

Development Domain	Monday	Tuesday	Wednesday	Thursday	Friday
<p>Circle Time</p> <p>Language and Literacy</p> <p>Knowledge and Skills</p> <p>Science, Math and Nature, Social and Emotional</p> <p>Development</p> <p>Small Groups (rotated over the week so each child gets a turn with each group)</p> <p>Physical development and health</p> <p>Gross and fine motor skills</p> <p>Classroom Centers</p>	<p>Look at a Dead Trout</p> <p>Goal: To see what we notice about the parts of the fish.</p> <p>Letter W w</p> <p>Goal: <i>To gain familiarity with letters and their sounds and those that begin with that letter.</i></p> <p>Sensory Table Fishing Game</p> <p>Goal: Sensory experience. Experimenting with “catching” fish.</p> <p>Art Materials Goal: Small muscle development and creative expression using light table and, markers.</p>	<p>How can you tell an animal is a fish?</p> <p>Goal: To understand what makes fish different from other kinds of animals.</p> <p>Fish Scales with a Process Chart</p> <p>Goal: To follow the steps on the process chart to overlap ovals as scales on a fish shape.</p> <p>Play in the Woods,</p> <p>Goal: gross motor development, experiences with nature.</p> <p>Drama Home Center Goal: To give students a chance to practice family living and social interaction scenarios.</p>	<p>Experiment to see how some fish use bladders</p> <p>Goal: To see how a balloon floats in water if it has water and air or only air in it.</p> <p>Fish Construction Toy</p> <p>Goal: To make a construction using fish shapes.</p> <p>Sensory Table Fishing Game</p> <p>Goal: Sensory experience. Experimenting with “catching” fish.</p> <p>Structures Goal: Small and large muscle development. Creative expression. Shape, balance, counting, measurement. Physics principles. Simple Machines.</p>	<p>What have we learned about fish? What do we still want to know?</p> <p>Goal: To compare what we know now to when we started.</p> <p>Playdough Numbers</p> <p>Goal: To experience the shape of numbers using a form and playdough “snakes”.</p> <p>Play in the Woods,</p> <p>Goal: gross motor development, experiences with nature.</p> <p>Music and Movement Goal: Experiments with different sounds and ways your body can move with or without music.</p>	<p>Act out the life cycle of a salmon to music</p> <p>Goal: To see what we remember about how a salmon grows and dies.</p> <p>Is it a fish or not</p> <p>Goal: To work together as a group to sort animals pictures into those that are fish and those that are not.</p> <p>Sensory Table Fishing Game</p> <p>Goal: Sensory experience. Experimenting with “catching” fish.</p> <p>Science Goal: Become familiar with scientific inquiry such as predictions, hypotheses, experimentation.</p>