Note: Fill in the month and dates, and post this calendar on your refrigerator. Then, encourage your child to do an activity a day.

do one of

your

chores."

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MONTH Early Years Daily Calendar **SUNDAY MONDAY FRIDAY TUESDAY** WEDNESDAY **THURSDAY SATURDAY** Here's a fun Draw three Ask a parent Find a science way to start to hide a shapes, such hobby. You the day: as a square, stuffed animight collect Read a story at the triangle, and hexagon. mal and give you stepand identify rocks or take breakfast table. Ask Tell someone what the by-step instructions for up stargazing. You could everyone what they shapes have in comlocating it. Be an "echo" even start a club liked best about it. mon (straight sides) and invite by repeating each step and what they don't aloud as you follow it. friends or (number of sides). cousins to join. Draw a pic-Choose a toy Be an engi-Sort and stack Set a goal, Splish, splash! Take a walk ture menu for you own that neer! Find a spare change such as learn-Use washable around the tonight's dinyou think a small plastic into towers of ing to ride a markers to neighborhood ner. Label the pictures by sibling would enjoy playtov that won't float in pennies, nickels, dimes, bike. Draw a picture of with your family. At each write and draw in the copying food words ing with. Show kindness water. Make a life vest for and quarters. Which yourself reaching your bathtub. Practice writing corner, say whether goal, and hang it in your (pasta, carrots) from reciby sharing it with him or it out of craft supplies or tower is the letters, numbers, or you're turning left or pes or packages. materials from the tallest? Count room to remind you to words, then wash the ink her. right. recycling bin, the coins in it. keep trying. right off. and test it in the sink. Read library Put on a pup-Take turns Use team-Cut out the Go outside to Have family numbers books with pet show naming three work to draw observe animembers based on 1-20 from mals. Draw characters take turns objects, two a picture. Take your favorite book. Paint that have something in turns adding one part old newspapers or magpictures of them, and from other cultures. saying a word that scenery on cardboard, common and one that's (say, a roof on a house). azines. With your eyes make up cute names for What do you have in describes today (rainy, and draw characters' different. Which one What will the finished closed, mix them up. them based on their common with the busy). Say as many words as possible withfaces on brown doesn't belong? Example: behavior (Hops-a-Lot for characters? picture Now put Ravioli and teddy bears them in a rabbit, Zippy for a out repeating one. paper lunch look are stuffed, but a cup like? order! squirrel). bags. isn't. Tell family With a friend Get creative Brainstorm a Use tape to members create a large or sibling, take with empty list of silly square, rectturns acting something paper towel sentences. about yourself that you're angle, or triangle on the out feelings for the other and toilet paper tubes. A Example: "A skunk folproud of. ("I'm a good lowed me home today." floor. Arrange toy blocks person to guess. Example: spiral cut makes a snake. friend.") Ask them what to fill the shape. Smile and Glue two side by side for Choose your favorite, and do a little binoculars. What else can they're proud of about have a parent help themselves, too. dance to you make? you write a show story that "happy." begins with the sentence. Be generous Hold a silent Ask parents with your conversation about family time. Make traditions with some-"coupons" that family they enjoyed when they one. Get your point members can redeem. across by drawing or were your age. Then, You might give a sibling vote on a new tradition acting out what you a coupon that says, "I will to start together, like Satwant to say.



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Wednesdays.

Early Years Daily Calendar

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SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		Make a list of words you know how to spell. Post it on the refrigerator, and add to it as you learn new words.	Good citizens wear seat belts! The next time you get in a car, fasten your seat belt and call out, "Safe rider check!" Is everyone buck- led up?	Start a collection of small objects (buttons, erasers, marbles, paper clips) that you could use to do math problems. Keep your "counters" in a clear jar.		Read a book, and create a "souvenir" from it. Draw a treasure map after reading a pirate adventure. Sculpt play dough planets for a book about space.
Read color words on crayons. Then, walk around the house and try to match each crayon with something of the same color. Maybe your orange crayon matches your cat!	Design a rub- ber band— powered car using toys, boxes, and craft supplies. How far can your car go? Rede- sign to try to make it go farther.	At dinner, take turns describing a mistake you made today—and what you learned. ("I forgot to put my name on my drawing. Next time I'll write it before I draw.")		Look for things around the house that your family doesn't use. Examples: plate on the wall (phone jack), black machine with a big slot (VCR). Ask a parent what they're for.		Create a "calm down spot" for when you need time to relax. Fill a basket with activities like a coloring book, crayons, and puzzles.
Think of different ways to sort a collection. Maybe you'll sort Legos according to size, color, or shape. Ask someone to guess your sorting "rule."	Turn items in the recycling bin into storage containers. A coffee can makes a good domino holder. And you could store paper in a cereal box.	Notice when a family member is busy, perhaps working on a computer or doing yard work. Show kindness by bringing them a glass of water or offering to help with their work.	Remember your table manners by decorating a paper place mat with "manners" cartoons. You might draw one of yourself chewing with your mouth closed, for instance.	Touch your throat and hum a song. Now stop humming. What do you notice? Humming makes your vocal cords vibrate. That's because vibrations produce sound.	Learn to do a new chore like making your bed or using a hand-held vacuum cleaner. Have someone take a photo of you doing the chore so you can see what responsibility looks like.	
Make a new friend by finding something you have in common with a classmate. Maybe you both play soccer or love to write stories, for example.	Hand-clap- ping games can stretch your memory—and they're fun. Ask your par- ents to teach you any they know or to help you find some in library books or online. Or make up one of your own!	Technology isn't just video games and smartphones—it's any tool that makes life easier. Brainstorm examples of tools that aren't electronic (scooter, pencil, fork).		Play Dragon Tag. Players line up touch- ing the shoulders of the person in front of them. The leader (head) has to catch the last person (tail) and becomes the new tail.	Take turns rolling a die and adding that number of blocks to a tower. If it falls, count the blocks, then try to build a taller one next time.	Rhymes are fun! Choose a rhyming book like <i>The Cat in the Hat</i> (Dr. Seuss) or a nursery rhyme like "Hey Diddle Diddle." Now "rap" the words aloud.
Put magnetic letters in ABC order on the refrigerator. Try to think of a word that starts with each letter.	Build a mar- ble run using blocks, card- board tubes, and other household items. Test, redesign, and retest until a marble will roll through without getting stuck.	Make up new rules for your favorite game. Maybe you'll go backward in Chutes and Ladders or try to win checkers by losing all of your pieces.	Have each family member gift-wrap a random object, perhaps a spoon. Exchange "gifts," and everyone has to say something honest and positive. ("I love how shiny this is!")			