

Room: Green Room

Weekly Theme: Arctic Animals

Date: 1/6/2025-1/10/2025

Blocks: People and Cars Goals: Shares toys with one other child			Dramatic Play Dress Up Goals: Follows limits and expectations			
Creative Art Markers and colored pencils Goals: Makes simple lines			Manipulatives Matching Games Goals: Solve Problems			
Sensory Table/Discovery Winter Tinsel, polar Legos Goals: Performs simple manipulations with increasing control		Music and Movement Freeze Dance Goals: Moves with direction		Family and Community Involvement Bring in an Arctic Animal Goals:		
	Monday	Tuesday	Wednesday	Thursday	Friday	Goals/Notes
Large Group	Weather, Calendar, Classroom Rules, Morning Circle Time, Morning Talk, Theme					
Computer						
Small Group	Polar Bears	Penguins	Snowy Owl	Show and Tell Bring in an Arctic Animal	Arctic Fox	Performs simple manipulations with increasing control
Project Art						
Story	Into the Arctic	Arctic Animals	Polar Bear, Polar Bear What do you Hear?	Little Owls Snow	How do Penguins Play	Participates in story time interactively
Flannel Board						
Special Activity				Show and Tell Bring in an Arctic Animal		
Visitors, Field Trips, Show and Tell, Cooking Projects						

Room: Green Room

Weekly Theme: Snowmen

Date: 1/13/2025-1/17/2025

Blocks: Blocks and Animals Goals: Building Something Specific			Dramatic Play Winter Wonderland Goals: Follows limits and expectations			
Creative Art: Markers and Colored Pencils Goals: Uses refined wrist and hand movements			Manipulatives: Puzzles and Matching games Goals: Persists with an activity			
Sensory Table/Discovery Winter Tinsel, polar Legos Goals: Performs simple manipulations with increasing control		Music and Movement Frosty's Freeze Dance Goals: Moves with purpose		Family and Community Involvement Bring in a Snowman Item Goals:		
	Monday	Tuesday	Wednesday	Thursday	Friday	Goals/Notes
Large Group	Weather, Calendar, Classroom Rules, Morning Circle Time, Morning Talk, Theme					
Computer						
Small Group	Melted Snowman	Snowman Looking at Snowflakes	Snowman Snow Globe	Show and Tell Bring in a Snowman Item	Name Snowman	Performs simple manipulations with increasing control
Project Art						
Story	The Biggest Snowman Ever	Itsy Bitsy Snowman	How to Catch a Snowman	The Biggest, Best Snowman	Sneezy the Snowman	Participates in story time interactively
Flannel Board						
Special Activity			Water Day			
Visitors, Field Trips, Show and Tell, Cooking Projects						

Room: Green Room

Weekly Theme: Winter Fun

Date: 1/20/2025-1/24/2025

Blocks: Colored Blocks, People and Animals Goals: Shares toys with one other child			Dramatic Play Winter Gear Dress Up Goals: Cooperate with other children in play			
Creative Art Watercolors Goals: Performs simple strokes with a brush			Manipulatives Matching Game and Puzzles Goals: Persists in an activity			
Sensory Table/Discovery Cotton Balls, Fake Ice Cubes and Animals Goals: Measures and compares		Music and Movement Dances with Friends Goals: Moves with purpose		Family and Community Involvement Bring in a picture of you playing in the snow or a winter themed book Goals:		
	Monday	Tuesday	Wednesday	Thursday	Friday	Goals/Notes
Large Group	Weather, Calendar, Classroom Rules, Morning Circle Time, Morning Talk, Theme					
Computer						
Small Group	Practice Getting Myself Ready for Winter	Winter Painting	Paint a Snow Hat and Mittens	Show and Tell Bring in a picture of you playing in the snow or a winter themed book	Make and Drink Hot Chocolate	Performs simple manipulations with increasing control
Project Art						
Story	I see Winter	Lemonade in Winter	A loud Winter's Nap	It's Winter	Ten on the Sled	Participates in story time interactively
Flannel Board						

Room: Green Room

Weekly Theme: Groundhogs and Shadows

Date: 1/27/2025-1/31/2025

Blocks: People and Animals Goals: Shares toys with one other child			Dramatic Play Dress Up Goals: Follows limits and expectations			
Creative Art Markers and colored pencils Goals: Makes simple lines			Manipulatives Puzzles Goals: Solve Problems			
Sensory Table/Discovery Tinsel and hidden objects Goals: Performs simple manipulations with increasing control		Music and Movement Groundhog Jump Dance Goals: Moves with direction		Family and Community Involvement Bring in a Flashlight Goals:		
	Monday	Tuesday	Wednesday	Thursday	Friday	Goals/Notes
Large Group	Weather, Calendar, Classroom Rules, Morning Circle Time, Morning Talk, Theme					
Computer						
Small Group	Groundhog Craft	Marble Paint a Groundhog	Paper Plate Groundhog	Show and Tell Bring in a Flashlight	Shadow Prediction	Performs simple manipulations with increasing control
Project Art						
Story	Homes in the Ground	Go to Sleep Groundhog	Time to Sleep	Whose Shadow is This?	Groundhog Gets to Stay	Participates in story time interactively
Flannel Board						
Special Activity						
Visitors, Field Trips, Show and Tell, Cooking Projects						