



Getting Ready for Kindergarten: Learning Resources



Literacy

<p>Go on a "letter hunt" around the house or neighborhood; encourage your child to find a variety of letters:</p> <ul style="list-style-type: none"> - Find letters your child can confidently identify. - Focus on letters in their name. - Find capital and lowercase examples of the same letter. - Write out the alphabet on a piece of paper; bring this on the hunt and ask your child to "check off" each letter as they find each one – can you find all 26? - Find a letter and ask "What sound does that letter make?" 	<p>Use post-it notes (or small slips of paper) to label 5-10 objects around your house:</p> <ul style="list-style-type: none"> - Encourage your child to write the first letter based on the sound they hear at the beginning of the word (i.e. D for door, T for tub, G for game). - If your child can, encourage them to write the first and last letter they hear (i.e. LT for light, DL for doll, FK for fork). - Focus on different areas of the house on different days. 	<p>Choose a place to read a book together (examples: under a tree, snuggled in bed, under a blanket with a flashlight, or sitting on a step).</p> <p>Before reading, engage in a discussion by asking questions such as:</p> <ul style="list-style-type: none"> - Can you show me the front cover? - Where is the back cover? - Can you point to the title? - Can you show me where we will start reading? - Can you point to the pictures? - Can you point to the words? - What do you see on the front cover? - What do you think the story will be about? <p>After reading the book, ask questions:</p> <ul style="list-style-type: none"> - Who are the characters? - Where are the characters? - Did you like the story? Why or why not? 	<p>Watch a tv show together. Ask questions:</p> <ul style="list-style-type: none"> - Who are the characters? - Where are they? - What do you think will happen next? - Do you like this show? Why? - Can you call someone and tell them about the show?
<p>Write the alphabet in order together:</p> <ul style="list-style-type: none"> - You write A, your child writes B, you write C, etc. Take turns writing each letter. On a different day, your child could start with A, and you write B, etc. - Try writing the capital letter and asking your child to write the corresponding lowercase letter. - Ask your child to write it with a different family member on a different day. 	<p style="text-align: center;">Play 'I Spy'</p> <p>Look for items around the room:</p> <ul style="list-style-type: none"> - Say "I spy something that <i>begins</i> with the ___ sound." For example: "I spy something that begins with the /L/ sound." Answer: "Lamp" - Play in a different room each day. - Take turns giving clues and answering. - Can you and your child make a list of items that you 'found'? 	<p>Take a 'listening walk' through your neighborhood; encourage your child by asking:</p> <ul style="list-style-type: none"> - What sounds do you hear? - What do you think made that sound? - What sound is the loudest? - What sound can you barely hear? - Can you draw a picture of what made the sounds? Can you label the items (i.e. c for car, bd for bird)? 	<p>Draw something in your house:</p> <ul style="list-style-type: none"> - Encourage your child to label the parts of the item in the picture. - Ask your child questions to support including more details in the picture. - Choose something different each day.

<p>Go on a neighborhood walk Draw a picture of what you see after you get home. Guide your child by asking questions such as:</p> <ul style="list-style-type: none"> - Can you label the items in the picture? (<i>b</i> for bird or <i>dg</i> for dog) - Can you use your picture and tell a story about your walk? <p>To encourage your child to include additional details, ask:</p> <ul style="list-style-type: none"> - What did you see? - What did you hear? - How many ___ (people, cars, dogs, etc.) did you see? 	<p>Read, follow, and write a recipe Guide your child through the process:</p> <ul style="list-style-type: none"> - Ask, "What do you want to make or bake?" - Ask, "What ingredients and materials are needed?" - Talk out the steps ("What do we need to do first? Next?" etc.). - Make the item together. - Help your child 'write' the recipe and draw pictures for each step. - Can you call someone to share what you made? 	<p>Talk to your child about ways he/she can help at home (examples: help set the table, make your bed, feed a pet, etc.).</p> <ul style="list-style-type: none"> - Work together to draw a picture of a way he/she can help. Ask your child questions to support including more details in the picture. - Ask you child to label the items in the picture. Can your child write the first letter of each word? - Ask your child to draw a new picture each day. 	<p>Visit one of the following websites and assist your child in choosing a book to listen to:</p> <ul style="list-style-type: none"> - Storyline Online: https://www.storylineonline.net/ - Unite for Literacy: https://www.uniteforliteracy.com/
---	--	--	--

Math

<p>Practice counting 1-50 with your child:</p> <ul style="list-style-type: none"> - Ask your child to start with "1." - You follow with "2." - Continue to take turns counting up to 50. <p><i>Possible Extension:</i> Incorporate movements as you count, such as moving side to side as you count each number.</p>	<p>Play counting games. Use familiar items from the child's environment to count (i.e. socks, buttons, cereal, etc).</p> <p><i>Possible Scenarios:</i></p> <ul style="list-style-type: none"> - "Let's count out 5 fruit loops and then eat them." - "Let's count out 3 buttons and put them in a jar." - "Let's count out 6 socks and put them in the drawer." 	<p style="text-align: center;">Play "Who Has More?"</p> <p><i>Directions:</i></p> <ul style="list-style-type: none"> - Use the Dot Cards provided below (cut Dot Cards apart into individual playing cards). - Play is similar to the card game "War" with 2 players. - Split the cards into 2 piles facing down. - Players turn one card over at the same time. - Players count the dots on their card and say how many they have. - Have your child decide "who has more" on their card. The player who has more dots on their card takes both cards. - Play continues until all of the cards are gone. 	<p style="text-align: center;">"How Many Steps?"</p> <ul style="list-style-type: none"> - Ask your child: How many steps will it take to get from the living room to the kitchen? Can you make a prediction? - Walk from the living room to the kitchen with your child while counting the steps. - Discuss why predictions were correct or if predictions need to be revised. <p><i>Possible Extensions:</i></p> <ul style="list-style-type: none"> - Repeat this activity going to and from different rooms. - Vary the size of the steps you take (i.e. baby steps, giant steps, etc.).
<p>Go on a shape scavenger hunt in various environments.</p> <p><i>Suggestions:</i></p> <ul style="list-style-type: none"> - Look for circles in the grocery store. - Look for squares at the park. <p><i>Possible Extension:</i> Make this game more challenging by finding shapes of a specific color. Ask your child, "Can you draw the shape?"</p>	<p>Encourage the practice of sorting skills while folding laundry, putting toys away, playing with colored blocks, eating their favorite candies such as M&M's, etc. Encourage your child by asking:</p> <ul style="list-style-type: none"> - Can you sort by size, color, shape? - How many are in each group? Which group has more? Fewer? Are any groups the same? 	<p>Play dominoes and board games in which children have to roll a die and count how many spaces they get to move!</p> <p><i>Challenge:</i> Can you work together to create your own board game?</p> <p>Choose a math game, from the list provided below, to play together.</p> <ul style="list-style-type: none"> - If you do not have playing cards, these can be made using strips of paper or index cards. - Consider using dice from board games you already have. 	<p>Use everyday tasks to create simple math problems for your child.</p> <p><i>Possible Scenarios:</i></p> <ul style="list-style-type: none"> - Dinnertime: <ul style="list-style-type: none"> "How many plates do we need for dinner?" "How many more utensils do we need?" - Playtime: <ul style="list-style-type: none"> "I will give you another block. How many do you have now?"

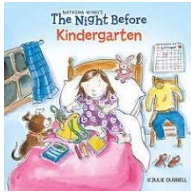
Social Learning

<p>Work with your child to clearly pronounce and write his/her first and last name.</p> <p>Take the opportunity to teach your child the following important information:</p> <ul style="list-style-type: none"> - Age - Birthday - Parent(s)' names - Street name or city where you live - Parent(s)' phone number 	<p>Assist your child in making a daily phone call to a relative. Choose one topic each day:</p> <ul style="list-style-type: none"> - What was the best part of your day and why? - What do you plan to do tomorrow? How do you feel about it? - What book was read to you? How did the character act or feel? - What did you play today? - What you ate today? - Did you have a problem? How did you solve it? - Who/How did you help today? 	<ul style="list-style-type: none"> - Help your child adjust to new environments and experiences. - Prepare your child for change. - Encourage your child to be open about how they are feeling. - Speak about school in a positive manner. - Read books about going to kindergarten. 	<p>Help your child express wants and needs using words rather than actions:</p> <ul style="list-style-type: none"> - Model vocabulary for basics wants and needs. For example, "I need to go to the bathroom." "I want to play with the blocks." "I need help opening my snack." - Work with your child to express his/her wants and needs in a calm manner. - Praise your child for his/her efforts as they express wants and needs.
<p>Encourage your child to play independently or focus on one activity for up to 10 minutes.</p> <p>Encourage your child to clean up their toys when they are finished playing.</p> <p>These are both great ways to foster independence.</p>	<p>Work with your child to:</p> <ul style="list-style-type: none"> - tie their shoes - put on/take off and zip/unzip coat - button/unbutton pants - put on/take off hats and gloves - practice cutting a variety of materials (i.e. blank paper, paper bags/plates, wrapping paper, paper with straight, squiggly, curved, or zigzag lines, toilet paper/paper towel rolls, bubble wrap, scraps of fabric or felt, etc.) 	<p>Have a discussion with your child about why it's important to use good manners and why we have to practice all things to get better.</p> <p><i>Ways to practice good manners:</i></p> <ul style="list-style-type: none"> - Say "Hello" and "Goodbye" or "Good morning" - Say "Please" and "Thank You" - Hold the door open for others - Say "I'm sorry" or "Excuse me" if you bump into someone - Say "Excuse me" if you need to be heard by an adult or friend - Be a good listener when others are speaking and wait your turn rather than interrupting 	<p>Play games and encourage your child to take turns, share, use kind words, and congratulate others if they win.</p> <p><i>Examples of indoor/outdoor games:</i></p> <ul style="list-style-type: none"> - Candy Land - Uno - Dominoes - Connect Four - Puzzles - Go Fish - Hide and Seek - Hot Potato - Blowing bubbles - Musical Chairs - Playdough - Freeze Tag - Follow the Leader - Simon Says - Building forts - Red Light, Green Light

Links to Suggested Books

The Night Before Kindergarten

<https://tinyurl.com/yaenh3ys>



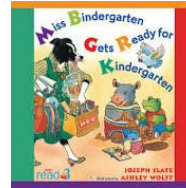
First Day

<https://tinyurl.com/y7ubacm4>



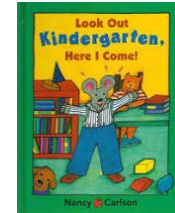
Miss Bindergarten Gets Ready for Kindergarten

<https://tinyurl.com/y989pbld>



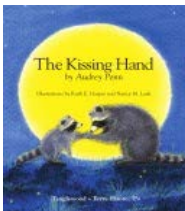
Look Out Kindergarten, Here I Come!

<https://tinyurl.com/ydhlsy5b>



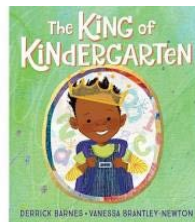
The Kissing Hand

<https://tinyurl.com/y974kun3>



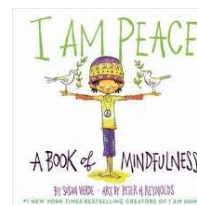
The King of Kindergarten

<https://tinyurl.com/yc88vj5d>



I Am Peace: A Book of Mindfulness

<https://tinyurl.com/yal8py6p>



The Pigeon Has to Go to School!

<https://tinyurl.com/ybxcynls>



G

N

U

F

M

T

E

L

S

Z

D

K

R

Y

C

J

Q

X

B

I

P

W

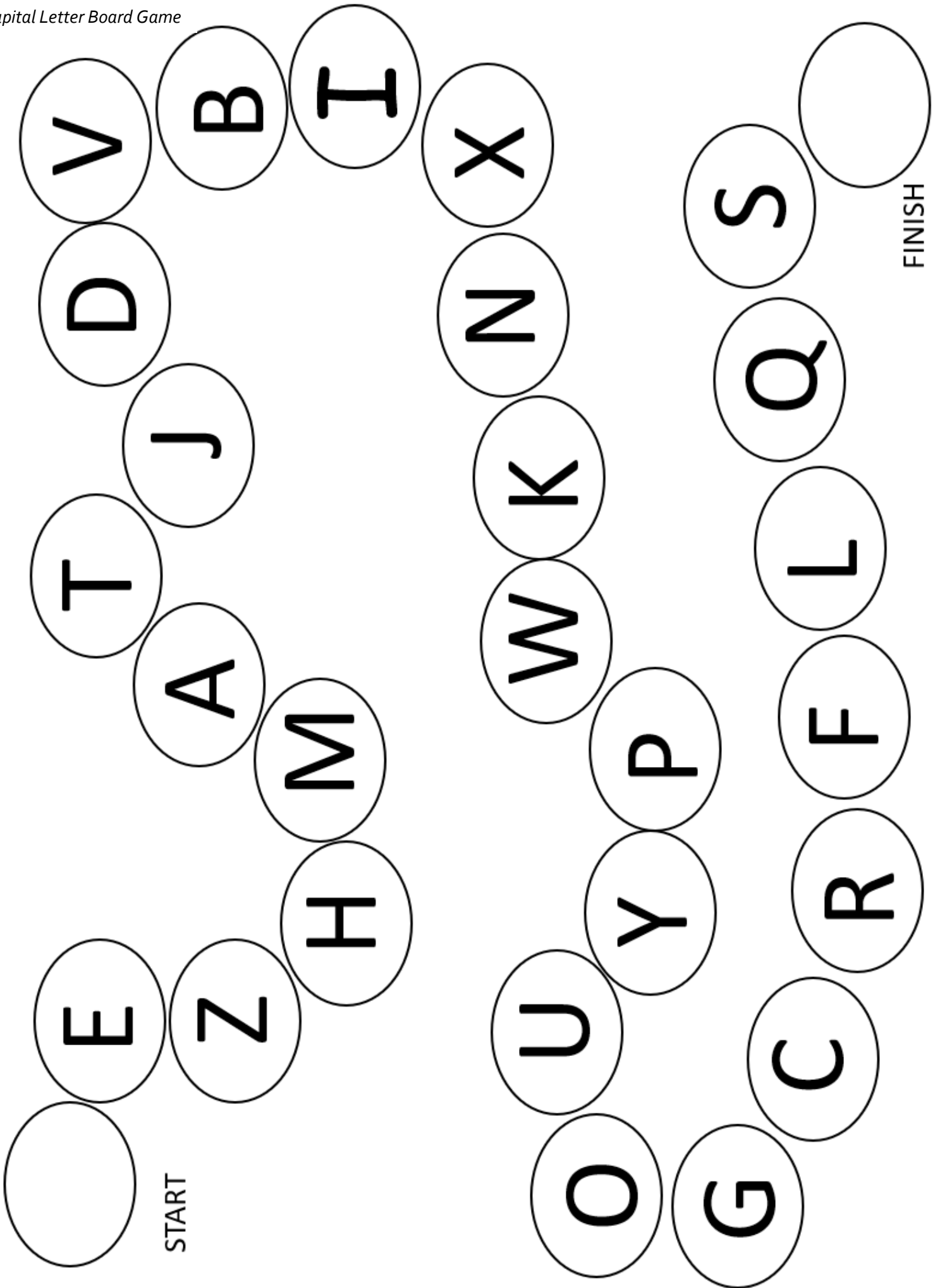
A

H

O

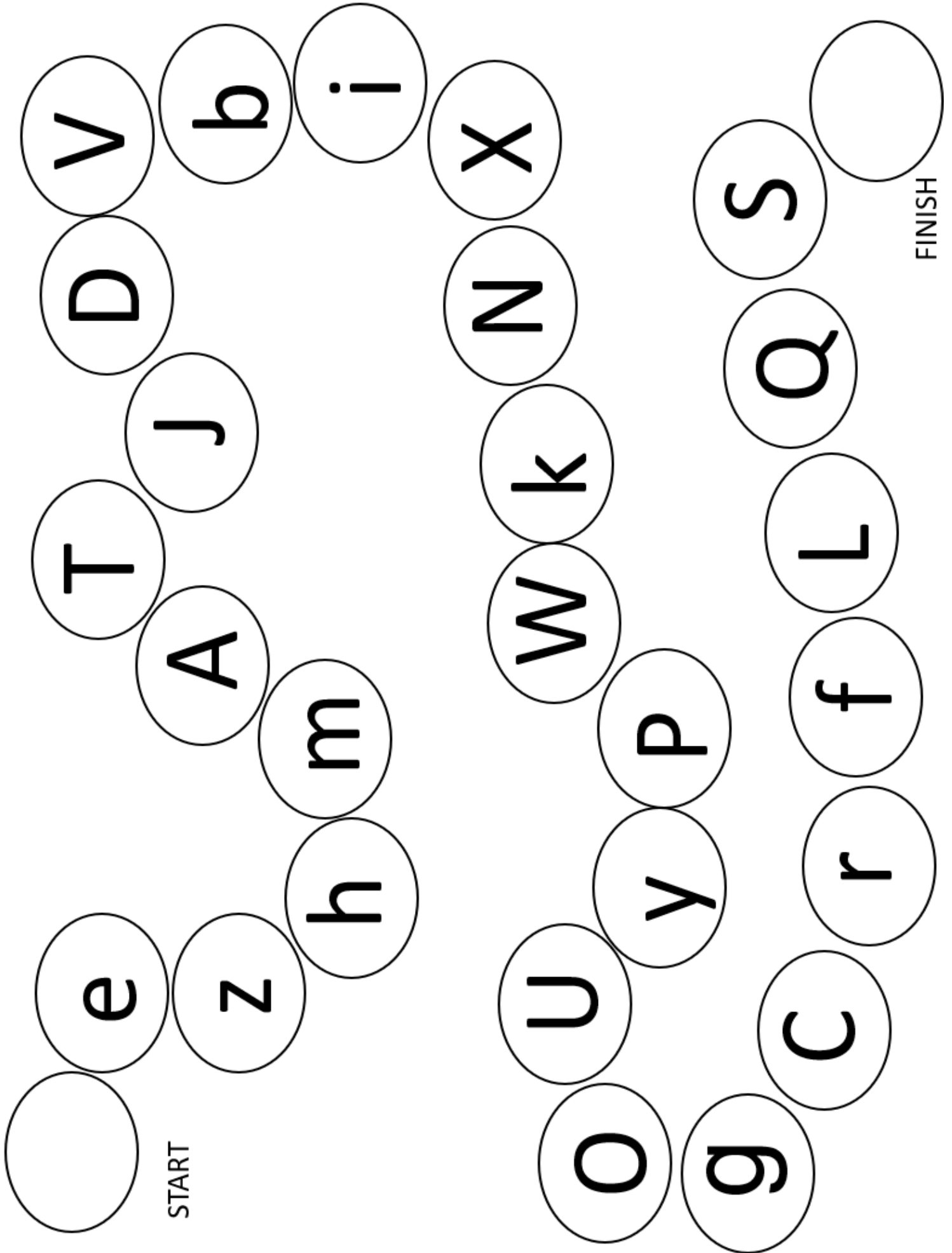
V

a	b	c	d	e	f	g
h	i	j	k	l	m	n
o	p	q	r	s	t	u
v	w	x	y	z		

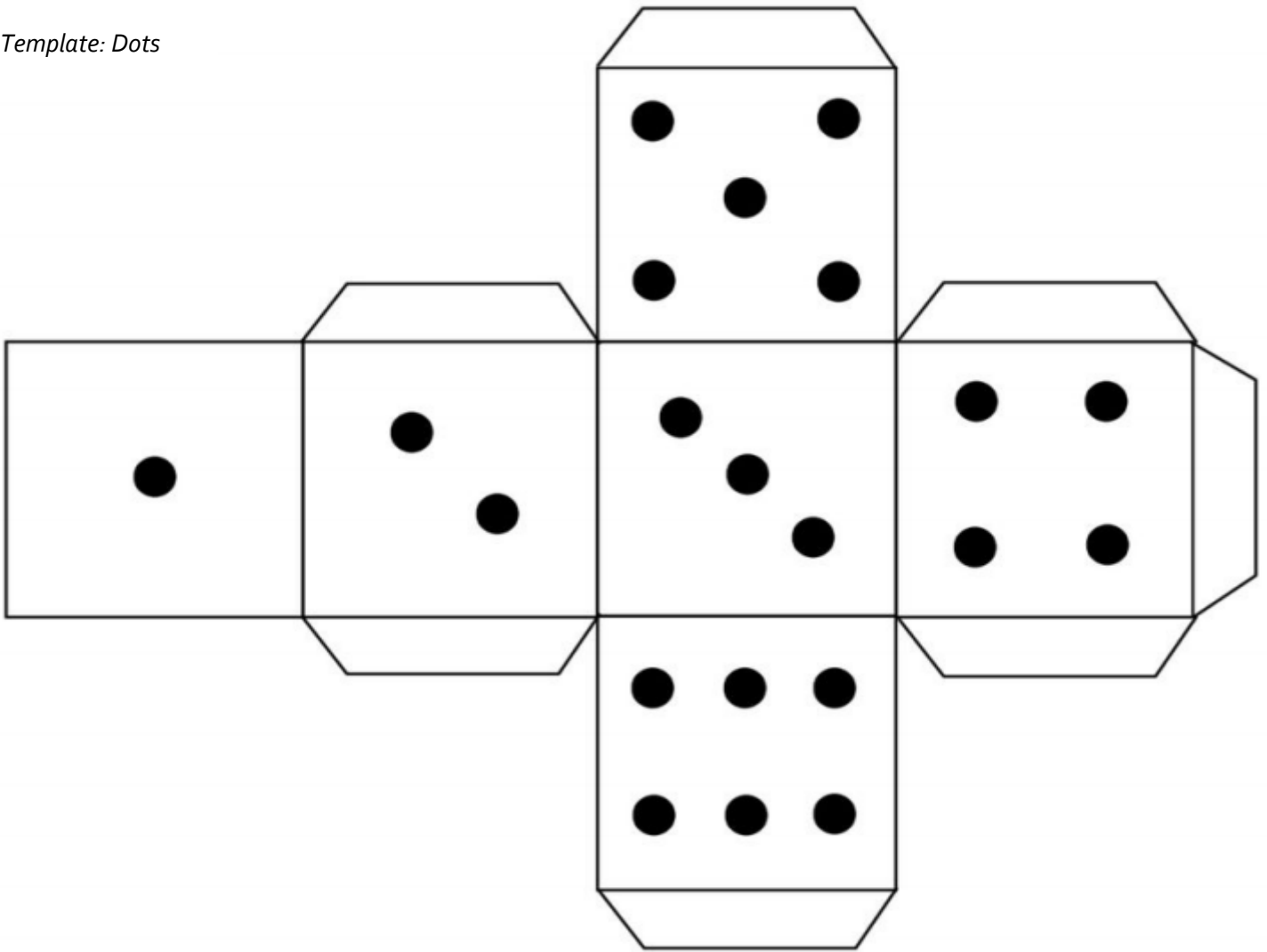


START

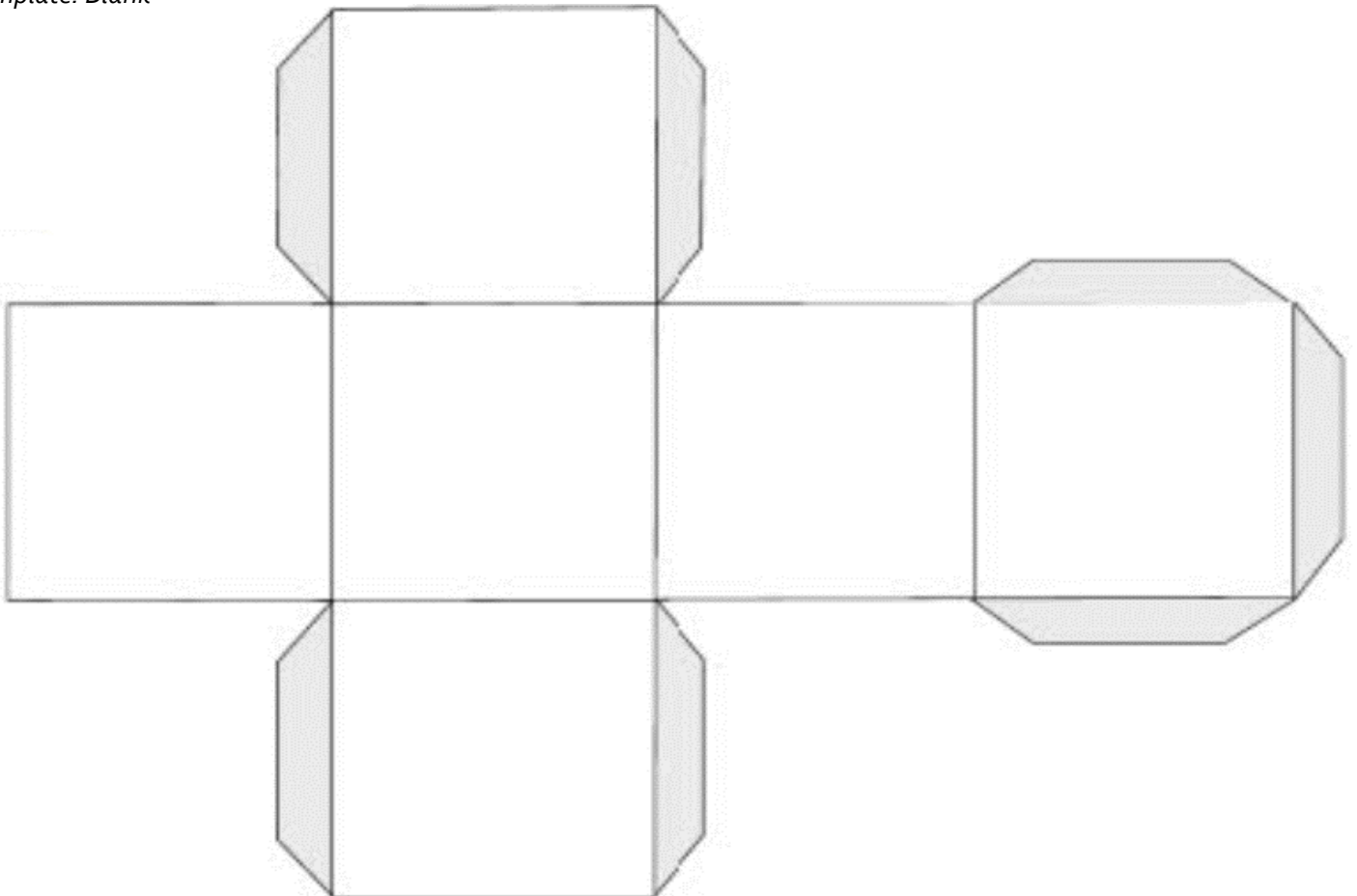
FINISH

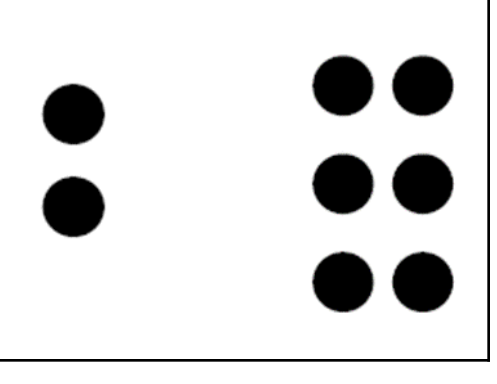
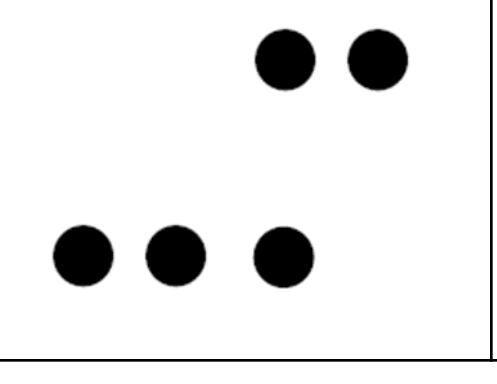
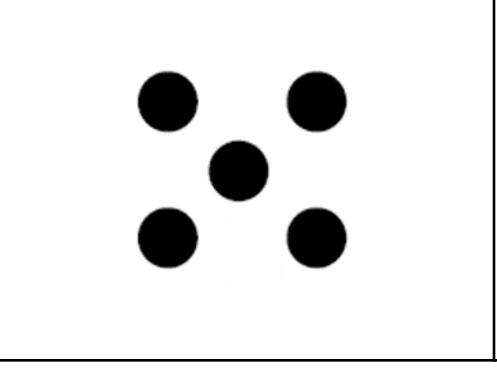
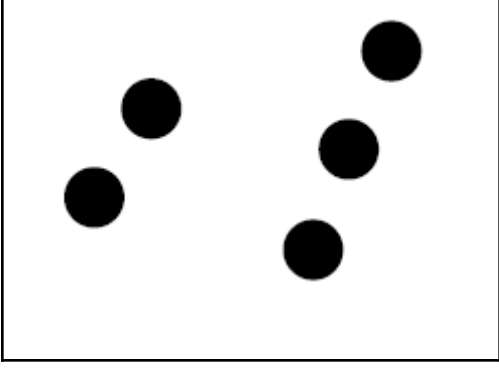
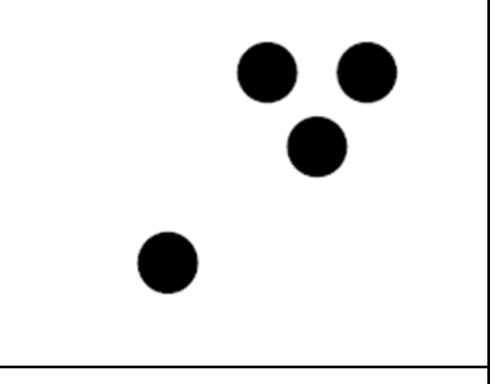
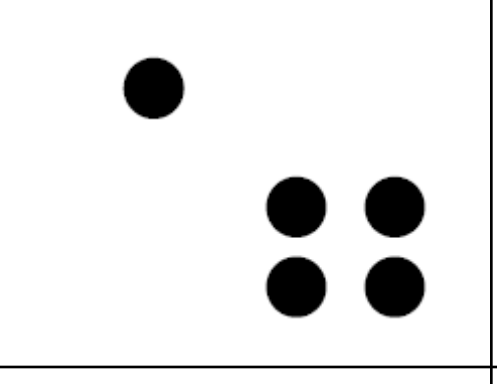
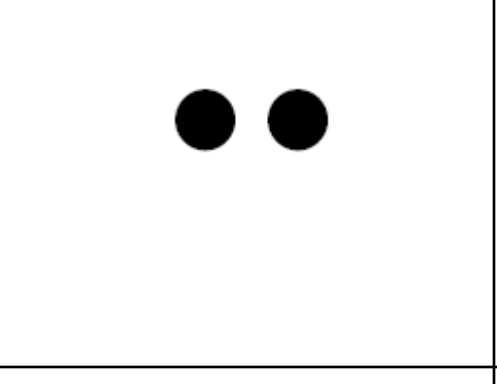
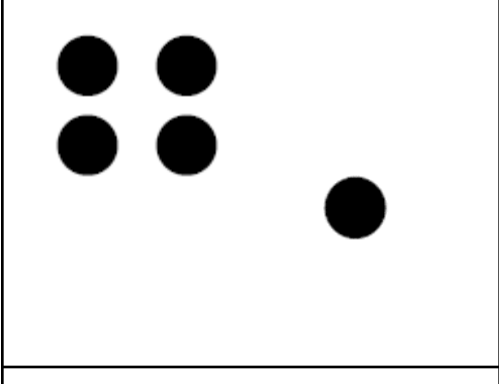
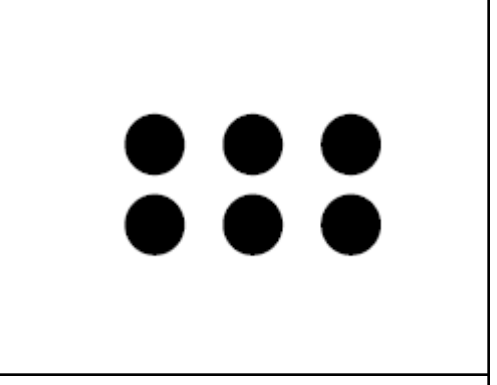
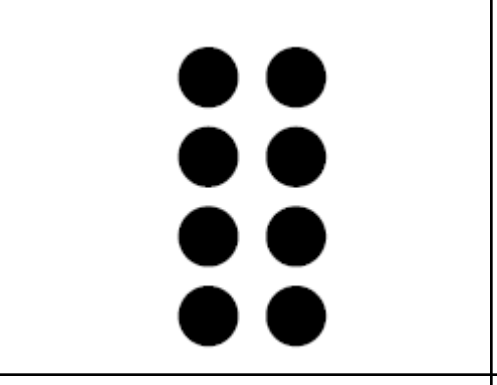
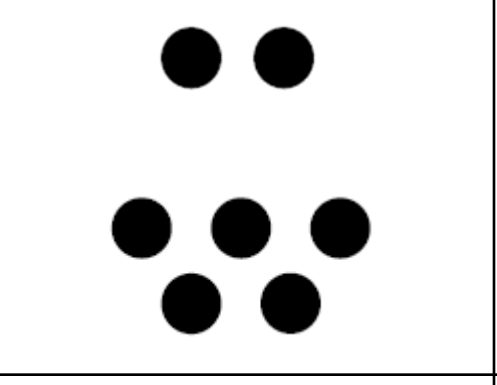
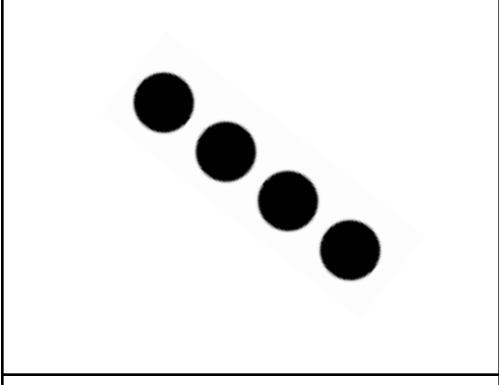
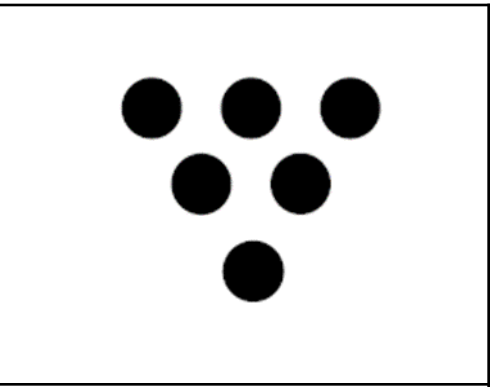
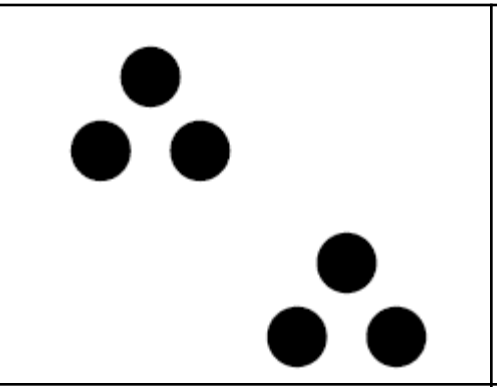
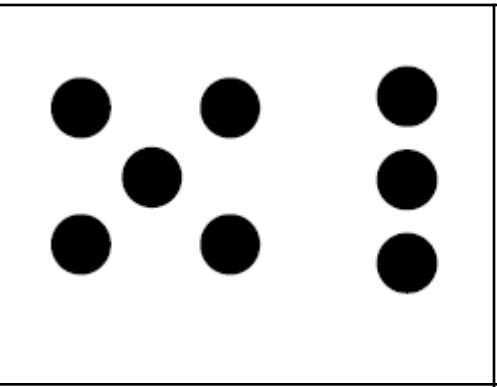
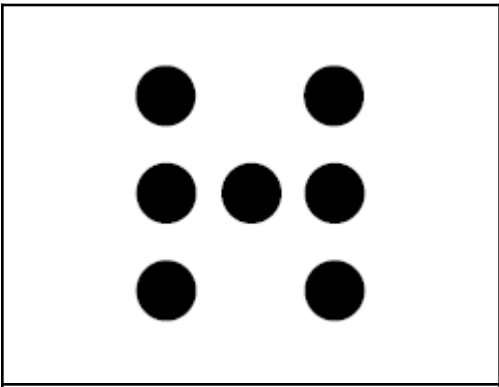


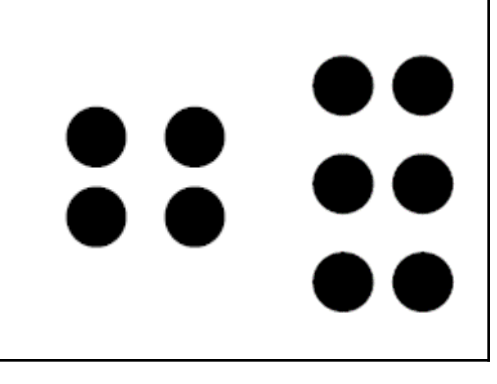
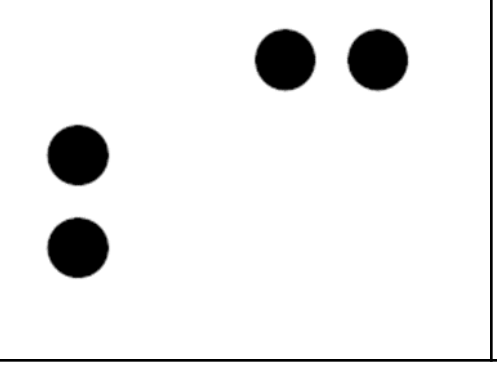
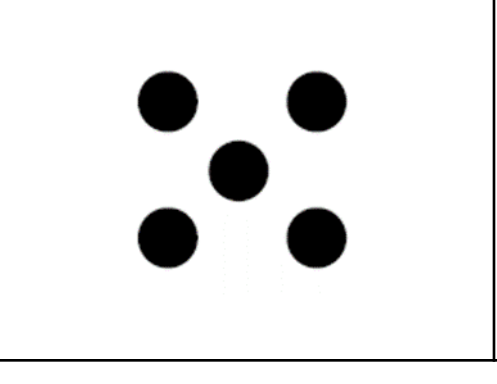
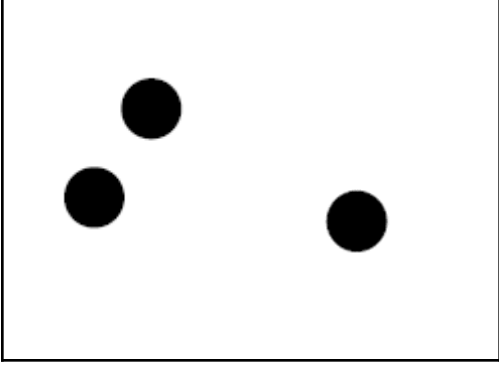
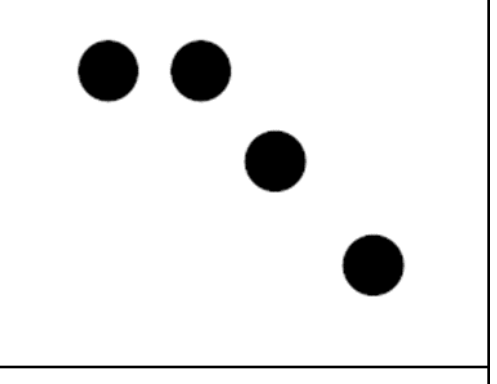
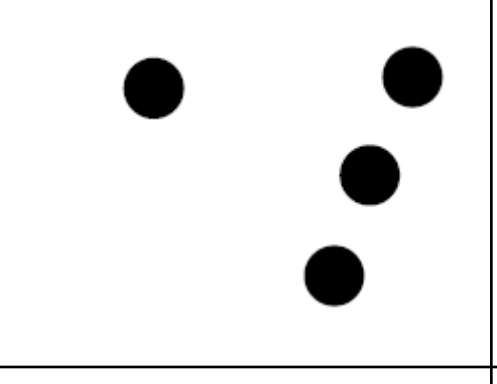
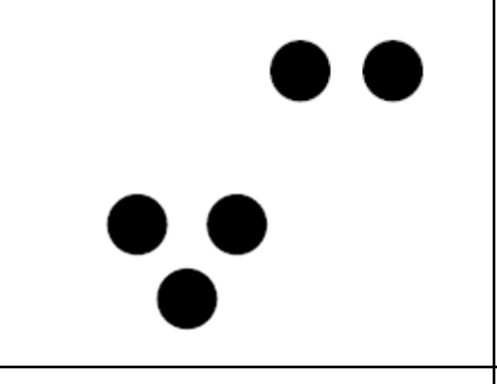
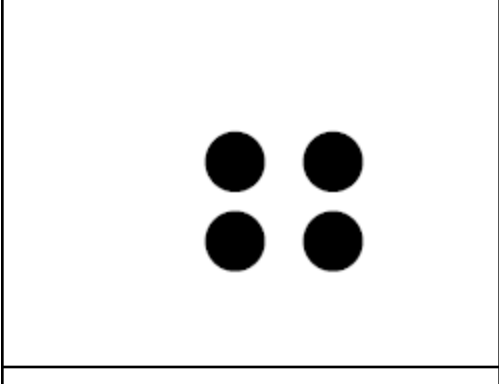
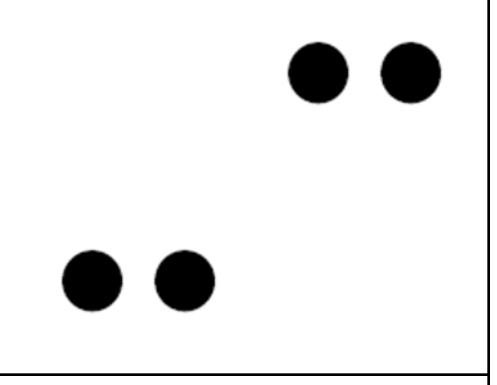
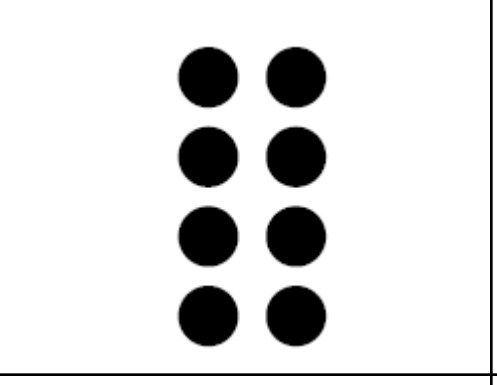
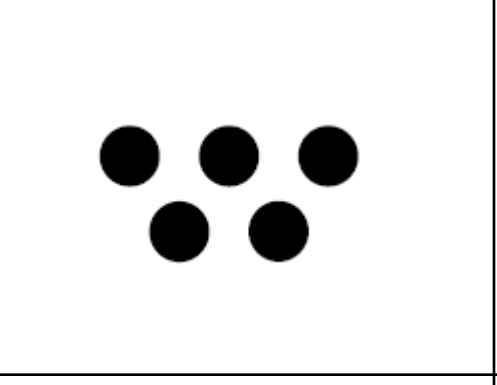
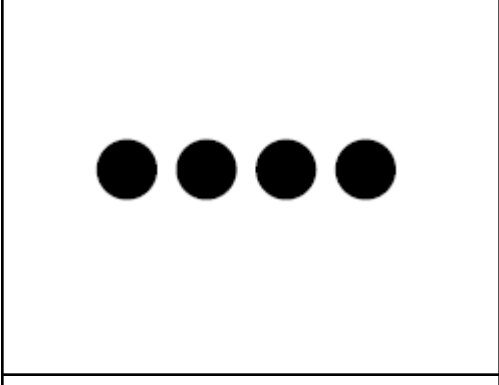
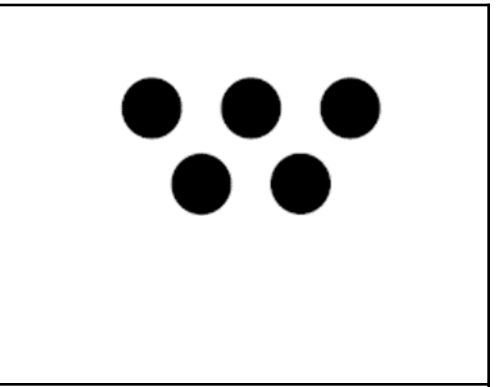
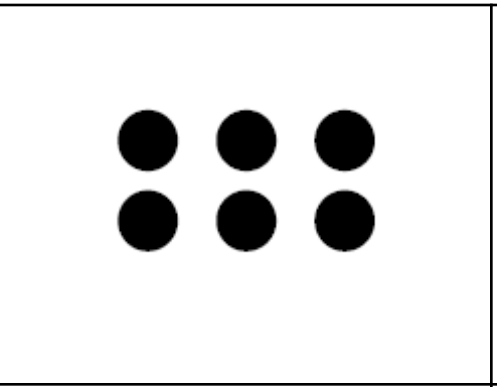
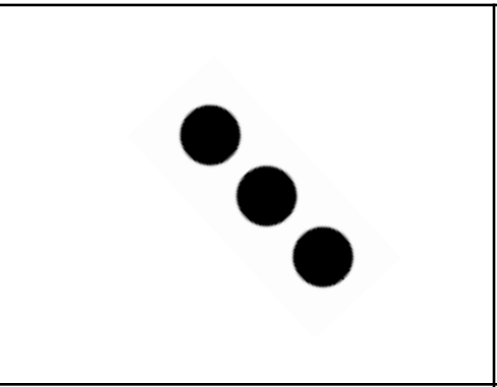
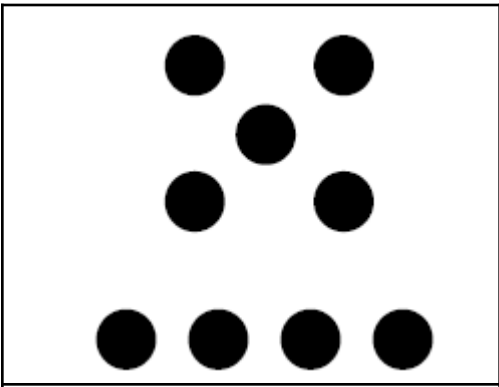
Dice Template: Dots



Dice Template: Blank







Math Games

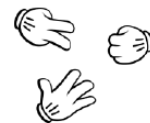
1. Shake and Spill (up to 5)

Place small objects into a cup. Player 1 spills the cup and counts the number of objects. Place objects back in cup. Player 2 then spills objects and counts objects. Continue taking turns.



2. Rock, Paper, Scissors... Count

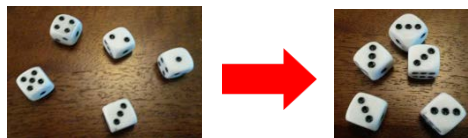
Similar to Rock, Paper, Scissors except when you say "rock, paper, scissors, **count**" players put out a random number of fingers. The object is to count how many fingers in all.



Variation: Count the number of fingers each player is holding out and compare amounts, using terms *more*, *fewer* and *same*.

3. Match 'Em

Roll a set of 3 to 5 die. Choose what number to match. Pull out the die that match and re roll the other die. Continue until all die match. Player's turn ends when all die match.

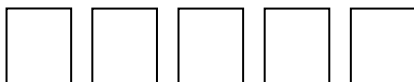


Variation: Roll die and place in sequential order.



4. Garbage (to 5)

Shuffle a deck of cards using only the ace, 2, 3, 4, 5 cards of all suits (all other cards should be removed from deck). Deal 5 cards facedown to each player. Place extra cards in the draw pile. Players should arrange their cards (facedown) in a 5-frame pattern as shown:



Player 1 takes a card from the draw pile and looks at it. Player 1 names the card and then places it in the proper place by counting. For example, "I have a 3 and it goes in the 1, 2, 3 space, the third space." The 3 is placed face up and the card underneath is revealed.



Play continues until a card is revealed that has already been played. If the player uncovers a card that has already been placed (face up), he or she calls, "Garbage!" and puts that card into a pile next to the draw pile.

Player 2 begins the same way, by drawing from the draw pile. Or, the player may use the top card in the "garbage" pile to start play.

Each time "Garbage!" is called, play transfers to the next player. The object of the game is for the players to reveal and order their cards from 1 to 5. The game is over when the first player achieves that objective.