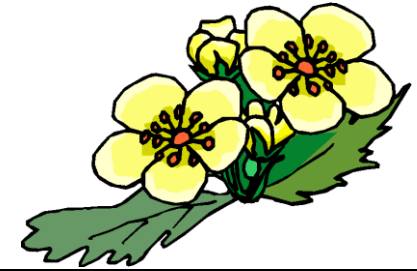

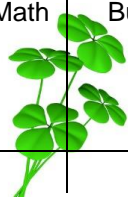




March



Mon	Tue	Wed	Thu	Fri	
2 "One fish, two Fish, Red Fish, Blue Fish"	3 Letter "U" Critter Caravan	4 ABC letter match	5 Bunny Hop	6 A/B Patterning	<i>C-24-5 Sort objects by type (e.g., cars and blocks) and put some objects in order (e.g., lines up three objects from smallest to biggest) PH-48-3 Hop on one foot L-48-20 Recognize rhyming words in songs and chants or poems. SE-48-11 Demonstrate confidence in a range of activities, routines and tasks and take initiative in attempting unfamiliar tasks C48-12 Represent people, places or things through drawings and/ or movements & construction L-48-13 Demonstrate comprehension of stories through retelling with use of pictures and/ or props</i>
9 Letter "C" Rainbow ice melt	10 ABC Letter Hunt Music	11 Wind Socks Music	12 Irish Dancers 	13 "Mouse Paint"	<i>L-48-2 Understand increasingly complex sentences that include 2 - 3 concepts (e.g., "Put the blue paper under the box.") SS-48-7 Participate in jobs and responsibilities at home, classroom or community L-48-12 Select fiction and nonfiction books to be read and attend with interest</i>
16 Letter "O" Can you Find the Leprechaun's Gold?	17 St. Patrick's Day	18 "10 Apples up on Top"	19 A/B Patterning	20 Rainbow Tower Patterning	<i>CA-48-6 Act out simple scenarios, taking on a familiar role for brief periods during dramatic play S-48-7 Explore how animals depend upon the environment for food, water and shelter L-48-11 Answer simple who, what, where and why questions</i>
23 Letter "Q" "Five Green and Speckled Frogs" NYA Gym Class	24 "Stack the Cats Hat" Music	25 Shamrock Math Game Music 	26 Bunny Hop	27 Rock into Spring Dance	<i>CA-36-1 Show response to qualities of different music with varieties in physical movement (sway, walk, bounce, rock). C48-16 Engage in games that involve remembering</i>
30 Letter "G" 10 Little Muffins	31 ABC Letter Hunt	Wesley Learning Center 203-426-6149 Miss Puglisi Threes Program			<i>CA-36-1 Show response to qualities of different music with varieties in physical movement (sway, walk, bounce, rock). C48-16 Engage in games that involve remembering</i>

