**Week:** 3 (April 13th-April 17th) **Theme**: Fairy Tales Week 3 Fairy Tales <a href="https://flipgrid.com/935675d8">https://flipgrid.com/935675d8</a>

# MONDAY \*\*\*\*OPTIONAL Non-School Day\*\*\*\*

Question of the Day: What is a fairy tale?

Reading The Three Little Pigs by James Marshall Who were the characters in the story? Remember a fairy tale is a children's story about magical and imaginary beings and lands.	Letters & Sounds How many rhyming words can you find in the story?  Think of your own rhyming words. How many can you list?	Math How many straw pieces do you think that the first little pig used to build his house? How many sticks did the second little pig use? How many bricks did the third little pig use? Fold a paper into thirds. Can you draw your ideas?
Fine Motor Practice printing your letters.	Art or Sensory What would you use to make a house? Create a house either by drawing or using boxes, raffia, or whatever you find.	Gross Motor Practice your huffing and puffing - crawl and sneak like a wolf - run like you were running away from the wolf.

#### **TUESDAY**

Question of the Day: What is your favorite fairy tale?

Reading The Three Bears by Caralyn Buehner & Mark Buehner Setting: What is the setting of this story? Who were the characters? Why were the bears different sizes? Why did Goldilocks go into the Bears' house?	Letters & Sounds The three bears were sad when they came home. Write the word sad. Now change the first letter to "b" - write your new word. Change the first letter again to create -ad words. Use c, d, f, h, I, m, p, r, t, and w. Write you new words	Math Count how many pillows you have in your house. Bonus: Sort the number of pillows by listing the rooms in your house and writing how many pillows are in each. Who has the most?
Fine Motor Draw a picture of what you think the bears' house looks like. Think about what is in your house. Label things in their house.	Art or Sensory Try out different chairs in your house. Which one is your favorite?	Gross Motor  Do you think Goldilocks skipped to the bears' house? Practice your skipping.

#### **WEDNESDAY**

**Question of the Day:** Do you know what the fastest animal in the world is? (Answer: cheetah) Do you know what the slowest animal in the world is? (Answer: sloth)

Reading The Tortoise and the Hare by Jerry Pinkney  What is a tortoise? How is it different than a turtle? What is a hare? How is it different than a rabbit?	Letters & Sounds What words rhyme with "run"? Write them in your notebook.	Math Walk from your bedroom to the kitchen. How many steps is it? Now walk from the kitchen to the living room. How many steps is it? Now walk from your living room to the bathroom. How many steps? Walk around your house. How many steps did it take?
Fine Motor Fold a paper in half - label one side TORTOISE and the other side HARE. Write words down that describe each character.	Art or Sensory Draw a map of the path that the tortoise and hare ran. Make sure to label the map.	Gross Motor Crawl like a tortoise. Hop like a "hare" Run like a "cheetah"

#### **THURSDAY**

Question of the Day: What is your favorite farm animal?

Reading The Little Red Hen by Jerry Pinkney  Would you have helped the little red hen? Do you help at home when you are asked?	Letters & Sounds In the story, the characters do a lot of things. Doing words are verbs. Write a list of verbs.	Math Sing the song: Old MacDonald Had a Farm How many farm animals did he have? How many farm animals can you name?
Fine Motor Write a recipe for your favorite meal.	Art or Sensory Use an old shoebox to create a diorama of a farm scene. You can either draw your characters, setting, etc. or cut them from magazines or use plastic pieces.	Gross Motor Practice moving like a farm animal and making their sounds. Waddle and quack like a duck. Gallop and neigh like a horse. Sashay and moo like a cow. Wallow and oink like a pig. How do other farm animals move and sound?

#### **FRIDAY**

### Question of the Day: Who is your favorite fairy tale character?

Reading  The Three Billy Goats Gruff by Mara Alperin	Letters & Sounds In this story, there are a lot of words for sounds. Write down some of them that you find in the story.	Math In the story, there were different sizes of billy goats. We can sort things by sizes, shapes, colors, kinds, etc. Help sort the laundry.
Fine Motor Can you build a bridge out of blocks, legos, lincoln logs, or something else?	Art or Sensory Draw a picture of what you think an angry troll would look like.	Gross Motor Can you make a bridge with your body in a variety of ways?

# Other Things to Try This Week:

Make popsicle stick puppets of the characters in the Three Little Pigs and retell the story.	Act out the story of The Three Little Pigs.	Extra: read more than one version and compare Read it from the wolf's point of view: Suddenly! By Colin McNaughton The True Story of the 3 Little Pigs! By Jon Scieszka
Retell the story of the <b>Three Bears</b> and do different voices for each character.	Read different versions of the fairy tales and compare. Some good ones are Goldie and the Three Hares by Margie Palatini Somebody and the Three Blairs by Marilyn Tolhurst	Write your own fairy tale. Make up your own characters, setting, etc.

Art Draw yourself as a prince or a princess. Do you live in a castle? What extra things can you draw around you to make you look like you're in a fairytale?	<ul> <li>Music</li> <li>Watch Mr. Resley's song-story "The Crabfish" on the Flipgrid page.</li> <li>Complete the "Fairy Tale Characters - High and Low" sound activity on Seesaw.</li> <li>Complete the "Fairy Tale Voices" activity on Seesaw.</li> </ul>	SEL  Attitude of Gratitude: The Attitude of Gratitude mindset is all about focusing on the positives, and being grateful for everything no matter how big or small.  Go on a gratitude walk around your home, or maybe on a walk with an adult to look for positives or things you are grateful for!  Can you find something to be grateful for that starts with every letter of the alphabet or something that reminds you of your favorite fairy tale?
Gym See the activities below.	Media  At the end of the book the author suggested ways to build a fort. Can you build a fort for yourself or maybe a stuffed animal?  Don't forget to check out the Media Center Page. It's week 3. You will find some more fairy tale read alouds and a fun math game.	

# Physical Education

# Outside 4/14/2020

If the weather is nice, go outside and play for 30 or more minutes.

Possible activities...

- 1. Go for a walk
- 2. Ride a bike
- 3. Shoot baskets at a hoop
- 4. Kick a soccer ball or kickball

- 5. Go to the park (with supervision)
- 6. Play catch with a ball
- 7. Hit a ball off of a tee
- 8. Run!
- 9. Pick up sticks
- 10. Draw outside using sidewalk chalk

### PE Teacher Challenge Frisbee 4/15/2020

### https://www.youtube.com/watch?v=UF-jFgm33VM Video Link

Mr. Ahrndt will be throwing a frisbee at a target 10 times

See if you can hit the target more times than him in a minute.

If you don't have a hoop or basketball, feel free to use anything to shoot into a waste basket, laundry basket, bowl, or person standing with their arms in a circle.

You can try as many times as you want to try to beat his high score.

Feel free to message us back and let us know if you beat Mr. Johnson

### Dance 4/16/2020

There are 3 dance videos that we have chosen for you. Click on the link and complete the dance.

Have fun!

https://www.youtube.com/watch?v=6Q7-tzCCh3w https://www.youtube.com/watch?v=8-9Sm6\_yE98 https://www.youtube.com/watch?v=G74\_o\_43\_RQ

Game: Uno Fitness 4/17/2020

Equipment:

Deck of cards or an Uno deck

Game: Shuffle the cards and draw from the deck.

Skip Card -- skip 1 or 2 laps around the house

Reverse Card -- jog/walk 1 lap backward around the house

Draw 2 Card -- draw 2 cards from regular UNO cards and perform the activity which corresponds to the card color using the number of repetitions indicated by the number on the card

Wild Draw 4 Card -- draw 4 cards from the UNO deck and do all 4 activities

Wild Card – choose 1 activity and perform it 10 times

Number Cards -- the student does the number of repetitions indicated at the activity station corresponding to the color. Example: A student draws a card that is 5 red. Go to the red sign with the exercise listed and do 5 push ups or whatever that sign has listed.

After completing an activity draw another card until the deck is done.

The activities I have used as stations are:

- -Red card-Push ups
- -Blue card-Sit Ups
- -Yellow card- Jumping Jacks
- -Green card- Windmills
- -Playing catch
- -Shooting baskets
- -Mountain climbers
- -Bell jumps

You can substitute a deck of cards if you don't have an Uno deck.

King=Draw 4

Queen=Wild card

Jack=Reverse

Ace= Skip

#2= Draw 2