Pre-K Academic Packet



Week 1 March 30-April 3, 2020

Pre-K Recommended Pacing

Day	<u>Skills</u>
Monday	Language and Literacy ■ Shows motivation for and appreciation of reading ■ Combines syllables into words (e.g., "sis" + "ter" = "sister") Math ■ Ordinal numbers
Tuesday	Language and Literacy Shows motivation for and appreciation of reading Names most letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name) Math Recognizing numerals 0-10
Wednesday	Shows motivation for and appreciation of reading Writes own name (e.g., first name, last name, or nickname), not necessarily with full correct spelling or well-formed letters Names most letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name) Math Measures object attributes using a variety of standard and nonstandard tools
Thursday	Language and Literacy
Friday	Language and Literacy Shows motivation for and appreciation of reading Reinforce the skill of rhyming words Practice writing and tracing letters formation Math Recognizing numerals 1-10

Pre-K Distance Learning Activites Here are some additional resources for parents to ensure that the learning continues at home Week of: March 30 - April 3, 2020 Weekly Focus: (Insert LInk) Tuesday Wednesday **Thursday** Friday Monday ABCMouse.com **Technology** Click here to download your district's Family Letter with Redeem Code 15 to 20 Minutes Daily **Story Time** Select a story to read with your child. read with your read with your read with your child. read with your Introduce the title child. child. Read the story aloud child. and the author of Read the story Take a picture to the children. Read the story the book. aloud to the walk to discuss As you read, ask aloud to the Show the cover and children. some of the open-ended children. discuss what the Use props or toys illustrations. questions about the After reading, use story might be related to the Read the story book during the props or toys to about and whether book (or make aloud to the reading. allow your child to it is real or fictional. some appropriate children. Open-Ended Questions for retell the story. Read the story manipulatives) to Parents aloud to your child. allow your child to retell the story. Print the record Click on link Alphabet in My Display the letter Magazine hunt: Language & Mouth! Click on cards used sheet and allow Encourage children below to play Literacy the links below to your child to use a to look through old Phonics/Alphabet vesterday for review letter letters A. a. F. f. marker or crayon magazines to cut out Song on YouTube 10 to 15 Minutes Daily Find the Sound P, p, H, h, G, g, to circle the letters letters to make sight sounds with this N. n. Review the that they words from the pre-k -Write letters on fun sona. Example Video letters and their recognize on the list. sticky notes and Alphabet in My Mouth sounds. packages around Pre-K High Frequency Word have your child Sona the house. List post them on Capital Alphabet Cards Record Sheet objects that start Lowercase Alphabet Cards with the sound.

					https://www.youtube.com/ watch?v=1btvnlD6Z_A
	Instructions for making a Journal				
Emergent Writing 10 to 15 Minutes	Journal Writing • Encourage your child to draw/write about all of the fun and interesting things you did during spring break!	Journal Writing Talk about school and encourage your child to share their favorite part about school. Draw a picture of your classroom.	Journal Writing • After reading a book with your child, ask your child to draw a picture related to the story to recall the story and to reiterate what was written.	Give your child magnetic letters and encourage him or her to form words on a cookie sheet. Encourage writing the words on wide lined paper. Lined Paper	 Make an alphabet book with pictures of things, animals, and people that are familiar to your child. Write the uppercase and lowercase letter on each page and label the pictures.
Music & Movement 5 to 10 Minutes	Allow your child to march, bounce, jump, run and shake using props such as scarves, hoops and ribbons.	While playing with your child, move like Ocean animals. Discuss how ocean animals move in many different ways.	Play Walk Aroundby Nancy Kopman to focus on following directions and to get your child moving.	Slowly move to Carnival of Animals: Aquarium Demonstrate how a different approach is needed when using softer, gentle music. Children may use silk scarves, streamers and/or ribbons.	Allow your child to march, bounce, jump, run and shake using props such as scarves, hoops and ribbons.
Phonemic Awareness 10 to 15 Minutes	 Ask the children to clap and count the syllables of their first and last names together. After each name has been clapped, ask "How many syllables did you hear?" 	Sing ABC Song: Sing and hold up letter cards as you sing. Hold up alphabet flashcards one at a time in alphabetical order, or point to each letter on an alphabet poster, as your child says the letter name & sound.	Hearing Words that Rhyme: Encourage your child to listen for words that rhyme when you say them aloud, such as fun, sun; hat, cat; and fish, wish. See if your child can produce new words that rhyme with the words you say — fan, pan, ran, can, tan.	Sing ABC Song: Sing and hold up letter cards as you sing.(You may use flash cards or cards previously used) Hold up alphabet flashcards one at a time in alphabetical order, or point to each letter on an alphabet poster, as your child says the letter name & sound.	Say the word pair. Have your child repeat the word pair and supply 2-3 words that rhyme.Example: Parent will say: go, no Child will say: go, no, toe, so, row, show Note: Your child may supply real or nonsense words

Hand 20 a	Tip: Handwriting activit	es do not have to be just pencil a	and paper. If they hate writing, they	y are not going to enjoy using simple μ	pencil to paper activities
Handwriting Multisensory Approach 15 to 20 Minutes	Pour corn meal, sugar, or flour onto a plastic tray or hard surface. Let your child write with their finger to make letters or words. Letter Formation Rhymes	Draw letters, shapes and numbers outside with sidewalk chalk	Give your child playdough to shape letters to make their names. Model how to write the letters in your child's name and encourage him/her to copy the letters Easy Playdough Recipes	Draw letters, shapes and numbers outside with sidewalk chalk	Pour corn meal, sugar, or flour onto a plastic tray or hard surface. Let your child write with their finger to make letters or words. Letter Formation Rhymes
Outdoor Play (If Appropriate) Ex. Backyard, Patio, etc. 20 Minutes	 Get outside, play and enjoy some fresh air with your child. Ride a bike or scooter around the block with your child. 	 Make your own bubble solution and then head outside to see which utensil creates the best bubbles! 	 Get outside, play and enjoy some fresh air with your child. Document what you hear while taking a nature walk. 	 Get outside, play and enjoy some fresh air with your child. Ride a bike or scooter around the block with your child. 	 Get outside, play and enjoy some fresh air with your child. Draw shapes in different colors for a fun hopping game.
Early Mathematics 20 to 30 Minutes	 Place shapes in a line. Practice ordinal position by having children determine which shape is 1st in line, etc 	 Mix up numeral cards 0-10. Have children quickly identify each numeral. Mix up the cards and repeat the activity. 	Take a ruler on your walk and measure the natural objects you find along the way.	 Create a pattern. Have children extend the pattern by asking, "What comes next?" Continue with additional patterns. 	Use flash cards or display a number line 1-10. Ask students to find numbers REcbased on position. (example: which number is between 3 and 5.) Flash Cards
Free Choice Activities 30 Minutes	Giving children choices helps Allow him or her to choose ar	them feel like they have some activity that involves playing	e power and control over their with adults or children in the ho	learning. Think of one of your chil ome.	d's favorite play activities.
		Online Resou	rces for Parents		

Age of Learning®

Dear Parents and Caregivers,

We are providing you with free at-home access to our online learning programs ABCmouse, Adventure Academy, and ReadingIQ while your child's school is closed. These research-based educational programs include thousands of digital learning activities, and they can help preschool, pre-k, elementary, and middle school students keep learning while schools are closed.

All three programs can be used on computers, tablets, and smartphones, and you can add up to three children per account!

How to Get Your Free Accounts

Click on the link below for each program that you wish to provide to your child/children:

- 1. Click on the link below for each program.
- 2. Enter this School Code: SCHOOL1686
- 3. Create an account using your personal email address and a password of your choice.



For Children in Preschool Through 2nd Grade www.ABCmouse.com/redeem

ADVENTURE ACADEMY™

For Children in 3rd Through 8th Grade www.AdventureAcademy.com/redeem



For Children in Preschool Through 6th Grade

www.ReadingIQ.com/redeem

(Internet access is not needed after ReadingIQ is downloaded.)

If you have questions or need help with using your School Code, please email Customer Support at Support@AofL.com.

With our best wishes,

The Age of Learning Team

Age of Learning®

Estimados padres y cuidadores:

Le estamos proporcionando acceso gratuito en el hogar a nuestros programas de aprendizaje en línea ABCmouse, Adventure Academy y ReadingIQ mientras la escuela de su niño está cerrada. Estos programas educativos basados en la investigación incluyen miles de actividades de aprendizaje digital, y pueden ayudar a los estudiantes de preescolar, prekínder, primaria y secundaria a seguir aprendiendo mientras las escuelas están cerradas.

Los tres programas se pueden usar en computadoras, tabletas y teléfonos inteligentes, ¡y puede agregar hasta tres niños por cuenta!

Cómo obtener sus cuentas gratuitas

Haga clic en el enlace a continuación para cada programa que desee para su niño o niños:

- 1. Haga clic en el enlace a continuación para cada programa
- 2. Ingrese este código escolar: SCHOOL1686
- Cree una cuenta con su correo electrónico personal y una contraseña de su elección



Para niños de preescolar hasta 2º grado

www.ABCmouse.com/redeem

ADVENTURE ACADEMY™

Para niños de 3º a 8º grado

www.AdventureAcademy.com/redeem



Para niños de preescolar hasta 6º grado

www.ReadingIQ.com/redeem

(No se necesita acceso a Internet después de descargar ReadingIQ.)

Si tiene alguna pregunta o necesita ayuda para usar su código escolar, envíe un correo electrónico a Atención al cliente a la siguiente dirección: Support@AofL.com.

Con nuestros mejores deseos,

El equipo de Age of Learning

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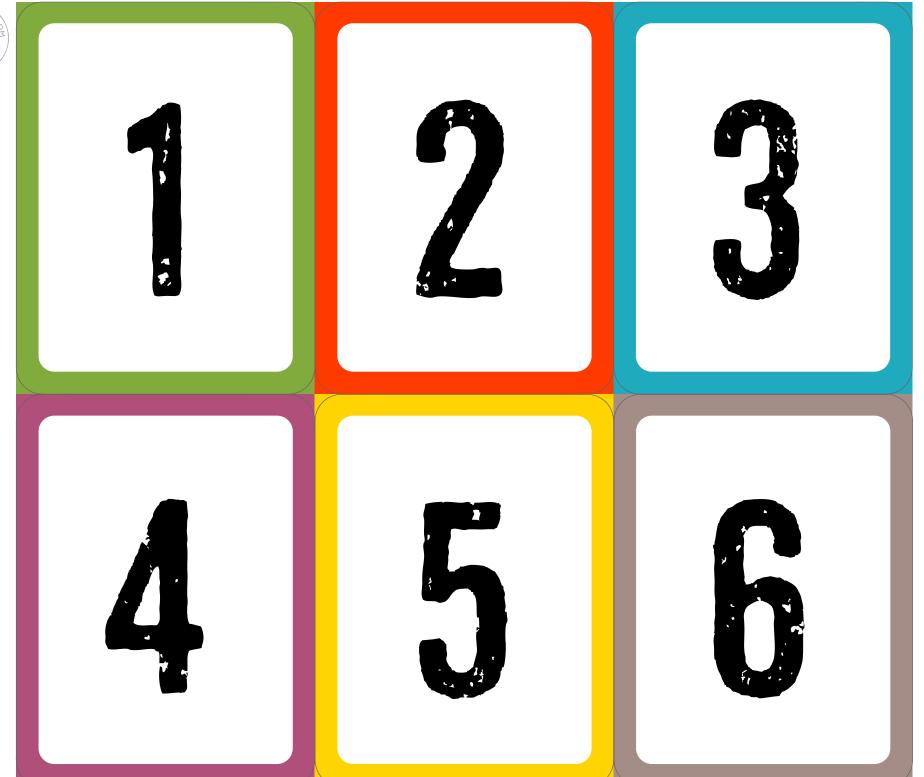
Cut this line	P	R
	S	

Cut this line	P	q	
	S	t	U

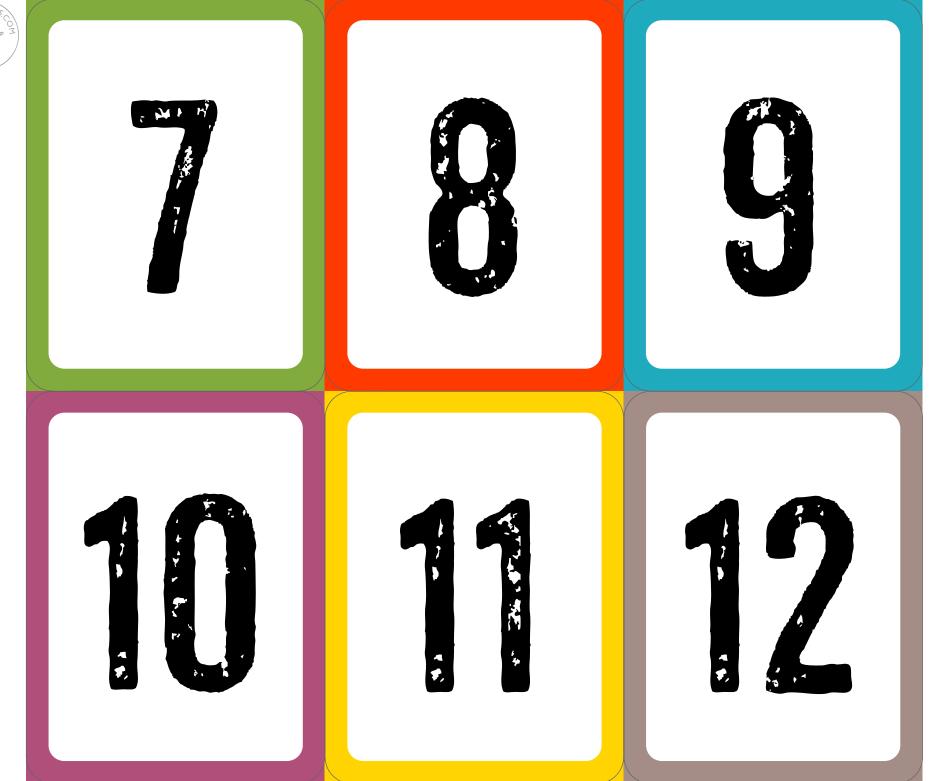
Early Childhood Resources for Parents

- ABCMouse (parent letter)
- Bright Beginnings Mathematics Parent Resources
 - https://www.brightbeginningsfl.org/Parent/Details.aspx?sn=mathematics&gl=VPK
- Bright Beginnings: Language, Communication & Literacy
 - https://www.brightbeginningsfl.org/Parent/Details.aspx?sn=readinglanguageart s&gl=VPK
- Family Resources are online resources for parents and families to help young children learn and grow
 - http://www.floridaearlylearning.com/family-resources
- Florida Activity Plans are designed to help develop the skills that VPK students need before entering kindergarten
 - http://www.floridaearlylearning.com/vpk/vpk-providers/professional-development-teacher-resources/activity-plans
- Get Ready to Read Early Math Matters: A Guide for Parents of Preschoolers
 - http://www.getreadytoread.org/early-learning-childhood-basics/early-math
- Heggerty Phonemic Awareness for Parents
 - https://www.heggerty.org/phonemic-awareness-for-parents
- Math at Home Toolkit for Parents
 - https://www.naeyc.org/math-at-home
- Pre-K KidVision Virtual Field Trips
 - https://www.kidvisionprek.org/virtual field trips.jsp
- Out of School Free Online Classes (Ages 3 to 18)
 - https://blog.outschool.com/free-online-classes-for-public-school-students-affect ed-by-closures/
- Preschool Learning without Tears, Handwriting Curriculum
 - https://www.lwtears.com/programs/distance-learning?utm_source=EMAIL&utm_medium=EMAI L&utm_campaign=COVID_20200316_PROSPECTS_US&pc=COVID_20200316_PROSPECTS_US
- Scholastic Learn at Home Pre-K & Kindergarten
- https://classroommagazines.scholastic.com/support/learnathome/grades-prek-k.html
- Scholastic Parents: Ways to Build Early Math Skills
 - https://www.scholastic.com/parents/school-success/learning-toolkit-blog/presc hool-readiness-9-playful-ways-to-build-early-math.html
- Support Math with Materials in Your Home
 - https://www.naeyc.org/our-work/families/support-math-materials-your-home
- Talking is Teaching
 - https://talkingisteaching.org/
- Zero to Three Parent Resource
- https://www.zerotothree.org/resources/299-help-your-child-develop-early-math-skills

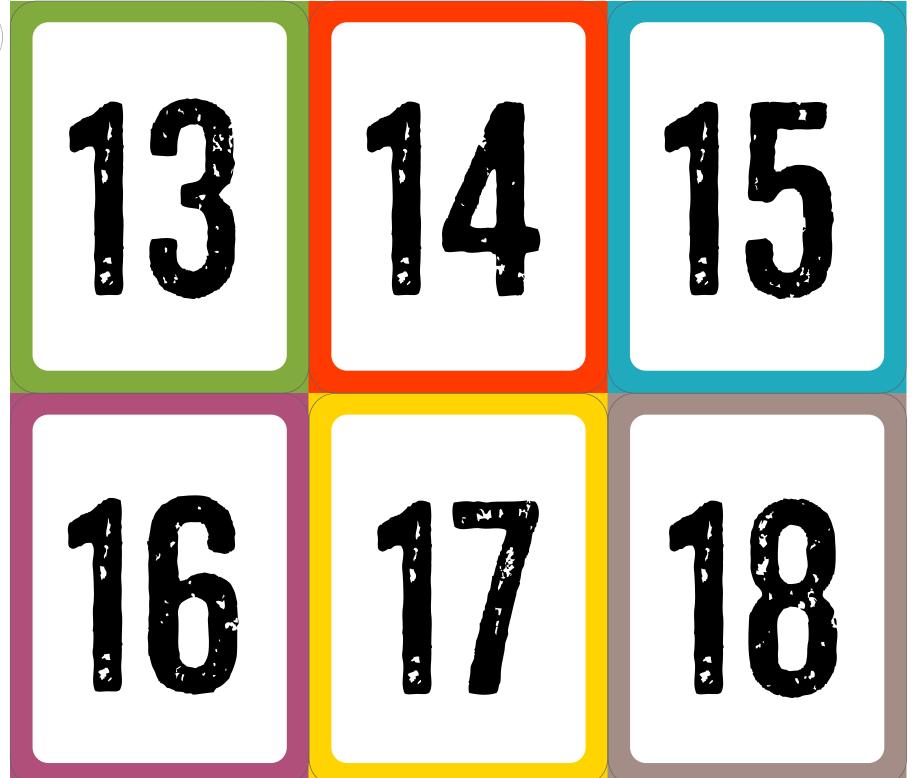


























Homemade Playdough Recipes

No-Cook Playdough Recipe

MATERIALS

2 cups flour all-purpose flour
1 cup salt
2 Tbsp cream of tartar
2 Tbsp oil
Food coloring or liquid watercolors
2 cups hot water*
Large zipped sized bags or plastic container with a lid



INSTRUCTIONS

- 1. Mix dry ingredients in a bowl
- 2. Make a well in the center, add oil and coloring
- 3. Pour in hot water and mix
- 4. It will look like a goopy mess and you're going to be sure that you're going to have to add a lot of flour to make it work. Just let it sit for a few minutes and it will firm up
- 5. Take the dough out of the bowl and knead it a bit to form a ball
- 6. Store in zip bags

^{*} For safety, always supervise children when making homemade playdough.

Name

Use a marker or crayon to circle the letters that you find. Can you find all the letters in the alphabet?

Aa	Bb	Cc	Dd	Ee
Ff	Gg	Hh	li	Jj
Kk	Ll	Mm	Nn	00
Pp	Qq	Rr	Ss	T†
Uυ	VV	Ww	Xx	Yy
Zz				

Bold line paper







Open Ended Questions

Want to improve your child's comprehension and vocabulary?

Ask your young reader open ended questions before, during, and after you read together.

Open ended questions to ask kids before

- 1.Looking at the cover, what do you think this book might be about?
- 2. What do you think will happen in the story?
- 3.Can you please describe what you think the illustration on the front cover is trying to tell us?
- 4. Why do you think the author gave this book that title?
- 5. What do we know about the story by looking at the cover?
- 6.After reading the blurb, what is something you are looking forward to discovering in this book?
- 7. How do you think this story will end?
- 8. What is a problem that you think could occur in this story?

Open ended questions to help establish a setting

- 9. What time of day do you think it is?
- 10. Why do you think it is that time of day?
- 11. What would be appropriate to wear here?
- 12. What sounds do you think the characters may hear?
- 13. What would you do if you went to this place? Do you think you would enjoy being here?
- 14. Why do you think that item is there?
- 15. What is something that is useful here?
- 16. How many animals can you see?
- 17. What do you think this place might smell like?

Open ended questions for kids to get to know the characters

- 18. Which character do you think this story may be focusing on?
- 19. How much bigger do you think this character is to you?
- 20. Which of these characters are friends?
- 21. How do you think these friends met?
- 22. Which character do you like the most and why?
- 23. Which character do you like the least and why?
- 24. What is another story we have read that this character may be suited for?
- 25. Have you met anyone that reminds you of this character?

Open ended questions to explore emotions

- 26. How do you think that character is feeling?
- 27. If that happened to you, how would that make you feel?
- 28. How could we make him feel happier?
- 29. What do you think that character would have preferred to have happen?
- 30. When have you felt the same way as the character?
- 31. How do you think you would react if that happened to you?
- 32. How do you think he will feel by the end of the story

Open ended questions to affirm the plot

- 33. Why did the setting change?
- 34. If this was real, how do you think our lives would change?
- 35. What has happened so far?
- 36. How does this story make you feel?
- 37. What do you think the ending would have been if this happened instead?
- 38. Why do you think that happened?
- 39. What would you do in that situation?
- 40. As we are reading, what are you thinking about?
- 41. What does that sentence mean to you?

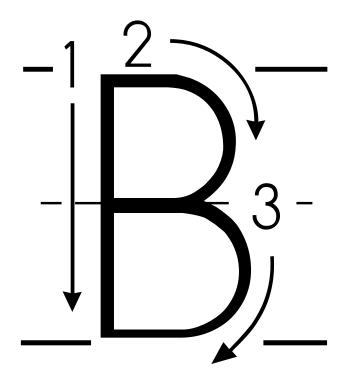
Open questions to discuss after reading the story

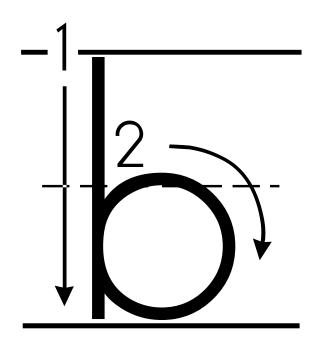
- 42. What do you think of the story?
- 43. What happened in the beginning, middle and end of the story?
- 44. What part of the story do you think you will remember the most?
- 45. What was your favourite part of the book?
- 46. What was your least favourite part of the book?
- 47. Was the book how you expected?
- 48. What would you change about the ending if you wrote the story?
- 49. What do you think the author was trying to explain in the story?
- 50. If the author was to write another book using the same characters, what do you think it would be about?

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Pre-K High Frequency Word List

is you me to a go I see and the in on at yes no



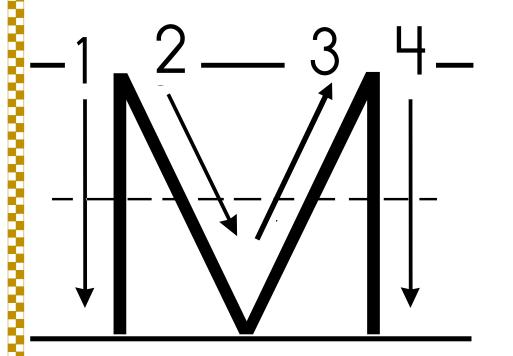


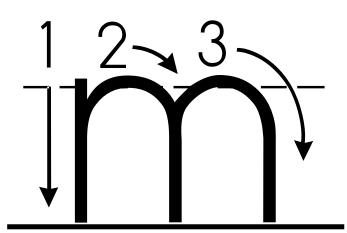
Big old **B** has a tall straight back, And two big bellies 'cause he just ate a snack!

Draw a straight back,

Just like me.

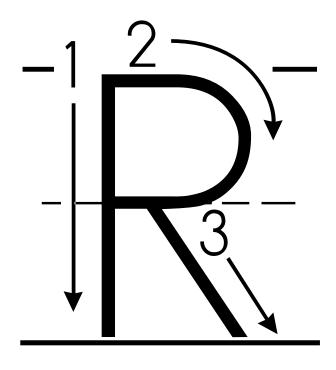
Don't forget to add a belly for b!

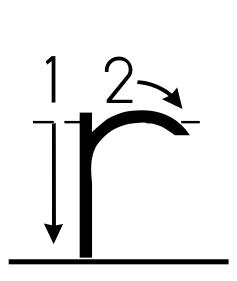




Go down, hit the ground,
Then draw a V.
Down to the ground again,
Big **M** is two mountains for me.

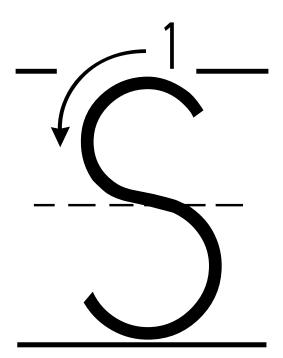
Go down, hit the ground,
Then get ready for bumps.
Little **m** is easy to write,
Just add two humps.

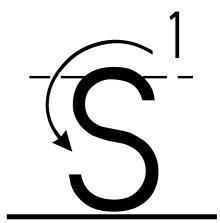




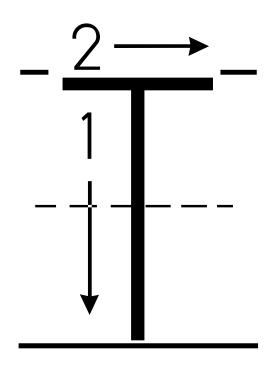
First draw a line And then a rainbow. Add a ramp and you're ready to $oldsymbol{r}$ has an arm, like a little rack.

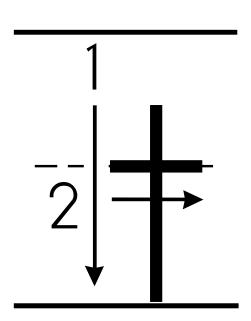
Go straight down Then race on back





Silly **S** and **s**, those slithery snakes. Twisty, turny and ready to shake!

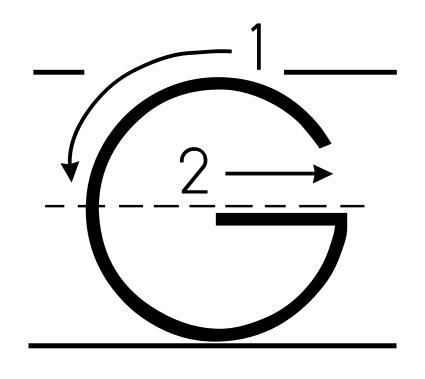


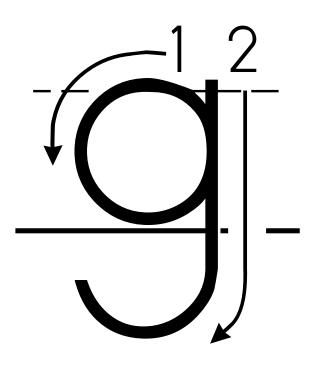


Big **T** is a big tall tree. Add a fort at the top So you can see.

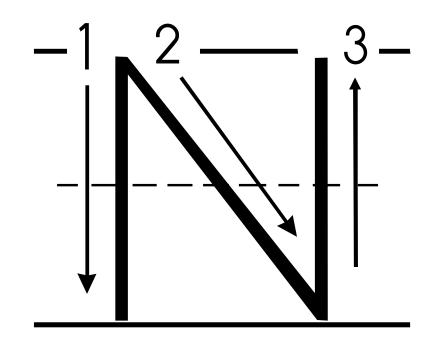
Little t is a little tree.

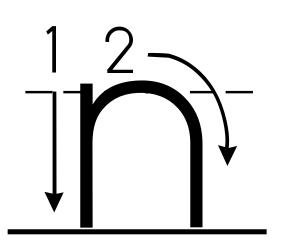
Add a fort in the middle For you and me!





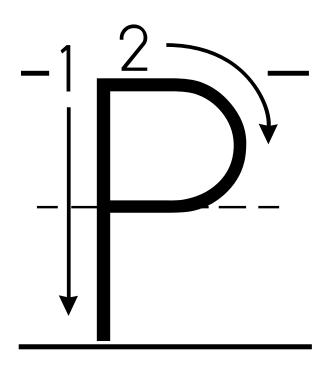
Big round circle, But don't go too far. Add a garage to park your car. A garden starts with a little seed. The roots grow down.
That's all you need!

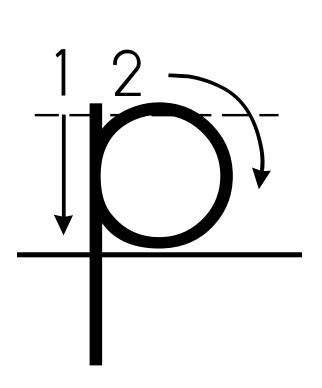




Stick a nail in the ground,
And slant another one right
Add a third pointing up,
And say nighty-night!

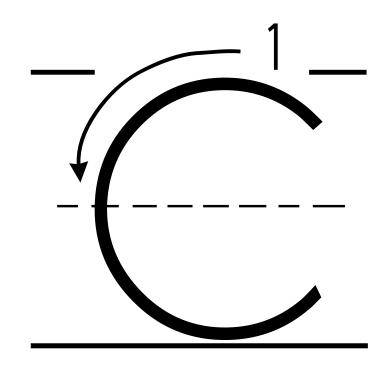
Go down, hit the ground, And you're almost done. Little m has two humps, But n has only one!

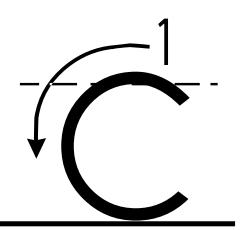




Pull down your pencil, Then pick it up off the ground. Add half a penny, nice and round. Finish it off with a little peal

Pop on down And then up, you see.

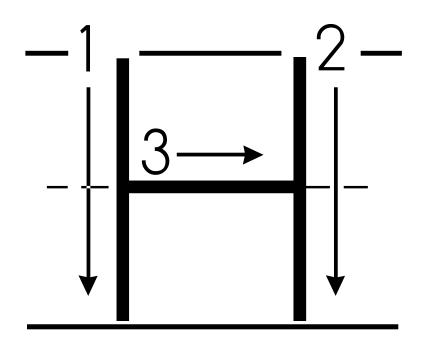


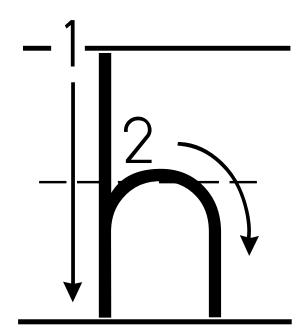


Cars can cruise down curvy c.

Stop near the ground—

That's it, you see!

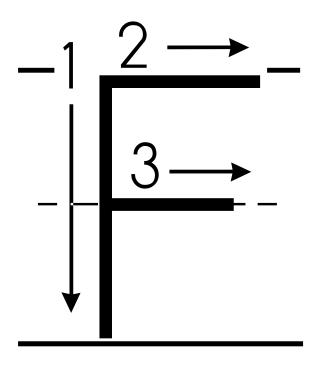


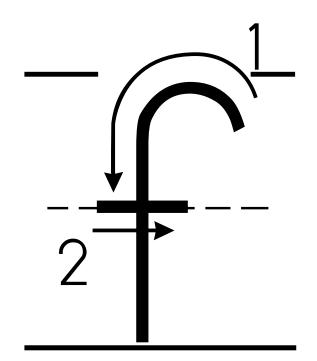


Make two lines, high to low.

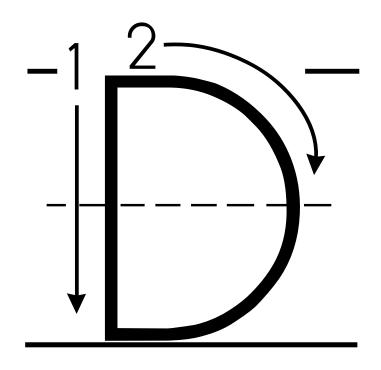
Connect the lines, so they can say hello!

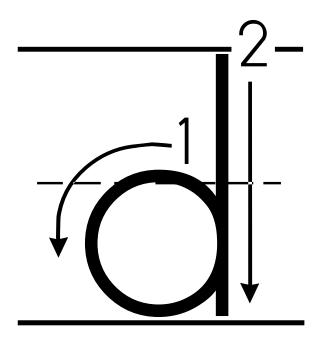
First start high
Then take a jump
Little **h** has a little hump.



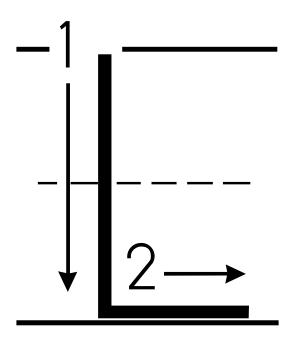


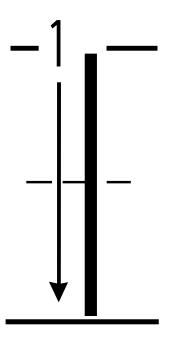
Big F is a tall flower for you. E has three lines, F has two. This flower grows tall,
And hangs a little.
Add a line right in the middle.



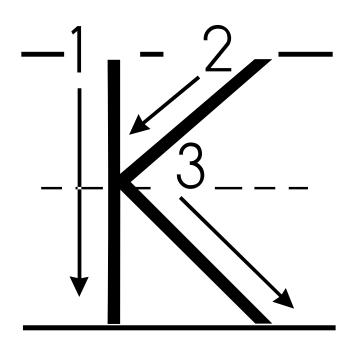


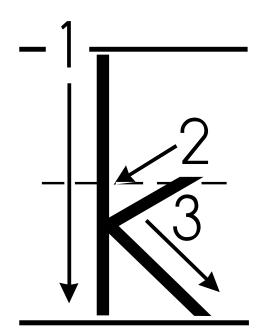
Down to the ground Then take a break. Half a circle is what you'll make. First you make a dime to spend. Go way up high,
Then down to the end.



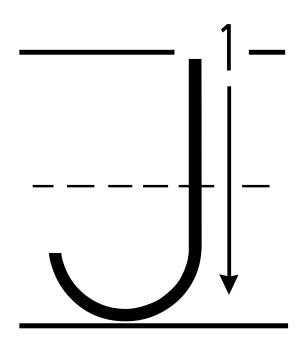


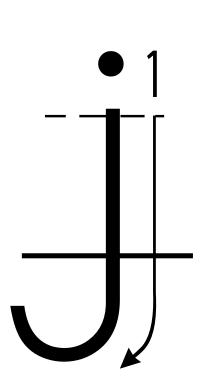
Pull down a line and add a lap Lie down, lazy. It's time for a nap. Little I looks like a number one Just draw a line,
And you are done!





K and k have three lines,
As you can see:
A tall straight back
And a sideways v.

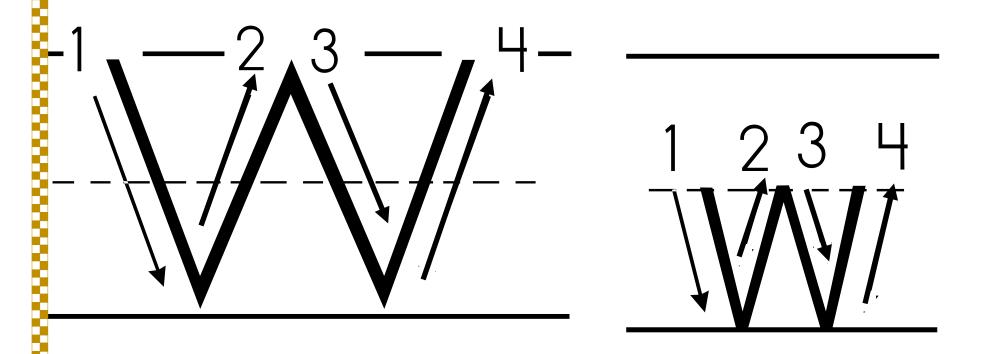




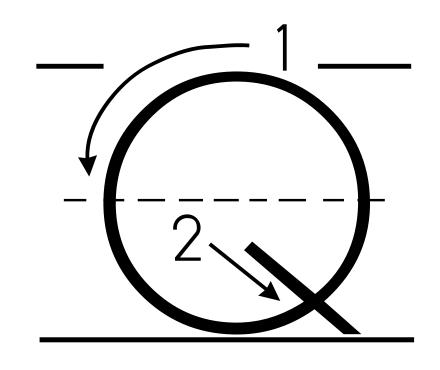
Jumping Jack **J** Jumps down and then curls up (*OPTIONAL*) Jack needs a hat 'cause he likes to dress up! Little j is so thin and lean.

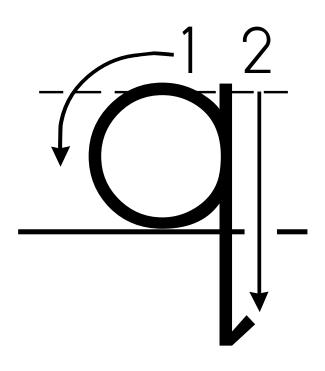
Jump way down,

Then add a jellybean.



W and w have two pointy waves. Swim in the water if you're brave!

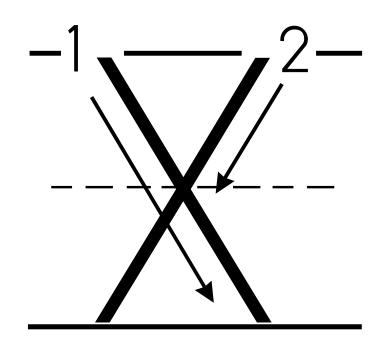


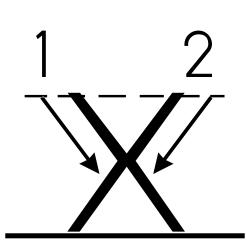


Big Q is a round quarter to spend.

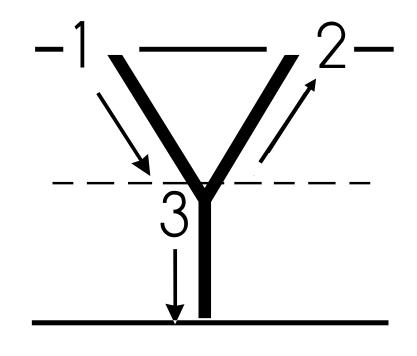
Add a line when you're at the end.

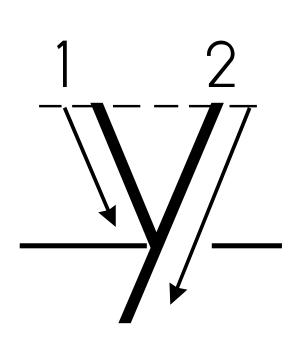
A fancy queen
With a little pearl.
Give **q**'s a hair a special curl.



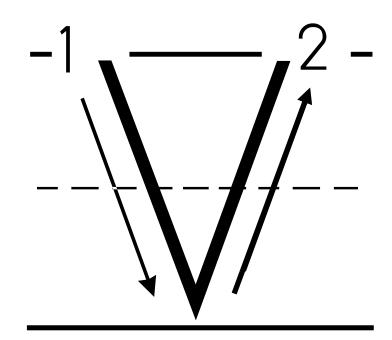


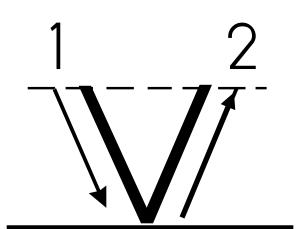
A criss and a cross,
And in case you forgot,
Where is the treasure?
X marks the spot!



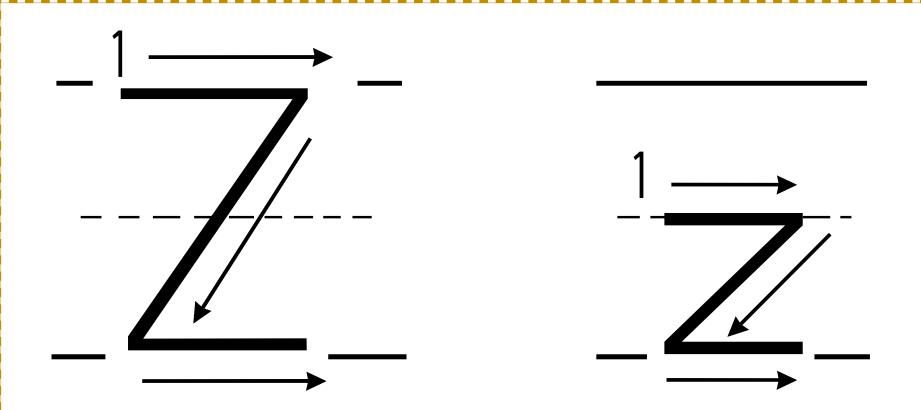


Capital Y has a V in the air. The pole at the bottom Holds it there. Slant down right,
Down to the ground.
Slant down left
And take it underground.

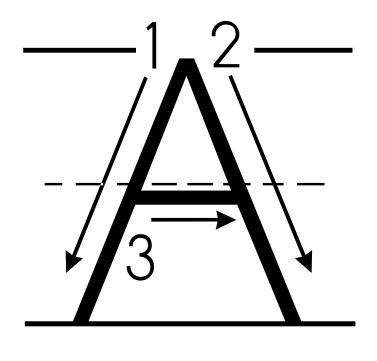


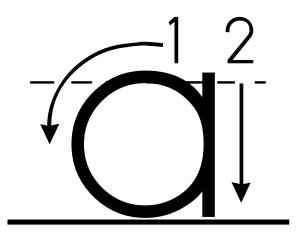


Slant down first,
Then up, like so.
This upside-down volcano
Is ready to blow!



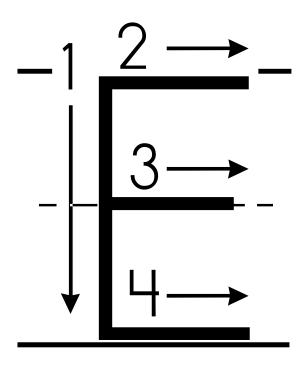
Zigzag Z and z are easy, you see. Just zig and zag—1, 2, 3!

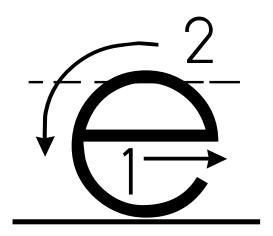




Pull down twice From the point at the top. Add a seat to view the apple crop.

First make a round apple to eat.
Then a slide for an ant
When he's finished his treat!



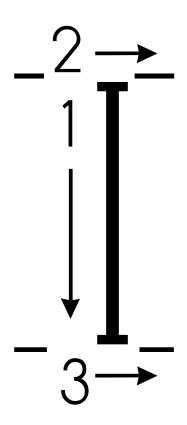


Pull straight down for a capital E.
Then add some shelves,
1, 2, 3.

A little line starts off e.

Add a plate for an egg—

Here's breakfast for me!





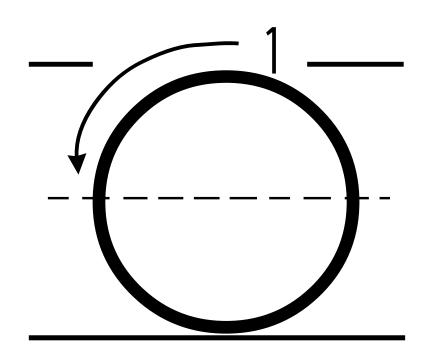
Big I starts
With one side of a door.
All it needs
Is a roof and a floor.

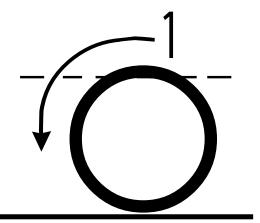
Little i goes down.

It's an ice cream treat.

Add a sprinkle on top

And it's ready to eat!

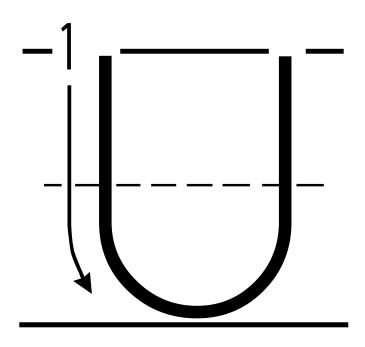


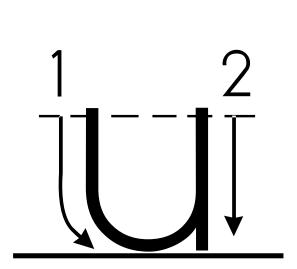


Oh, yum! An orange to eat.

Nice and round.

It's a healthy treat.





Big **U** is just like a cup. Start by going down, And then curve up. Curve down and up,
Then down once more.
Little **u** is a cup,
That's ready to pour.