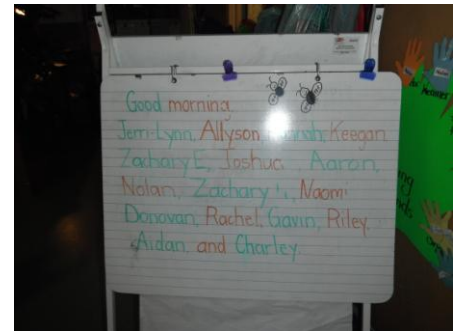


Everybuggy having fun!

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Programming by: Colleen MacKinnon-Snow



DESCRIPTION OF ACTIVITY:

“Alphabet Fly Swat” : Children took turns flipping an alphabet card. They showed their friends the card and if they knew the letter said it. The three children with the fly swatters needed to find the letter on the big white paper....the object of the game is to be the first to swap the letter!

“Bed Bugs!!” : The children used tweezers to get the bed bugs out of the bed!...eeeewww. The children loved this game as the bed shook and the bugs were bouncing everywhere. The object of the game is to grasp the bugs that match the tweezers you have.

“Ladybug alphabet puzzle” : Match the uppercase letter with the lowercase. There are also pictures to help if needed on the opposite side.

“Caterpillar wiggle game” : The caterpillar wiggles while the children try to place the balls on the caterpillars legs using tweezers.

During morning meeting we had a good morning message. The children helped to read names of the other children in the centre and we discussed the patterning that is happening.

During circle time we played a wiggly worm game that involved turn taking and sharing of kind words with each other. When the wiggly worm was tossed to you the person tossing it would say something kind about the person receiving the worm. There was special moments of joy in our circle this morning. I think we all had “warm fuzzy” feelings.

OUTCOMES

- Language development: Letter recognition, sharing of the morning message and discussions around what was happening (the pattern and we connected the word to print by pointing to the words as it was read) and name recognition.
- Social development: Turn taking, cooperation skills needed during game playing, conversations and question asking with peers, sharing of kind words about each other during circle time.
- Fine motor development : Hand eye coordination, using small muscles movements that are important for enhancing pre printing skills.
- Cognitive development : Math skills such as introducing and recognizing patterning, problem solving and sorting by color.
- Following through with 1, 2 and /or 3 step directions.