Sample Pages from



Created by Teachers for Teachers and Students

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What Should Prekindergartners Know?

What key literacy and mathematics concepts are covered in the Let's Learn! series?

Literacy

- ▶ Prepare to write letters.
- Practice letter sounds.
- ▶ Practice **letter recognition**.
- ▶ Practice writing letters.
- Recognize **beginning sounds**.
- ▶ Match uppercase letters with lowercase letters.
- ▶ Identify **rhyming sounds**.
- ► Complete **partial letters**.
- Find hidden letters.
- ▶ Recognize **ending sounds**.
- ▶ Identify **beginning letter blends**.
- **Draw** a story and label it.



¿Qué deberían saber los niños de prekínder?

¿Qué conceptos importantes de lectoescritura y matemáticas abarca la serie ¡Aprendamos!?

Lectoescritura

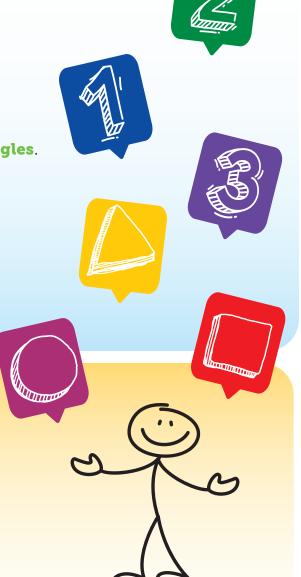
- ▶ Prepararse para escribir letras.
- Practicar los **sonidos** de las **letras**.
- Practicar el **reconocimiento** de las **letras**.
- Practicar la caligrafía.
- Reconocer los **sonidos iniciales**.
- Relacionar las letras mayúsculas con las minúsculas.
- ▶ Identificar los **sonidos** que **riman**.
- **▶** Completar **letras parciales**.
- ▶ Hallar letras escondidas.
- ▶ Reconocer los **sonidos finales**.
- ▶ Identificar grupos consonánticos iniciales.
- **Dibujar** una historia y **rotularla**.

Mathematics

- ▶ Practice writing numbers.
- **▶ Count** objects.
- Learn about **shapes**.
- **Compare** sizes.
- Draw up to 10 items.
- Identify circles, rectangles, squares, and triangles.
- Trace **shapes** and color them in a **pattern**.
- ▶ Add objects.
- ▶ Put steps **in order**.
- ▶ Identify **equal groups** of coins.
- **▶ Compare** shapes.
- Create simple **addition** problems.

Matemáticas

- Practicar la **escritura** de los **números**.
- Contar objetos.
- Aprender sobre las **figuras**.
- **▶ Comparar** tamaños.
- Dibujar hasta 10 objetos.
- Identificar círculos, rectángulos, cuadrados y triángulos.
- Delinear **figuras** y colorearlas según un **patrón**.
- **Sumar** objetos.
- Poner los pasos **en orden**.
- ▶ Identificar **grupos iguales** de monedas.
- **▶ Comparar** figuras.
- Crear problemas sencillos de **suma**.



Guiding Questions

Unit 1: Playing
What are my favorite
games?

Unit 2: Weather What are different types of weather?

Unit 3: Jobs
What do I want to be
when I grow up?

Unit 4: My Room What makes my room special?

Unit 5: Plants
What can we learn
from plants?

Unit 6: Communities
What is special about
where I live?

Preguntas orientadoras

Unidad 1: Jugar ¿Cuáles son mis juegos preferidos?

Unidad 2: El tiempo ¿Cuáles son los distintos tipos de tiempo?

Unidad 3: Trabajos ¿Qué quiero ser cuando sea grande? Unidad 4: Mi habitación ¿Qué es lo que hace especial mi habitación?

Unidad 5: Plantas ¿Qué podemos aprender de las plantas?

Unidad 6: Comunidades ¿Qué tiene de especial el lugar donde vivo?



Play Ball!

by Dona Herweck Rice





sees

bat



sees



ball



sees

his



gloves





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sees





sees

cap





helmet sees

Continued

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Play Ball (cont.)



sees



water bottle





sees

bag





sees

team





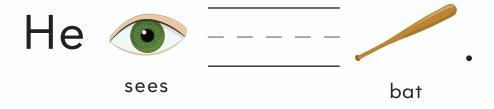
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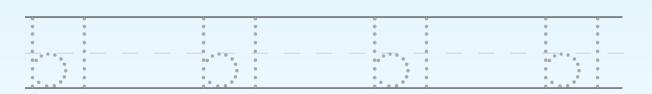
Directions: Say the words as you color in the letters. Use the box to find and circle the words you colored. Say the word as you write it on the line.

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Letter Formation

Directions: Trace.



Directions: Write the consonant blend. 3x









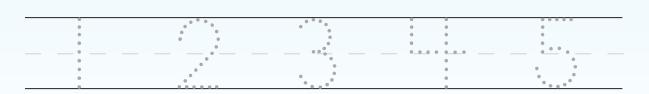


Directions: Name each picture. Write the missing *bl* consonant blends.

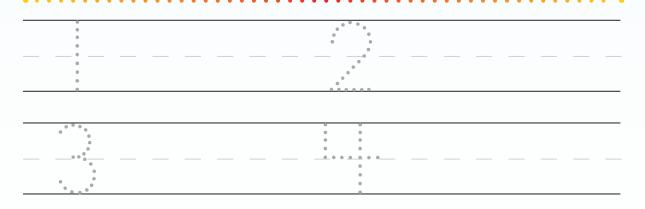
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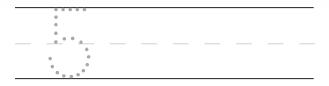


Directions: Trace.

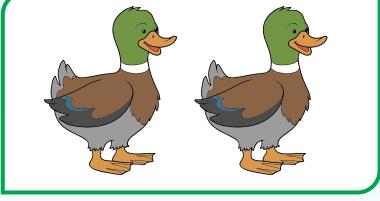


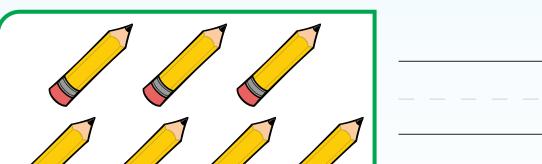
Directions: Write the numbers twice.

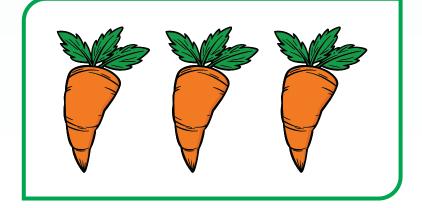




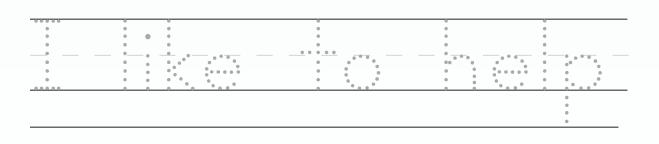






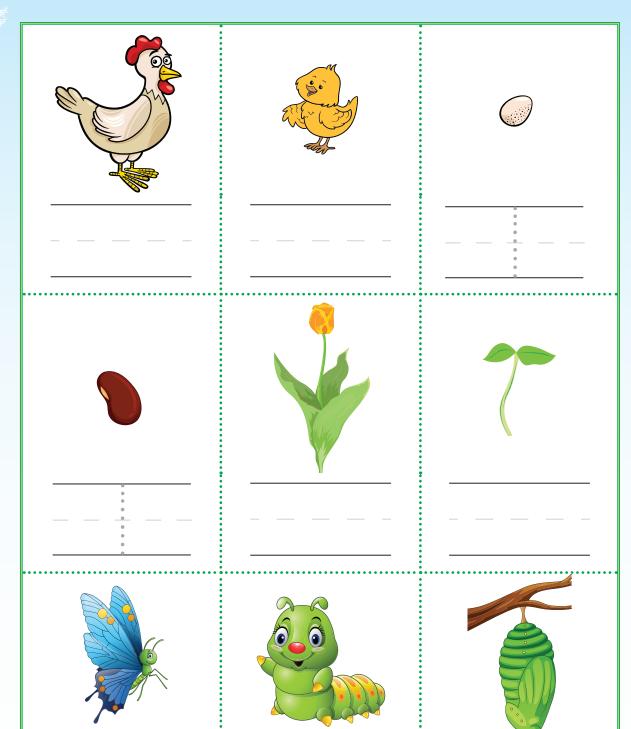


Directions: Count each group. Then, write the number of objects.

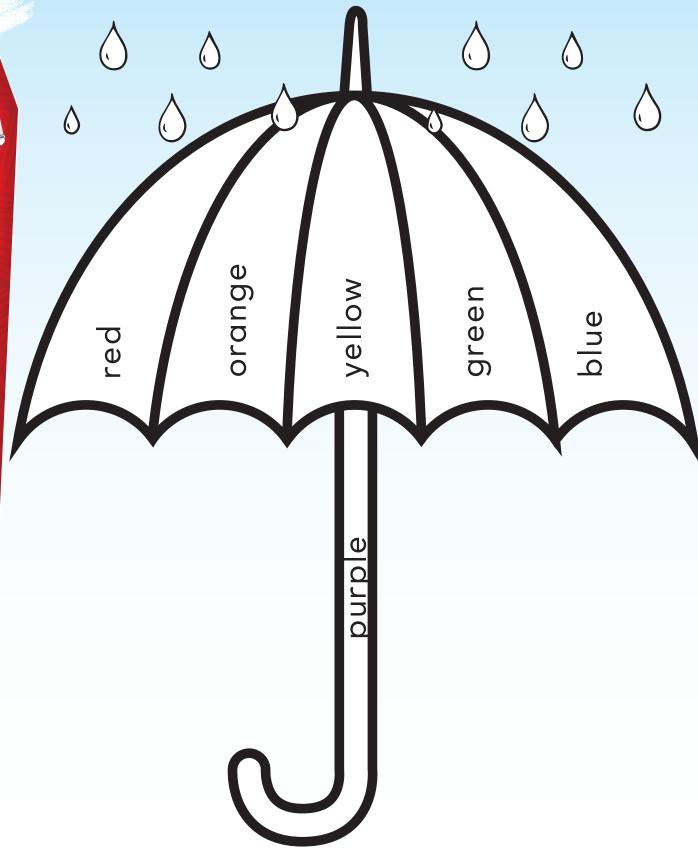


Directions: Draw a picture of you helping someone you know. Trace the words. Then, write that person's name.





Directions: Look at each row of pictures. Each row has the number 1. Trace the number 1. Then, write the numbers 2 and 3 to put the pictures in order.



Directions: Say each color's name. Then, color the umbrella.

Your friend keeps peeking at the cards you have in your hand.

You shot the basketball, but it didn't make it into the basket.

You won the game, and your friend stomps off mad.

You are playing a game and disagree with your friend about a rule.

Your friend just won the game, and you are not happy about it.

You pick a card that sends you back to the beginning of the game board.

You rolled the dice, but you didn't get the number you wanted.

You lost a piece to the game you want to play.

Your friend wants to play a different game than you.

Directions: Playing games is fun. But sometimes things go wrong. Talk about some of these problems. What would you do for each one? Color the box after you talk about each problem.

Directions: Watch this video or one like it about playing at home.



Technology

Juny & Tony: Playing at Home tcmpub.digital/LLM/pk/unit1

- 1. Try the new ways to play.
- 2. Stack paper cups. Knock them over with a ball. How many cups did you knock over?
- 3. Wad up newspaper. Toss the paper balls into a basket. How many baskets did you make?
- 4. Fold colored paper. Try to make flowers. Lay them in a bowl of water. Do they float?





Staying Healthy

Think of your favorite game.
Tell someone else how to play the game.
Explain why it might be good for their mind or body to play it.

Amazing Art

Draw a new cover for a game's box. You can use a game you have at home or find a picture on the internet. Include the game's name and new artwork.

Making Music

Play a game, such as hot potato or musical chairs, with others. Choose fun music you like to listen to.

Getting Active

Find an object at home that could be used in a physical game. It could be a ball, hoop, scooter, or racket. Create a game using the object.

Project-Based Learning

My Life Art Museum Overview

Guiding Question: What makes me special?

You Will Need

paper



• glue



crayons



cotton balls



paint



• yarn



scissors



• fabric





Directions: You will make art for a special museum. Your art will be about you.

- 1. Follow the directions on each page.
- 2. Put your art on tables and chairs in a room. This will be your museum.
- **3.** Invite people to visit your museum.
- **4.** Be a guide. Walk your guests around your museum. Talk about your art.

