

Art Area

Reusable rubbish
Collage
Drawing tools
Add paste
Easel paint—no water

LLD, ELD, COG, PD

Science/Discovery

Life: Fish tank
Physical: Magnet pendulum with PVC pipes, clean mud
Earth: Rocks
Natural materials, change out the specimens, science cards

COG, MATH, PD, HLTH

Manipulatives

Pull manipulatives out onto the table in the morning. Move the plant from the table so children can spread out.

SSD, COG, MATH, PD

Music/Movement

Piano with sheet music, different percussion instruments, bean bags, glockenspiel—This area is being used quite a bit!

SSD, LLD, ELD, COG, MATH, PD, HLTH

Room 4 Environment Plans - "Environment as the Third Teacher"

Library/Writing

Hole punches (add glue sticks)
Alphabet cards
Envelopes, cards, writing tools, paper

LLD, ELD, COG, PD

Dramatic Play

Fire station upstairs with food items for their kitchen.
Baby doll and dress up area downstairs.

SSD, LLD, ELD, COG, PD

This week's highlighted area is... Library!

If you were here last semester, you may have noticed that our library area was configured in a different way. We redesigned the area to highlight the books more visually and create more soft/cozy areas. We also added some games, puppets, and a floor puzzle. These are activities that children often enjoy doing in a more spread out area and the library area is a great place for that. We gather here for our beginning and end-of-the-day group times, too. We wanted it to be home-like to bring in that aspect of the Reggio Emilia approach. We invite you to visit the area with your child.

Blocks/Construction

Favorite structures
Added mirror
Small colored blocks on table
Cityscapes
Bowling area

SSD, COG, MATH, PD

Outdoors

Mud kitchen
Gross motor—obstacle courses in grass area
Tricycles—half the week
Art in art studio area

SSD, LLD, ELD, COG, PD, HLTH

Self and Social Development (SSD)
Language and Literacy Development (LLD)
English Language Development (ELD)
Cognitive Development (COG)
Mathematical Development (MATH)
Physical Development (PD)
Health (HLTH)