Preschool Lesson Plan

June 8th-12th

 A Sick Day for Amos McGee

**Book Reading: A Sick Day for Amos McGee**

Before we begin reading by labeling the title and author of the book. We typically take a picture walk. (move through the book and look at the pictures without reading the words) and discuss the pictures in the book and talk about what we think our story will be about. After reading a few times, ask your child the following questions.

Pre-Reading Questions –Sit with your child and let them look at the pictures in the book before reading and ask some of these questions:

What do you think the book is about?

Who do you think the book is about?

After Reading Questions

Where does Amos McGee work?

What does Amos do with the animals?

**Fine Motor and Pre-Writing Activities**

**My Favorite Zoo Friends** *(sensory exploration, letter recognition, pre-writing, finger control*)- Ask your child what animal they would choose to visit at the zoo. Write the animal name on a sheet of paper as they watch and label the letters as you write. Have your child trace or imitate the first letter of the name of the animal. Help your child look through pictures either in a book or on the internet of the type of animal they chose. Ask him/her to draw the animal on the paper below the name of the animal.

**Finger Play**

5 Little Monkeys *(improving attention, following directions, literacy/communication)*

*Zoo Movements by Dr. Jean*

[*https://www.youtube.com/watch?v=gBGvyUG7uNY*](https://www.youtube.com/watch?v=gBGvyUG7uNY)

**Song/Dance**

Who’s in the Zoo *(gross motor skills)*

<https://www.youtube.com/watch?v=PMGJIdESlvA>

**Math/Fine Motor Activities**

**Animal Sticker Match-Up** *(matching, color recognition, fine motor/finger control)* –Purchase some zoo animal stickers and blank index cards from a craft store. Cut the index cards in half. Have your child help you pull the stickers off and place one sticker on each piece of index card. Make sure there are at least 2 of each animal in the sticker pack. Once all of the animals have been placed on the cards, have your child try and find the matching sticker cards. An additional activity is to create a memory game by turning the cards over and having your child flip over one card at a time and see if they can find the matching card.

**Art Activities**

**Cookie Cutter Art:** *(fine-motor, color recognition, hand-eye coordination)-* shallow trays of paint, variety of animal cookie cutters, paper. Have your child dip the cookie cutter into the paint and “press” it onto the paper to make animal prints. Discuss the colors and animals as he/she works. Talk about the sounds the animals make and where they live (outside of a zoo).

**Handprint Zoo Animal** *(writing skills, communication, following directions) –* Have your child trace their hand (you may need to provide hand over hand assistance to guide them) on a light colored piece of paper. Allow him/her to use markers, crayons, paint or fabric scraps to make a face, tail and markings, etc. for the animal they have chosen to make. Encourage your child to draw a background for the animal (i.e. – a zoo cage, or the animal’s natural habitat). You may need to provide pictures so your child can visualize these places and make the connection.

**Dramatic/Imaginative Play**

**Doctor’s Office Dramatic Play for Kids** (*cognitive skills, literacy, communication skills, imaginative play)-* Provide your child with a play doctors kit (if you do not have one at home, provide you child with some band aids, a small flashlight, popsicle stick, mask, gauze, bandages, etc. you can get form the dollar store). Take turns being the doctor and patient with your child. Discuss what a doctor does and have your child recall what they can do to help Amos? You can introduce the concept of a vet and how they take care of animals?

**Gross Motor**

**Penguin Race** *(balance, coordination, following directions*) –Have your child and another adult or child place a ball between their knees and race from one point to another without the dropping the ball. If the ball drops, they will need to return ac to the starting point and begin again

**Gross Motor**

**Animal Actions** *(large muscle movement, coordination, following directions, balance)* –Call off the actions in the cards and show your child the picture and have them imitate the movements of each animal.