

Nursery Rhyme

Jack and Jill

Jack and Jill went up the hill
to fetch a pail of water
Jack fell down and broke his crown
And Jill came tumbling after.

Jack and Jill were friends. Like Jill, we need to help our friends. We can help them by using kind, encouraging words, doing kind things for them, sharing, being a good example by obeying, etc. We can even help our friends by sharing the Bible and letting them know about Jesus!

Phonemic Awareness

- *Rhyming
 - Pause and let fill in/say missing rhyming word
- *Alliteration
 - Find three small pails. Place one picture, each beginning with a different sound, on each pail. Have your child place pictures that begin with the same sound as the picture on the pails into the pails.
- *Syllable Splitting and Segmenting
 - Sort pictures of your child's friends and family members according to the number of syllables heard in each of their names. Clap to check each one. (exp. Kaitlyn -2; Alyssa -3, etc.)
- *Blending Onsets and Rimes
 - Have a puppet say a word from the nursery rhyme, broken into its' onset and rime (exp. /j/ - ack, /h/ - ill, etc.) Have the child say the word blended together.

Bible Story

Friends Take a Paralyzed Man to See Jesus
Text: Mark 2:1-12 / Luke 5: 17-26

Science/Health

- *Magnets

Bible Memory

1 Corinthians 15:33
Do not be misled: "Bad company corrupts good character."

Related: Proverbs 22:24-25; Proverbs 17:17a

Cooking

*"Good Fruit" Fruit Salad
(idea from *Incredible Edible Bible Fun* p. 78-79)

Songs/Movement

- * One Door and Only One
- *Willoughby Wallaby Woo (Raffi)
- *Stick To Glue (Jim Gill)
- *Experiment with different ways of walking (fast, slow, on tiptoe, sideways, backwards, etc)

Count On Math

- * 1 to 1 Correspondence

Letter Recognition Focus

- *Ww - Well
- *Find in Environmental Print
- *Add to Family/Friend Name Wall
- *Tactile Formation
- *Letter Art - Watercolor Ww's

Other

- *Prayer
- *Reading of Books!
- *Inside Free Play
- *Outside Play
- *Imagination Station Art
- *Name, Birthday, Phone Number, and Address