

Sunshiners with Ms. Katy & Ms. Kim!

Thanksgiving! November 23 – 25, 2020

Circle Time	Monday	Tuesday	Wednesday	Thursday	Friday
Social, Emotional, Literacy & Language	Calendar & Jobs Story: <u>10 Dancing Turkeys & Thanks at Thanksgiving</u> What is Thanksgiving? Who celebrates?	Calendar & Jobs Story: <u>Oh What a Thanksgiving!</u> How will you celebrate Thanksgiving? Goal : Recognizing & Recalling	Calendar & Jobs Story: <u>The First Thanksgiving</u> Why do we eat turkey? What did they eat at the first Thanksgiving?		
Science, Sensory & Math Concepts	Sensory table: Colorful sand! (individual trays) What words can you make? Goal: Creative expression & sensory experience	How many feathers does it take to make a whole? Goal: Counting & Fractions review	We will make holiday centerpieces, and we will all eat lunch traditionally together at one long table. Goal: FUN		
Music , Games & Dramatic Play	Easel Painting! Goal : Creative Expression Turkey Handprints! Goal: Following Directions, sensory experience & Creative Expression	Watercolors! Goal : Creative Expression Noodle Necklaces! Goal: Demonstrating a knowledge of patterns & fine motor activity	Easel Painting! Goal : Creative Expression Turkey Handprints! Goal: Following Directions, sensory experience & Creative Expression		
Music & Games	Zithers! Goal: Experimenting with different sounds Thanksgiving BINGO! Goal: Following Directions	Calendar Song Goal: Learning the days of the week Turkey Hokey Pokey! Goal: FUN & following directions	Steel drum! Goal: Experimenting with different sounds and reading sheet music Thanksgiving BINGO! Goal: Following Directions		
Extra Special	Weekly Goal: We will discuss the reason we celebrate Thanksgiving and how we all celebrate differently. We will talk about how important it is to help others.	Sharing Circle! Pick <u>ANY</u> day this week to bring in something special to share. Goal: To become comfortable speaking in front of a group	How can you show thankfulness? What do we have to be thankful for? Goal : Recognizing & Recalling		

