

Learning Board for Montessori Children's House - Kindergarten

In each box you will find an activity that not only helps your child practice an essential concept, but is also fun. We suggest that you **choose 3 or 4 activities each day**. This is more like the fun, choice boards at the beginning.

Keep in mind it is also important for your child to read for at least 10-15 minutes each day.

Learning Board					
5/26-6/4					
Practical Life	Sidewalk Chalk	Card Games	Writing/ Drawing	Outside/ Games	MAPEL
Plant/take care of flowers and/or a garden.	Tic-Tac-Toss See directions below.	Memory See directions below.	Draw/write about your favorite memory from learning at home.	Lay outside and look at the clouds. Draw what you see.	ART Color a coffee filter with markers, then spritz with water.
Bake something sweet.	Hopscotch See directions below.	Snap See directions below.	Write a letter to a friend or family member.	Go for a walk and/or a bike ride.	ART Draw on your sidewalk or driveway with sidewalk chalk.
Help wash the windows.	Dots and Dashes See directions below.	Old Maid See directions below.	Write a letter to your teacher. :)	How many different kinds of birds can you see?	MUSIC Create your own song using the melody of "Mary Had a Little Lamb" with new lyrics. For example - "Mister G likes burritos"
Help make dinner.	Darts See directions below.	Go Fish See directions below.	Write a letter to your teacher next year, telling them about yourself.	Make a bird nest. <i>See Flipgrid</i>	MUSIC Ask your parent to share his/her favorite song with you. Listen to it together and share the experience!
Help load the dishwasher.	Firefighter See directions below.	Slapjack See directions below.	Write a thank you letter.	Play charades See attached for ideas.	Physical Education: Lesson: Toss and Catch *See Attachment*
Make your own lunch.	Addition See directions below.	Crazy Eights See directions below.	Draw/write about what you are looking forward to this summer.	Play 'I Spy'	PE Lesson: Countdown To Wellness *See Attachment*
Help fold the laundry.	Photo Shoot See directions below.	War See directions below.	Draw/write about your favorite food.	Play Hide and Seek	
Feed your pets.	Be an Artist See directions below.	Pig See directions below.	Draw/write about your favorite thing to do outside.	Play catch, baseball, basketball, soccer, etc.	Physical Education There is a page attached with ideas to make your summer great!

Sidewalk Chalk

Tic-Tac-Toss - Make the tic-tac-toe grid. Stand back with an object. The first player tosses the object, wherever the object lands, that is the space they mark their x or o. An object that lands on any of the lines is considered a miss and the players turn is over. The first player to fill three squares in a row wins.



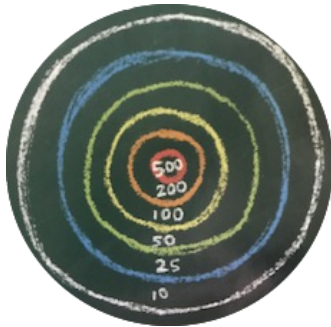
Hopscotch - Numbers, Days of the week, letters, etc.



Dots and Dashes - Draw a pattern of dots in five rows and five columns equal distance apart to line up. Each player gets a different color of chalk. Players take turns drawing lines to connect two dots either up and down or across. No diagonal lines allowed. Players that draw a line that completes a box claims the box and puts their initial inside. If a player claims a box on their turn, they get to keep going. After all the dots are connected and boxes are claimed, each player counts up their initials to see how many points they have. The player with the most points wins the game.



Darts - Draw a dartboard with six circles inside each other and choose three similar tossing objects as their playing pieces. Players decide score points for each circle, (500, 200, 100, 50, 25, 10 or 100, 75, 50, 25, 15, 10) and stand about five feet away from the dartboard. Take turns tossing playing pieces onto the dartboard. After a player has tossed all three of their objects, count up their score and keep track of it on the sidewalk. The player removes their objects from the dartboard. It is then the next player's turn. Any object that lands on a line or out of bounds from the dartboard cannot be re-tossed on this turn. After everyone has had six turns, add up the scores. Highest score wins!



Firefighter - Start by writing letters, numbers, or sight words. Have your child identify the name, sound, or word. Once they have identified it correctly they can spray it away with water. You can choose a hose, sponge, squirt gun, spray bottle, etc.

Addition - Make a square or circle with the numbers 1-10. Take an object to toss into the square or circle. Write down that number on the sidewalk and toss the object again. Take the two numbers and add them together.

Photo Shoot - Draw a backdrop for you to lay on and take a photo. Holding balloons, flying a kite, laying in a raft on the river, etc.



Be an Artist! - Be creative and make your own masterpiece!

Card Games

Memory -

1. Deal out all the cards facedown on the table.
2. Players take turns to flip over 2 cards. If they flip over a pair that matches, they win the pair and get to have another go. If not, the next player takes a turn.
3. If you are playing with a standard set of cards, you can either allow matching the same number and same colour card or just the same value.
4. At the end, the player with the most cards wins.

Variations

You can also play Memory as a one-player game. Use a timer to try and get as many pairs as possible in 3 minutes. Try and beat your own score (or someone else's).

Snap -

Play Snap with traditional playing cards, or buy a set of themed Snap cards. If you use traditional playing cards, the aim is to match cards with the same number (ignore the suits). Themed Snap is especially fun for children, and you can purchase Snap cards with a theme to suit their interests (or to teach them numbers, maths or specific words).

1. Deal out the cards around all the players so each player has a pile of cards which they place facedown.
2. The first player turns over the card at the top of their pile and starts a pile in the centre.
3. The next player to their left turns over the card at the top of their pile and adds it to the centre pile, and so on.
4. If there are two cards that match, the first player to yell 'Snap!' wins the cards in the middle.
5. If a player runs out of cards, they lose.

Appoint a referee to rule in the event of disagreements about who called 'Snap!' first!

Variations

You can also play so that players don't just have to yell 'Snap!' but must also be the first to put their hands on the centre pile.

Old Maid -

Use a standard pack of cards with the Queen of Clubs removed, or buy a special set of Donkey or Old Maid cards. These are all the same game, just with different themes. Another option is to play with cards designed for Snap or Memory. Just remove one card from play so there is one card without a pair.

1. Deal out all the cards one by one to each player.

2. Players keep their hands secret but match up any pairs in their hand and place them facedown on the table. With a standard pack of cards, pairs are cards which are the same value and the same colour.
3. The first player offers their cards to the next player on their left by spreading them out in a fan. The player chooses a card. If it matches a card in their hand, they place the pair on the table.
4. The next player to the left takes a turn, and so on.
5. Once a player has no cards left in their hand, they are out of the game. Play keeps going until one player is left with the single Queen of Spades or Old Maid or Donkey card. This player is the loser.

Go Fish -

1. Shuffle the cards and deal them out to the players. For 2 players, deal each player 7 cards; for 3 players, deal 6 cards; and for 4 players, deal 5 cards. Place the remaining cards randomly in the middle of the table.
2. Each player looks at their cards secretly.
3. The first player to take a turn chooses another player and asks them if they have any cards of a certain value. They must have a card of the number they ask about in their hand. For example, they must have one or more Kings to ask for a King.
4. If the player who is asked has any cards of the value requested, they must hand them over. The player who asked for the cards can then take another turn and ask for another card.
5. If the player who is asked has no cards of the requested value, they must tell the player to 'Go fish.' The player must then take a card from the centre.
6. At any point, if a player collects a set of 4 of the same kind, they win the cards and put them aside in their winner's pile.
7. Play continues until all sets of 4 cards have been collected. The winner is the player with the most sets of 4 cards at the end.

Slapjack -

1. Shuffle the pack of cards and deal out the whole pack to the players.
2. Each player takes a turn to flip over the top card on their pile, creating a new face-up pile of their own on the table.
3. If any player turns over a Jack, each player tries to be the first to put their hand over the pile with the Jack and yell 'Slapjack!'
4. The player who is first to 'slap the Jack' wins the pile. They pick up all the cards in the pile, shuffle them, and add them to the bottom of their pile.
5. If a player accidentally puts their hand over a card that is not a Jack, they must give a card to the player whose card they slapped.
6. Play continues with each player taking a turn. If a player runs out of cards, they have one chance to get back in when the next Jack is played, or else they lose.
7. The winner is the last player left in the game.

Crazy Eights -

1. Deal 5 cards to each player. Place the remaining cards in a stack in the centre, and flip over the top card to create a face-up card pile.
2. Each player takes a turn to play either the same suit or same number on top of the face-up card—or an 8. An 8 can be played on any card, and the player playing it chooses what suit the next player has to play.
3. The first player to get rid of all their cards wins.

War -

The Setup

1. Remove the jokers from the deck.
2. Start the game by shuffling the deck to ensure that the cards are mixed up.
3. With the cards facing down, deal out the cards to yourself and to your opponent, so that you each have half of the deck (each player receives 26 cards).
4. Once the cards are dealt you can begin to play the game.

The Fundamentals

1. The value of the cards is based on their numbers: twos are the lowest value in the game and aces are the highest cards. The values from lowest to highest are: 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A (Alternatively you can play with aces being the lowest value).
2. Cards are kept face down until used, and players are not supposed to look at their cards until they play them.
3. You and your opponent play at the same time. You both flip over the top card of your deck, so that it is face-up and visible to each other.

Outcomes

Depending on what number value you have flipped over, one of two things will happen: If you or your opponent's flipped card is higher than the other person's card, you win the round: you keep your card and collect their card as well. These cards are placed at the bottom of your deck to be used again. If there is a tie (meaning that when the cards are flipped over, you both have the same card value) there is war.

Having a "War" With Your Opponent

War occurs only when you and your opponent flip over a card with the same value. For example, if I turn over a king and so does my opponent, this is called war.

What to Do When "War" Occurs

- To fight the war, both players place the next card on their deck face down. Then they take the next card from their pile and flip it over so that it is face-up.
- Whoever has the highest value on their face up card wins the round: the winner collects all the cards that were used in that turn by them and their opponent. That means that you collect both of the cards that were placed face up, the cards that were placed face down and the cards that started the war (A total of 6 cards).
- Place these cards at the bottom of your deck and continue playing.

How to Win

Players continue to play the game until one person runs out of cards. The person who manages to take the entire deck away from their opponent wins the game.

Pig -

How to play:

For each player, take four of a kind (cards of the same number or suit) out of the deck and put aside the remaining cards. For example, if there are three players, take three groups of four matching cards, such as four queens, four sevens and four aces. Shuffle all these cards and deal them so each player has four. Players can look at their cards privately.

To begin, each person discards one card from their hand and puts it face down on the table in front of them. When everyone has a card on the table, they will simultaneously pass their card to the player on the left and pick up the new card that has been passed to them. When a player collects four of a kind, he puts his finger on his nose. If another player notices this, they must also place their finger on their nose, regardless of whether they have four of a kind or not. The last player to put a finger on their nose gets a letter – first P, then I, then G. The first player to reach “P-I-G” is the loser.

Charades Words: Easy

dance	skip	jumping jack
shark	chicken	alligator
chair	robot	head
smile	baseball	bird
happy	scissors	cheek
back	jump	drink
ice cream cone	car	airplane
clap	circle	pillow
pinch	kick	dog
basketball	sleep	camera
kangaroo	arm	eat
prayer	elephant	blink
doll	spider	point
balloon	book	glasses
stop	sneeze	mouth
draw	football	telephone
pig	wave	door
tail	turtle	baby
ear	monkey	hopscotch
mosquito	toothbrush	ring

ART

Choose one or both!

Upload your Art to Artsonia, add to your seesaw page or email to me!

dgeiwitz@spartan.org

ARTSONIA

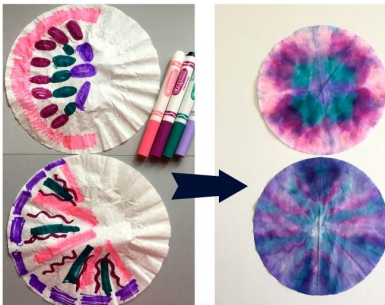
Access Code: **FWKR-RWYP**



Ask your parents if you can use a coffee filter. Color it with markers using neighbors on the color wheel. Sprinkle water on it and watch them blend together! Let it dry.

Coffee Filter ART

The Tie Dye Effect



www.BusyKidsHappyMom.org



Use sidewalk chalk to decorate your driveway or sidewalk as an act of kindness to brighten someone's day! No chalk? Make sidewalk chalk paint by mixing a 1:1 ratio of cornstarch to water. Add washable paint or food coloring for color. Muffin pans work great as palettes. Empty condiment bottles or brushes work for application!





Toss



Catch



Toss



Clap



Catch



Toss



Touch Knees



Catch



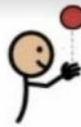
Toss



Touch Toes



Catch



Toss



Jumping Jack



Catch



Toss



Squat



Catch



Toss



Jump 1/4 Turn



Catch



Toss



Push Up



Catch

COUNTDOWN TO WELLNESS

10

Laugh out loud 10 times or more



Sleep for at least 9 solid hours

9

8

Drink 8 glasses of water



Think of 7 things you're thankful for

7

6

Wash your hands at least 6 times



Eat 5 servings of fruits and veggies

5

4

Give 4 compliments out to others



Eat 3 nutritious, balanced meals

3

2

Consume 2 healthy snacks



Be physically active 1 hour or more

1

DAILY WELLNESS GUIDELINES

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Summer Activities

Ride your bike 

 Dribble a ball

Go for a walk 

 Kick a soccer ball

Eat a healthy snack 

 Gallop like a horse

Safely go swimming 

 Throw a football

Go fishing 

 Play with a balloon

Strike a baseball 

 Get plenty of sleep

Do the bear walk 

Plant a garden 

 Practice bowling

Throw to a target 

 Hop like a bunny

Go for a run 

 Toss & catch a ball

Have a dance party 

 Practice exercises

Drink some water 

 Jump like a frog

Go for a nature hike 

 Play with a pet

Wear sunscreen |

