





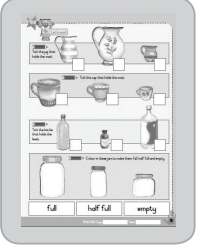








FRIDAY

 Arrival 15-30 mins	Greet learners individually. Place letter flash cards in every locker. The only letters used are W, A, T, E, and R. Learners will bring the letter cards to Morning Circle.
 Health check	
 Morning Circle 10-15 mins	Learners all have a letter card with one of the letters that make up the word WATER. See how many times you can make the word 'water' together, using every learner's letter card. Lay all the made up words in the middle of the circle.
 Work Time Activities 30-35 mins	<p>Literacy focus Let them trace the letter 'd' on page 28 of Workbook 3. First let them trace with their fingers and then let them use chunky crayons.</p>  <p>Creative focus Learners paint an entire page blue and one green and leave it to dry. They trace around their hands on the green paper, cut them out and decorate them as fish. They paste the fish onto the blue paper.</p>
 Small Group Time Activity 10-15 mins	<p>Mathematics focus Throw a dice. Learners pretend they are frogs jumping and splashing into a pond. Learners 'jump' that number of times on the dice and then say 'splash' as they land in the water. Revise numerals 1-6 using numeral and word flash cards. Show learners a variety of containers, e.g. a buddy bottle, a 1 litre and a 2 litre bottle. Ask which holds the most amount of liquid. Do the same with a tea cup and mug. Repeat with a small, medium and large drinking glass. They must use the mathematical language, 'most' and 'least'. (For help with measurement refer to, LSF, Measurement). They complete page 31 of Workbook 3.</p> 
 Tidy-up time	
 Hand washing	
 Snack time	
 Music and Movement Ring	Put learners into groups. Name each group with a sea creature name, e.g. whale, octopus, dolphin, etc. Learners must listen for instructions directed at their group. They must perform the action as soon as they hear the group name, e.g. 'Dolphins, jog on the spot'.
 Outdoor Play	Learners play Catch That Fish. One learner is the shark and tries to catch a learner (fish). If caught, that learner (fish) becomes a shark and helps to catch those 'fish' not yet caught. Help identify the sharks by tying streamers around their wrists.
 Story Time	Choose a book of your own choice to read to learners for their enjoyment and relaxation. (For help on selecting stories, refer to LSF, Choosing Books For Storytime.)

