

Development Domain	Monday	Tuesday	Wednesday	Thursday	Friday
Circle Time	Watching the Eclipse Must wear your glasses or it will hurt your eyes.	Story: <i>Curious George Rides a Bike</i>	Look at a tricycle and discuss how it moves.	Name the parts of a tricycle.	Human Body Movement—making a machine.
Language and Literacy	Goal: To understand the safety precautions for viewing the eclipse. 30 seconds at a time. Stay inside if can't follow safety rules.	Goal: The different ways George could ride his bike. What stopped his riding? Safe ways to ride a bike.	Goal: To understand, in part, how a tricycle is made and how it moves.	Goal: To learn some of the names of different tricycle parts: pedal, wheel, spokes, tires, seat, handlebars, grips, steering	Goal: to experiment with how we could make body movement resemble a machine's movement.
Knowledge and Skills					
Science, Math and Nature, Social and Emotional	Small group Draw the eclipse	Small group Letter tracing	Small group Draw a tricycle from life.	Small group Patterns	Small group Snack
Development Small Groups (rotated over the week so each child gets a turn with each group)	Goal: to represent anything you know or remember about the eclipse with markers	Goal: Review of upper and lowercase letters by tracing the alphabet with dry erase markers on the alphabet boards.	Goal: To use a life model to help understand how tricycles move. (use one from play yard)	Goal: Making patterns with different shaped and colored tiles on the tile boards. Discover how the shapes fit together to form other shapes.	Goal: share nutritious food in a convivial atmosphere. Notice, colors, shapes, textures, tastes. Explore ways to measure or count food items.
Physical development and health Gross and fine motor skills	Sensory Table water Goal: Sensory experience. Experimenting with measurement and conservation.	Play in the Woods, Goal: gross motor development, experiences with nature	Sensory Table water Goal: Sensory experience. Experimenting with measurement and conservation.	Play in the Woods, Goal: gross motor development, experiences with nature	Sensory Table water Goal: Sensory experience. Experimenting with measurement and conservation.
Creative Arts Expression	Spin Art Goal: Using the motion of a turntable to make designs with paint. (spin art in Main, top shelf art paper cupboard)	Brads, Scissors and markers Goal: Discover how brads can help you join to pieces of paper that can move.	Group Collage Painting Goal: Creative expression. Using different kinds of rollers or brushes with paint on paper.	Car wheels and tracks Goal: Creative art expression. See how the painty car wheels leave tracks on paper.	Fingerpainting Goal: creative art expression. notice how the movement of your hands and fingers change your designs in paint.

Sunshiner Lesson Plans

Things That Go

Week of Aug 21-25, 2015