

Emergency Academic Engagement Day Menu

For: Preschool ~ Ms. Christy and Mrs. Purdy

Please choose 1 activity from each column to do every day. Feel free to use various objects around the house for the activities.

Early Literacy	Math	Gross Motor	Fine Motor
Read a book with your child.	Count to 10. Do in various ways incorporating clapping, stomping or using fingers.	Do 10 jumping jacks.	Draw a circle, cross, horizontal, vertical and diagonal lines on paper and have your child copy what you draw.
Sing the ABC Song.	Set the table and count out the plates, silverware and napkins while placing things on the table.	Roll a ball back and forth 10 times.	Have your child practice cutting paper, encouraging him/her to keep their thumb up.
Sequence pictures using first, then and last when placing pictures in order.	Sort objects in different ways - size, shape, or color.	Do 10 Windmills.	Play with playdough. See the attached recipe.
Make a ball out of socks and toss on letters. Say the letter the ball lands on.	Cover That Number: Use a dot cube (die) and a penny to match the number to the dots on the die. Place a penny on the number that matches the number of dots on the die.	Name Hop - hop on the letters as you say the letter.	Draw a picture of a person. It can be you or someone of your child's choice. Talk about the different parts of the person your child draws.
Mix It - Fix It: Put the letters of your child's name in order. Have him/her say the letters. Mix up the letters and put them in order again. Do this 3-4 times.	Pattern - Choose 2 colors. Color the AB, AAB, ABB pattern on the pages. Or you can use small objects in the boxes for patterns.	Ball Toss - Put a target on the wall (painters tape X or square) and have your child toss the ball overhand and underhand toward the target. Count to see how many times your child hits the target.	Flower page: Place small objects (beans, seeds, pasta) on the flower counting the objects so it matches the number.

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If the District decides to implement an Emergency Engagement Day, please choose 1 activity from each column to do every day. Feel free to use various objects around the house for the activities.

Early Literacy	Math	Gross Motor	Fine Motor
Read a book with your child.	Count to 10. Do in various ways incorporating clapping, stomping or using fingers.	Do 10 jumping jacks.	Trace the shapes: Use a dry erase to trace the circle, triangle and square. Have your child draw the shapes on the bottom all on his/her own.
Sing the ABC Song.	Set the table and count out the plates, silverware and napkins while placing things on the table.	Roll a ball back and forth 10 times.	Have your child practice cutting paper, encouraging him/her to keep their thumb up.
Sequence pictures using first, then and last when placing pictures in order.	Sort objects in different ways - size, shape, or color.	Do 10 Windmills.	Play with playdough. See the attached recipe.
Make a ball out of socks and toss on letters. Say the letter the ball lands on.	Quantity Cards: Cut out the cards. Count the objects. Place the clothes pin on the number that matches the objects.	Name Hop - Write the letters of your child's name on index cards. Place on the floor and hop on the letters as you say the letter.	Draw a picture of a person. It can be you or someone of your child's choice. Talk about the different parts of the person your child draws.
Name Writing: Trace the letters of your child's name using a dry erase marker.	Pattern - Choose 2 colors. Color the AB, AAB, ABB pattern on the pages. Or you can use small objects in the boxes for patterns.	Ball Toss - Put a target on the wall (painters tape X or square) and have your child toss the ball overhand and underhand toward the target. Count to see how many times your child hits the target.	Cut out the cards. Place objects in the circle using thumb and fore finger (pincer grasp). Count the objects on each card.

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Week 3 - Pick your favorite activity from each column each day so that you will do an Early Literacy, Math, Gross Motor and Fine Motor activity each day.

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