






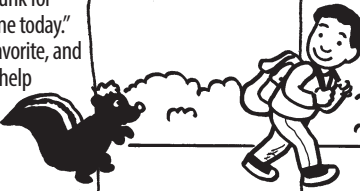















Note: Fill in the month and dates, and post this calendar on your refrigerator. Then, encourage your child to do an activity a day.

Early Years Daily Calendar

| MONTH | | | | | | |
|--|---|--|--|--|--|---|
| SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY |
|  | | | <p>Here's a fun way to start the day: Read a story at the breakfast table. Ask everyone what they liked best about it.</p> | <p>Draw three shapes, such as a square, triangle, and hexagon. Tell someone what the shapes have in common (straight sides) and what they don't (number of sides).</p> | <p>Ask a parent to hide a stuffed animal and give you step-by-step instructions for locating it. Be an "echo" by repeating each step aloud as you follow it.</p> | <p>Find a science hobby. You might collect and identify rocks or take up stargazing. You could even start a club and invite friends or cousins to join.</p>  |
| <p>Draw a picture menu for tonight's dinner. Label the pictures by copying food words (<i>pasta, carrots</i>) from recipes or packages.</p> | <p>Splish, splash! Use washable markers to write and draw in the bathtub. Practice writing letters, numbers, or words, then wash the ink right off.</p> | <p>Choose a toy you own that you think a sibling would enjoy playing with. Show kindness by sharing it with him or her.</p>  | <p>Be an engineer! Find a small plastic toy that won't float in water. Make a life vest for it out of craft supplies or materials from the recycling bin, and test it in the sink.</p> | <p>Sort and stack spare change into towers of pennies, nickels, dimes, and quarters. Which tower is the tallest? Count the coins in it.</p>  | <p>Set a goal, such as learning to ride a bike. Draw a picture of yourself reaching your goal, and hang it in your room to remind you to keep trying.</p> | <p>Take a walk around the neighborhood with your family. At each corner, say whether you're turning left or right.</p> |
| <p>Put on a puppet show based on your favorite book. Paint scenery on cardboard, and draw characters' faces on brown paper lunch bags.</p>  | <p>Take turns naming three objects, two that have something in common and one that's different. Which one doesn't belong? <i>Example:</i> Ravioli and teddy bears are stuffed, but a cup isn't.</p> | <p>Use teamwork to draw a picture. Take turns adding one part (say, a roof on a house). What will the finished picture look like?</p>  | <p>Cut out the numbers 1–20 from old newspapers or magazines. With your eyes closed, mix them up. Now put them in order!</p> | <p>Go outside to observe animals. Draw pictures of them, and make up cute names for them based on their behavior (Hops-a-Lot for a rabbit, Zippy for a squirrel).</p> | <p>Read library books with characters from other cultures. What do you have in common with the characters?</p>  | <p>Have family members take turns saying a word that describes today (<i>rainy, busy</i>). Say as many words as possible without repeating one.</p> |
| <p>Get creative with empty paper towel and toilet paper tubes. A spiral cut makes a snake. Glue two side by side for binoculars. What else can you make?</p> | <p>Tell family members something about yourself that you're proud of. ("I'm a good friend.") Ask them what they're proud of about themselves, too.</p> | <p>Brainstorm a list of silly sentences. <i>Example:</i> "A skunk followed me home today." Choose your favorite, and have a parent help you write a story that begins with the sentence.</p>  | | | <p>Use tape to create a large square, rectangle, or triangle on the floor. Arrange toy blocks to fill the shape.</p> | <p>With a friend or sibling, take turns acting out feelings for the other person to guess. <i>Example:</i> Smile and do a little dance to show "happy."</p>  |
| <p>Be generous with your time. Make "coupons" that family members can redeem. You might give a sibling a coupon that says, "I will do one of your chores."</p>  | <p>Hold a silent conversation with someone. Get your point across by drawing or acting out what you want to say.</p> | <p>Ask parents about family traditions they enjoyed when they were your age. Then, vote on a new tradition to start together, like Saturday bike rides or Waffle Wednesdays.</p> |  | | | |

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|  | | <p>Make a list of words you know how to spell. Post it on the refrigerator, and add to it as you learn new words.</p> | <p>Good citizens wear seat belts! The next time you get in a car, fasten your seat belt and call out, "Safe rider check!" Is everyone buckled up?</p> | <p>Start a collection of small objects (buttons, erasers, marbles, paper clips) that you could use to do math problems. Keep your "counters" in a clear jar.</p> |  | <p>Read a book, and create a "souvenir" from it. Draw a treasure map after reading a pirate adventure. Sculpt play dough planets for a book about space.</p> |
| <p>Read color words on crayons. Then, walk around the house and try to match each crayon with something of the same color. Maybe your orange crayon matches your cat!</p> | <p>Design a rubber band-powered car using toys, boxes, and craft supplies. How far can your car go? Redesign to try to make it go farther.</p> | <p>At dinner, take turns describing a mistake you made today—and what you learned. ("I forgot to put my name on my drawing. Next time I'll write it before I draw.")</p> |  | <p>Look for things around the house that your family doesn't use. <i>Examples:</i> plate on the wall (phone jack), black machine with a big slot (VCR). Ask a parent what they're for.</p> |  | <p>Create a "calm down spot" for when you need time to relax. Fill a basket with activities like a coloring book, crayons, and puzzles.</p> |
| <p>Think of different ways to sort a collection. Maybe you'll sort Legos according to size, color, or shape. Ask someone to guess your sorting "rule."</p> | <p>Turn items in the recycling bin into storage containers. A coffee can makes a good domino holder. And you could store paper in a cereal box.</p>  | <p>Notice when a family member is busy, perhaps working on a computer or doing yard work. Show kindness by bringing them a glass of water or offering to help with their work.</p> | <p>Remember your table manners by decorating a paper place mat with "manners" cartoons. You might draw one of yourself chewing with your mouth closed, for instance.</p> | <p>Touch your throat and hum a song. Now stop humming. What do you notice? Humming makes your vocal cords vibrate. That's because vibrations produce sound.</p> | <p>Learn to do a new chore like making your bed or using a hand-held vacuum cleaner. Have someone take a photo of you doing the chore so you can see what responsibility looks like.</p>  | |
| <p>Make a new friend by finding something you have in common with a classmate. Maybe you both play soccer or love to write stories, for example.</p> | <p>Hand-clapping games can stretch your memory—and they're fun. Ask your parents to teach you any they know or to help you find some in library books or online. Or make up one of your own!</p> | <p>Technology isn't just video games and smartphones—it's any tool that makes life easier. Brainstorm examples of tools that aren't electronic (scooter, pencil, fork).</p>  |  | <p>Play Dragon Tag. Players line up touching the shoulders of the person in front of them. The leader (head) has to catch the last person (tail) and becomes the new tail.</p> | <p>Take turns rolling a die and adding that number of blocks to a tower. If it falls, count the blocks, then try to build a taller one next time.</p> | <p>Rhymes are fun! Choose a rhyming book like <i>The Cat in the Hat</i> (Dr. Seuss) or a nursery rhyme like "Hey Diddle Diddle." Now "rap" the words aloud.</p> |
| <p>Put magnetic letters in ABC order on the refrigerator. Try to think of a word that starts with each letter.</p>  | <p>Build a marble run using blocks, cardboard tubes, and other household items. Test, redesign, and retest until a marble will roll through without getting stuck.</p> | <p>Make up new rules for your favorite game. Maybe you'll go backward in Chutes and Ladders or try to win checkers by losing all of your pieces.</p> | <p>Have each family member gift-wrap a random object, perhaps a spoon. Exchange "gifts," and everyone has to say something honest and positive. ("I love how shiny this is!")</p> |  | | |

Early Years