

Art Area

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

LLD, ELD, COG, PD

Science/Discovery

Life: Fish tank, plants
Physical: Magnet pendulum with PVC pipes, shaving cream, music boxes
Earth: Rocks, magnifying glasses
Insect science cards and specimens

COG, MATH, PD,

Manipulatives

Game center: dice, sand timers, spinner. Pull the materials from the shelf onto the table. Attribute blocks, farm animal classification, geoboards, puzzles, unifix cubes, balance

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"

This week's highlighted area is... the science area!

We have so many new items in the science area and some favorites that the children still use regularly. However, science happens everywhere and almost all the time! We have ramps in the block area. The children have been experimenting with different inclines and rolling balls and other items down them. The children also explore a lot of science in the music area where they learn how sounds are created through hands-on use of the instruments. Science is a big part of our day and environment!

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. Add real canned goods.
Baby doll and dress up area downstairs.

SSD, LLD, ELD, COG, PD

Blocks/Construction

Favorite structures
Added mirror
Small colored blocks
Ramps
Cityscapes
Plywood being used now

SSD, COG, MATH, PD

Outdoors

Mud kitchen
Gross motor—obstacle courses in grass area
Tricycles—half the week
Paint/collage

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)