

Changes

Week 1	Changes in and Around Me
Week 2	Earth Changes
Week 3	Nurturing Earth
Week 4	Before and Now



Our character education focus will be on developing the concepts of patience and pride.

Dear Family,

What a difference a year makes! In the next four weeks, children will look at how they have changed over the past nine months—their height, their weight, their knowledge, and their behavior. They will learn about changes around them that are beyond their control—seasons, weather, day and night. They will examine the power they have to cause change and the responsibility they have to monitor change in their environment. Join with us in celebrating this year of change as we begin to prepare children for the changes the next year will bring.

Literacy

Children have been learning to hear rhyming words. Play this game to practice this skill. Pause before the final word in the last stanza and invite your child to supply the word.

Say and Rhyme

Tune: "Mary Had a Little Lamb"

Rhyming words are lots of fun, Lots of fun, lots of fun. Rhyming words are easy to do. Join in and try a few.

When you say bread, I touch my head, Touch my head, touch my head. When you say bread, I touch my head. Rhyming words—bread and (head)!

When you say go, I touch my toe Touch my toe, touch my toe. When you say go, I touch my toe Rhyming words—go and ____!

When you say bee, I touch my knee Touch my knee, touch my knee. When you say bee, I touch my knee Rhyming words—bee and ____!

Rhyming words are lots of fun, Lots of fun, lots of fun. Rhyming words are easy to do. And now we know a few.

Make up additional verses: dear/ear; hose/nose; sigh/eye

Math

As we look back to see how far children have come this year, it is natural to introduce the calendar as a way to keep track of time and note important upcoming events. Provide an easily accessible calendar (on the refrigerator or bedroom door) so that your child can note (with pride) accomplishments and learn that waiting for an upcoming special day requires patience.

