

KINDERGARTEN PROGRAM – FALL 2017

Physical Zone

- Social:** 1.1 Making friends; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem
- Communication Language and Literacy:** 3.1 using verbal and nonverbal communication; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically
- Physical:** 5.1 increasing levels of activity and endurance

- soccer
- Red light, Green light
- Freeze tag
- yoga
- Graveyard

Special activities

- Fall leaf rubbings, apple prints, bat puppets, pinecone/nature crafts, Kinder book
- pumpkin carving, measuring and investigating

Children's Interests

- Building with blocks
- House corner-dolls, cooking
- Colouring, writing
- Names (letters)

Group activities

- Social:** 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another's point of view
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically
- Physical:** 5.2 gross motor; 5.4 auditory skills and music

- Pumpkin, Pumpkin, Apple
- Make pumpkin scented playdough
- Board games

Dramatic play zone

- Social:** 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another's point of view
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically
- Physical:** 5.2 gross motor; 5.4 auditory skills and music

- taking care of dolls -restaurant
- puppet show

Messy Zone

- Social:** 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another's point of view
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically; 4.12 counting; 4.18 identifying patterns
- Physical:** 5.2 gross motor; 5.4 auditory skills and music

Slime, playdough, sand castles, shaving cream art, water colour leaves

Quiet zone

- Social:** 1.5 interacting positively and respectfully; 1.6 Co-operating
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4; 2.5 recognizing and expressing emotions.
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically; 4.10 classifying.
- Physical:** 5.3 Fine motor.

- reading books : Fall, apples, pumpkins, friends
- making own books
- sensory bin

Junior Program – FALL 2017

Physical Zone

- Social:** 1.1 Making friends; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem
- Communication Language and Literacy:** 3.1 using verbal and nonverbal communication; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically
- Physical:** 5.1 increasing levels of activity and endurance

Monkey Bars
Swings
Fishy Fishy
Dodge Ball
Scooters

Special activities

Ball Painting
Shaving Cream Fall Leaves
Halloween Crafts
Decorate Pumpkins

Children's Interests

Arts and crafts
Fairies
Dress Up
Barbies

Group activities

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- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically
- Physical:** 5.2 gross motor; 5.4 auditory skills and music

Building Forts
Paper Chains
Fall BINGO
Card Games

Dramatic play zone

- Social:** 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another's point of view
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically
- Physical:** 5.2 gross motor; 5.4 auditory skills and music

Dress Up
Barbies

Messy Zone

- Social:** 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another's point of view
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- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically; 4.12 counting; 4.18 identifying patterns
- Physical:** 5.2 gross motor; 5.4 auditory skills and music

BINGO Daubers
Painting
Shaving Cream Painting
Foam Dough

Quiet zone

- Social:** 1.5 interacting positively and respectfully; 1.6 Co-operating
- Emotional:** 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4; 2.5 recognizing and expressing emotions.
- Communication language and literacy:** 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language
- Cognitive:** 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically; 4.10 classifying.
- Physical:** 5.3 Fine motor

Colouring
Magnetic Activities
Board Games

Physical Zone

1. Social: 1.1 Making friends; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy

2. Emotional: 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem

3. Communication Language and Literacy: 3.1 using verbal and nonverbal communication; 3.4 conversing with peers and adults; 3.5 using descriptive language

4. Cognitive: 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically

5. Physical: 5.1 increasing levels of activity and endurance

- Ping pong
- Outdoor play
- Four corners

Senior Program – FALL 2017

Special activities

- Decorating small pumpkins
- Fall inspired art – painting scenery, turkey puppets
- “Why do leaves change colours?” A chromatography experiment for fall

Children’s Interests

- Active play outdoors (monkey bars, swings, slide, tag)
- Fine motors skills – Rolling marbles, crafts and puzzles (cognitive)

Group activities

1. Social: 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another’s point of view

2. Emotional: 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4

3. Communication language and literacy: 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language

4. Cognitive: 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically

5. Physical: 5.2 gross motor; 5.4 auditory skills and music

- Air hockey
- Bingo
- Making friendship bracelets

Dramatic play zone

1. Social: 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another’s point of view

2. Emotional: 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4

3. Communication language and literacy: 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language

4. Cognitive: 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically

5. Physical: 5.2 gross motor; 5.4 auditory skills and music

- Building towers out of boxes and acting like their homes
- Using different voices out of humour
- Active games with characters

Messy Zone

1. Social: 1.2 conflict resolution & problem solving skills; 1.3 peer group entry skills; 1.4 helping skills; 1.5 interacting positively and respectfully; 1.6 co-operating; 1.7 empathy; 1.8 taking another’s point of view

2. Emotional: 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4

3. Communication language and literacy: 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language

4. Cognitive: 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically; 4.12 counting; 4.18 identifying patterns

5. Physical: 5.2 gross motor; 5.4 auditory skills and music

- Ironing bead art
- Painting ceramic creations

Quiet zone

1. Social: 1.5 interacting positively and respectfully; 1.6 Co-operating

2. Emotional: 2.1 self-concept; 2.2 identity formation; 2.3 Self-esteem 2.4; 2.5 recognizing and expressing emotions.

3. Communication language and literacy: 3.1 using verbal and nonverbal communication; 3.3 vocabulary; 3.4 conversing with peers and adults; 3.5 using descriptive language

4. Cognitive: 4.1 Self-regulation; 4.2 Problem solving; 4.9 reasoning logically; 4.10 classifying.

5. Physical: 5.3 Fine motor.

- Social – Making “God’s eyes” together
- Communication language and literacy – Reading
- Physical (fine motor) Drawing