# Early Years Daily Calendar 



| SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  Make a list of <br> words you <br> know how to <br> spell. Post it on the <br> refrigerator, and add to it <br> as you learn new words.  |  Good citizens <br> wear seat <br> belts! The <br> next time you get ina <br> car, fasten your seat belt <br> and call out,"'Safe rider <br> check!"'l everyone buck- <br> led up?  |  Start a collec- <br> tion of small <br> objects (but- <br> tons, erasers, marbles, <br> paper clips) that you <br> could use to do math <br> problems. Keep your <br> "counters" in a clear jar.  |  | from it. Draw a treasure map after reading a pirate adventure. Sculpt play dough planets for a book about space. |
|  Read color <br> words on <br> crayons. Then, <br> walk around the house <br> and try to match each <br> crayon with something <br> of the same color. Maybe <br> your orange crayon <br> matches your cat!  |  Design a rub- <br> ber band- <br> powered car <br> using toys, boxes, and <br> craft supplies. How far <br> can your car go? Rede- <br> sign to try to make it go <br> farther.  |  At dinner, <br> take turns <br> describinga <br> mistake you made  <br> today-and what you  <br> learned. "II forgot to put  <br> my name on my draw-  <br> ing. Next time 'Ill write it  <br> before I draw.")  |  |  Look for <br> things around <br> the house <br> that your family doesn't  <br> use. Examples: plate on  <br> the wall (phone jack),  <br> black machine with a big  <br> slot (VCR). Ask a parent  <br> what they're for.  |  | Create a"calm down spot" for when you |
|  Think of dif- <br> ferent ways <br> to sorta a col- <br> lection. Maybe you'll sort <br> Legos according to size, <br> color, or shape. Ask <br> someone to guess your <br> sorting"rule."  |  |  |  Remember <br> your table <br> manners by <br> decorating a paper place <br> mat with"manners" car- <br> toons. You might draw <br> one ofyourself chewing <br> with your mouth closed, <br> for instance.  |  Touch your <br> throat and <br> hum a song. <br> Now stop humming. <br> What do you notice?  <br> Humming makes your  <br> vocal cords vibrate. That's  <br> because vibrations pro-  <br> duce sound.  |  Learn to do a <br> new chore <br> like making <br> your bed or using a <br> hand-held vacuum <br> cleaner. Have someone  <br> take a photo of you  <br> doing the chore so you  <br> can see what  <br> responsibility  <br> looks like.  |  |
|  Make a new <br> friend by find- <br> ing some- <br> thing you have in <br> common with a class- <br> mate. Maybe you both <br> play soccer or love to <br> write stories, for <br> example.  |  Hand-clap- <br> ping games <br> can stretch <br> your memory-and <br> they're fun. Ask your par- <br> ents to teach you any <br> they know or to help you <br> find some in library <br> books or online. Or make <br> up one of your own!  |  |  |  Play Dragon <br> Tag. Players <br> line up touch- <br> ing the shoulders of the <br> person in front of them. <br> The leader (head) has to <br> catch the last person <br> (tail) and becomes the <br> new tail.  |  Take turns <br> rolling a die <br> and adding <br> that number of blocks to <br> a tower. Ifit falls, count <br> the blocks, then try to <br> build a taller one next <br> time.  |  Rhymes are <br> fun! Choose a <br> rhyming book <br> like The Cat in the Hat (Dr.  <br> Seuss) or a nursery  <br> rhyme like"Hey Diddle  <br> Diddle." Now"rap" the  <br> words aloud.  |
|  |  Build a mar- <br> ble run using <br> blocks, card- <br> board tubes, and other <br> household items. Test, <br> redesign, and retest until <br> a marble will roll through <br> without getting stuck.  |  Make up new <br> rules for your <br> favorite <br> game. Maybe you'll go <br> backward in Chutes and <br> Ladders or try to win <br> checkers by losing all of <br> your pieces.  |  Have each <br> family mem- <br> ber gift-wrap <br> a random object, per- <br> haps a spoon. Exchange <br> "gifts", and everyone has <br> to say something honest <br> and positive. ("I love how <br> shiny this is!")  |  |  |  |

