.

F.1.4 Imitate counting behavior using the names of large numbers.

F.1.6 Use whole numbers up to five to describe objects and experiences.

F.1.8 Rote count to five.

F.1.22 Name groups of objects.

Tall and Short

Mathematics Foundation 5

F.5 Measurement

F.5.10 Sort objects into long and short.

F.5.11 Identify similarities and differences in objects.

F.5.12 Ask why something is the same or different.

Triangle

Mathematics Foundation 4

F.4 Geometry

F.4.14 Copy circles, squares, triangles, and rectangles.

F.4.15 Identify circles, squares, triangles, and rectangles.

Number Recognition

Mathematics Foundation 1

F.1 Number Sense

F.1.1 Sing and dance to a number song.

F.1.16 Rote count to ten.

F.1.20 Count backward from ten.

English/Language Arts Foundation 7

F.7 Listening and Speaking

F.7.33 Talk about action pictures of family, pets or self.

Thanksgiving Theme, Sharing Vocabulary

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.43 Use new vocabulary learned from experiences.

Gross Motor

Games, jumping, ball handling and balance

Physical Education & Health Foundation 1

F.1 Gross/Fine Motor and Sensory Development

F.1.1 Perform locomotor and non-locomotor skills at a basic level.

F.1.2 Perform stability skills alone and/or with a partner.

F.1.3 Manipulate objects by throwing, catching large balls with two hands, striking, swinging, and pulling at a basic level.

Physical Education & Health Foundation 2

F.3 Application of Movement Concepts

F.2.3 Follow rules for simple games and activities.

Fine Motor

Lacing, painting, cutting, coloring, stringing, tower building, play dough manipulation, making vertical lines, and path tracing

English/Language Arts Foundation 6

F.6 Writing: Writing Conventions

F.6 Copy a vertical line.

Visual Arts Foundation 2

F.2 Creating Art: Process and Product

F.2.8 Engage in cooperative pretend play with another child.

F.2.15 Enjoy repetition of materials and activities to further explore, manipulate, and exercise the imagination.

F.2.16 Demonstrate increasing skill in using different art materials.

F.2.17 With various media, use shapes, lines and color.

F.2.19 Use a variety of materials to create original work.

Sensory Experiences

Bold and Rough

Science Foundation 1

F.1 The Nature of Science and Technology

F.1.5 Use the five senses (touching, smelling, seeing, hearing, tasting) to investigate the environment and to gather information.

Perception

Same and different, draw family members, puzzles, copying block, peg and bead designs, patterning

Science Foundation 3

F.3 Environments

F.3.6 Describe differences and similarities in various physical environments.

Mathematics Foundation 2

F.2 Computation

F.2.15 Represent object/activity by drawing or selecting picture.

Mathematics Foundation 4

F.4 Geometry

F.4.20 Complete interlocking puzzles of 8-12 pieces.

December Concepts and Foundations

Language and Vocabulary

Toys-naming, classifying, describing, and sorting. Directional and positional concepts-bottom and top. Instruments-naming and playing.

Mathematics Foundation 6

F.6 Problem Solving

F.6.8 Identify similarities and differences in objects.

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.43 Use new vocabulary learned from experiences.

Music Foundation 2

F.2 Participation/Exploration/Production

F.2.4 Spontaneously explore sounds produced by striking a variety of materials.

Music Foundation 3

F.3 Analysis

F.3.1 Play classroom instruments.

F.3.4 Choose real or improvised instruments to play along with instrument heard.

F.3.5 Distinguish among the sounds of several common instruments.

Pre-Math

One to one correspondence, calendar activities, sorting: small, medium, large, square, counting to 20 in Spanish

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.12 Apply one to one correspondence with objects and people.

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 5

F.5 Measurement

F.5.1 Follow a daily schedule.

F.5.2 Follow steps in a simple routine.

F.5.14 Relate time to events.

F.5.15 Associate events with time-related events.

F.5.16 Tell what comes before and after.

Mathematics Foundation 4

F.4 Geometry

F.4.14 Copy circles, squares, triangles, and rectangles.

F.4.15 Identify circles, squares, triangles, and rectangles.

Fine Motor

Lacing, painting, cutting, gluing, bead stringing, play dough manipulation, tower building, woodworking center, path tracing, horizontal line

Mathematics Foundation 4

F.4 Geometry

F.4.4 Copy a vertical and horizontal line.

Mathematics Foundation 6

F.6 Problem Solving

F.6.15 Use trial and error to solve problems.

F.6.19 See a simple task through to completion.

Physical Education & Health Foundation 2

F.2 Application of Movement Concepts and Principles to the Learning and Development of Motor Skills

F.2.3 Follow rules for simple games and activities.

F.2.5 Identify and solve problems through active explorations.

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.4 Participate in a variety of gross/fine motor and sensory activities.

Visual Arts Foundation 2

F.2 Creating Art: Process and Product

F.2.15 Enjoy repetition of materials and activities to further explore, manipulate, and exercise the imagination.

Gross Motor

Organized games, ball handling (throwing and catching), movement experiences.

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.5 Attempt novel gross/fine motor and sensory activities.

F.3.6 Demonstrate a determination to develop skills through repetitive practice.

Perception

Same and different, puzzles, copying block, patterning designs.

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 4

F.4 Geometry

F.4.20 Complete interlocking puzzles of 8-12 pieces.

Creative Dramatics

Christmas Program

Self-Help

Continue putting on outerwear, fasteners and zippers

January Concepts and Foundations

Pre-Math

One-to-one correspondence-

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.12 Apply one to one correspondence with objects and people.

Calendar Activities

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 5

F.5 Measurement

F.5.1 Follow a daily schedule.

F.5.2 Follow steps in a simple routine.

F.5.15 Associate events with time-related events.

F.5.16 Tell what comes before and after.

Sorting

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.9 Sort a group of objects by more than one way.

F.3.12 Apply one to one correspondence with objects and people.

Mathematics Foundation 4

F.4 Geometry

F.4.16 Communicate when something does not belong or should not happen.

F.4.19 Put objects into groups by attributes.

Mathematics Foundation 5

F.5 Measurement

F.5.11 Identify similarities and differences in objects.

F.5.12 Ask why something is the same or different.

F.5.19 Categorize familiar items by function and class.

Mathematics Foundation 6

F.6 Problem Solving

F.6.1 Identify attributes of objects.

F.6.15 Use trial and error to solve problems.

F.6.19 See a simple task through completion.

Creative Dramatics

Pretend play, puppet shows, etc.

Visual Arts Foundation 2

F.2 Creating Art: Process and Product

F.2.11 Pretend through role-playing.

F.2.14 Watch an activity before entering into it.

F.2.15 Enjoy repetition of materials and activities to further explore, manipulate, and exercise the imagination

Fine Motor

Lacing, painting, coloring, gluing, block tower building, cutting, woodworking, path tracing, H and + strokes

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.4 Participate in a variety of fine motor and sensory activities.

F.3.6 Demonstrate a determination to develop skills through repetitive practice.

Sensory Experiences

Hot and cold, rough and smooth

Mathematics Foundation 5

F.5 Measurement

- F.5.8 Identify when something is hot and cold.
- F.5.9 Communicate feelings of hot and cold.
- F.5.12 Ask why something is the same or different.

Perception

Same and different, puzzles, bead designs, patterning

Mathematics Foundation 4

F.4 Geometry

- F.4.6 Sort by one attribute.
- F.4.7 Sort a group of objects by more than one way.
- F.4.16 Communicate when something does not belong or should not happen.
- F.4.18 Identify attributes of objects.
- F.4.19 Put objects into groups by attributes.
- F.4.20 Complete a puzzle of 8-12 pieces.

Language and Vocabulary

Winter-weather and nature's changes, clothing, activities, and vocabulary

English/Language Arts Foundation 7

F.7 Listening and Speaking

- F.7.9 Identify categories of objects in pictures.
- F.7.10 Use new vocabulary learned from experiences.

Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

- F.1.39 Talk about action pictures of family and pets.

Social Studies Foundation 3

F.3 Geography

- F.3.21 Determine what type of clothing to wear based on the weather.
- F.3.22 Identify seasons by temperature or other characteristics.

Gross Motor

Games, ball handling, bouncing, running, hopping, standing on one foot

Physical Education & Health Foundation 1

F.1 Gross/Fine Motor and Sensory Development

- F.1.1 Perform locomotor and non-locomotor skills at a basic level.
- F.1.2 Perform stability skills alone and/or with a partner
- F.1.3 Manipulate objects by throwing, catching large balls with two hands, swinging and pulling at a basic level

Physical Education & Health Foundation 2

F.2 Application of Movement Concepts and Principles to the Learning and Development of Motor Skills

- F.2.1 Identify and use a variety of spatial relationships with objects.
- F.2.3 Follow rules for simple games and activities.

February Concepts and Foundations

Pre-Math

One to one correspondence, calendar activities, sorting, numbers, heart shape, empty and full

Mathematics Foundation 1

F.1 Number Sense

F.1.16 Rote count to ten.

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.12- Apply one to one correspondence with objects and people.

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

F.3.13 Categorize familiar objects by function and class.

Mathematics Foundation 5

F.5 Measurement

F.5.1 Follow a daily schedule.

F.5.2- Follow steps in a simple routine.

F.5.4- Use only descriptive word or gesture to express amount or size.

F.5.11- Identify similarities and differences in objects.

F.5.16- Tell what comes before and after.

Fine Motor

Lacing, cutting, pasting, coloring, bead stringing, play dough manipulation, path tracing, and painting

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.4 Participate in a variety of fine motor and sensory activities.

F.3.6 Demonstrate a determination to develop skills through repetitive practice.

Language and Development

Rooms of the house-naming, sorting, and classifying, household objects, dental health, mail carrier, Valentine's Day, colors-red and pink, directional and positional concepts-high and low

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.39 Talk about action pictures of family, pets, or self.

F.1.42 Pretend to do something or be someone.

F.1.43 Use new vocabulary learned from experiences.

F.1.44 Act out familiar scripted events and routines.

Visual Arts Foundation 2

F.2 Creating Art: Process and Product

F.2.1 Participate freely in dramatic play activities that become more extended and complex.

F.2.8 Engage in cooperative pretend play with another child.

Science

Sensory Experiments

Science Foundation 1

F.1 The Nature of Science and Technology

F.1.5 Use the five senses (touching, smelling, seeing, hearing, tasting) to investigate the environment and to gather information.

Science Foundation 3

F.3 Environments

F.3.1 Participate in activities with a variety of properties (ex. Color, shape, size, name, type of material)

Bible

We will focus on Noah and David this month.

March Concepts and Foundations

Pre-Math

Meaning of zero, arranging numbers in order 1-00 (if ready), continuing calendar work, following pattern work

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 5

F.5 Measurement

F.5.1 Follow a daily schedule.

F.5.2 Follow steps in a simple routine.

F.5.15 Associate events with time-related events.

F.5.16 Tell what comes before and after.

Mathematics Foundation 1

F.1 Number Sense

F.1.15 Identify the concept of “none.”

F.1.23 Use a tally system.

Language and Vocabulary

Transportation- different forms of travel (land, water, air), Doctor and Nurse-continued discussion of careers, Directional/Positional change-first/middle/and last.

English/Language Arts Foundation 1

F.1 Reading: Word Recognition, Fluency, and Vocabulary Development

F.1.43 Use new vocabulary learned from experiences.

English/Language Arts Foundation 2

F.2 Reading Comprehension

F.2.8 Identify the beginning, middle and end of a story

Social Studies Foundation 3

F.3 Geography

F.3.19 Discuss different types and modes of transportation to get from one location to another and why certain vehicles are more suitable.

Social Studies Foundation 4

F.4 Economics

F.4.2 Role play different types of occupations.

Fine Motor

Cutting, gluing, and tracing

Physical Education & Health Foundation 3

F.3 Enjoyment of Motor and Sensory Experiences

F.3.4 Participate in a variety of fine motor and sensory experiences.

F.3.6 Demonstrate a determination to develop skills through repetitive practice.

Perception

Puzzles, copying, patterns

Mathematics Foundation 3

F.3 Algebra and Functions

F.3.3 Reproduce simple AB patterns of concrete objects.

F.3.5 Predict what comes next when shown a simple AB pattern of concrete objects.

Mathematics Foundation 4

F.4 Geometry

F.4.20 Complete interlocking puzzle of 8-12 pieces.

Gross Motor

Dribbling a basketball, walking around a rug, jumping rope

Physical Education & Health Foundation 1

F.1 Gross/Fine Motor and Sensory Development

- F.1.1 Perform locomotor and non-locomotor skills at a basic level.
- F.1.2 Perform stability skills alone and/or with a partner.
- F.1.3 Manipulate objects by throwing, catching large balls with two hands, swinging and pulling at a basic level.

Physical Education & Health Foundation 2

F.2 Application of Movement Concepts and Principles to the Learning and Development of Motor Skills

- F.2.1 Identify and use a variety of spatial relationships with objects.
- F.2.3 Follow rules for simple games and activities.

Creative Dramatics

Singing songs with motion (hand and body movement)

Music Foundation 1

F.1 Music

- F.1.3 Sing along with familiar songs.
- F.1.4 Request certain songs/finger plays, etc.
- F.1.5 Clap hands in glee/begin to clap in rhythm.
- F.1.6 Dance/sway/tap toes/jump/hop to music alone or with others.