














My home

THURSDAY

 Arrival 15-30 mins	Greet each learner individually. Ask parents to regularly tell their child what their address is.		
 Health check			
 Morning Circle 10-15 mins	Talk about the importance of learners knowing their addresses, e.g. if they get lost. Emphasise that a person should not share their address with strangers. Play recorded household sounds, e.g. running tap, toilet flushing, cutlery clanging, doorbell ringing, etc. Learners must identify the rooms where these sounds are made. (Record these sounds on your cell phone.)		
 Work Time Activities 30-35 mins	Creative focus Provide coloured transparent paper and pre-prepared cardboard 'window frames'. Learners use these to make stained glass windows. 	Technology focus Display various locks e.g. bolt, door chain, key lock, padlock, combination lock, slide lock, etc. on the table for learners to experiment opening and closing.	Mathematics focus Learners trace the number 2 on white boards.
 Small Group Time Activity 10-15 mins	Mathematics focus Learners count to seven pretending to walk up stairs. Repeat, with them pretending to walk down the stairs.	Revise numerals '1' and '2' and the words 'one' and 'two'. Let learners read the flash card numerals and words. Ask them to find the pictures and numbers for 1 and 2 from their number cards.	 Learners place counters on each card, one on the number 1 and two on the number 2.
 Tidy-up time			
 Hand washing			
 Snack time			
 Music and Movement Ring	Play music. Ask learners to listen to the music and pretend that they are doing something at home. Tell learners that the music must guide them, for example, soft gentle music is appropriate for sleeping.		
 Outdoor Play	Include the activity below as one of your daily outdoor activities. Take learners on a neighbourhood walk to observe houses in the community. If possible take a caregiver with you to help take care of the learners.		
 Story Time	Learners 'read' the flash cards from the sound table. They can remove them from the table and then try match them to the correct on the table.		

