

WEEK: May 5th-May 11th (K-4 Calendar)

**Tuesday
May 5th**

AM ACTIVITY: Write some Lyrics

INSTRUCTIONS:

Write some new words:



- Take a song you know really well and write new words to go along with the tune.
- Some good tunes to try are Twinkle, Twinkle Little Star, Mary Had a Little Lamb, Happy Birthday, or the tune of any other song you choose!
- Perform your new songs for your family.

PM ACTIVITY: Shadows

INSTRUCTIONS: Object shadow drawing

1. Ask your child to find different objects or toys that they could use to possibly draw (toy dinosaurs, farm animals, a stuffed animal)
2. You will also need a sheet of paper, a pencil and a sunny day
3. Set your paper up on the floor or on a table that is in the direct path of the sunlight
4. Place the objects on the paper and make sure that a shadow of the object appears on the piece of paper
5. Trace the shadow that appears of the object that is on the piece of paper
6. Trace one object or trace a jungle, farm, or even create a teddy bear picnic



WEEK: May 5th-May 11th (K-4 Calendar)

Wednesday May 6th

AM ACTIVITY: Lights, camera, ACTION!

INSTRUCTIONS:

Dress up and put on a short play

1. Give your child a theme, such as a summertime picnic or a winter kingdom
2. Ask them to prepare a short play, or skit that they will present to their family later
3. Their play should have a beginning, middle and an ending
4. The play is completely up to their imagination no other restrictions



5. Encourage them to get into their performance by using whatever they can around the house to dress up as the characters from their play
6. If your child wants to get other members from the family involved in their play it is strongly encouraged 😊

PM ACTIVITY: Outside Memory

INSTRUCTIONS:

What you will need:

- sheets poster board, blank sheets of paper, or scrap cardboard
- Pencil, Sharpies, or marker

What you need to do:

1. Try to have all the pieces of paper roughly the same size. Depending what you are going to be matching (alphabet, or number, or pictures) you will need to ensure that you have two times the original amount of cards



➔ If you are doing the alphabet you will need 26 card times two, 52 cards in total. You might only want to do 5 or 10 letters instead of the entire alphabet at once

2. Write on the cards, and place them face down mixed up on the grass or driveway

Take turns trying to get as many matching cards as you can. The person with the most cards wins.

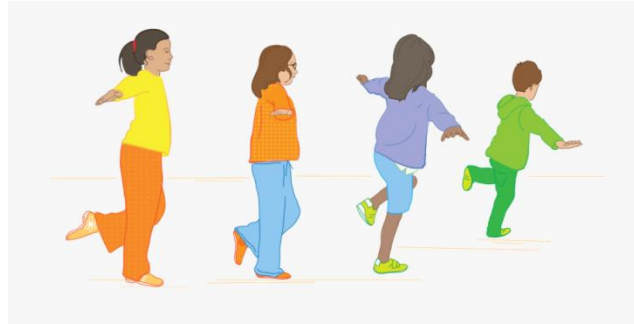
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Thursday May 7th

AM ACTIVITY: Movement Chain Game

INSTRUCTIONS:

- You'll need at least two players for this game
- The first person begins by performing a movement (jumping in place, doing the floss, or anything they come up with)
- The next person has to perform that movement and add on one of their own forming the movement chain
- The next person must do the two original movements and add on one of their own



- You will continue to do this until the movement chain is broken (someone forgets a move) and that person is out
- The last person standing wins

PM ACTIVITY: Kick the can

INSTRUCTIONS:

What you need

Any kind of large tin can or bucket that can be kicked.

Activity:

1. Start by choosing one person to be IT and a "home base" for the children to gather.
2. To start the game, this player that is IT gets to kick the can as far as he/she is able.
3. The players scatter to find hiding places as the can rolls.
4. The person that is IT then chases after the can and brings it back to home base.
5. Once the person that is IT brings the can to home base, they will begin to counts to 50 (or 100; depending on age) with their eyes closed.
6. When the person that is IT is done counting they will start searching for the other kids and the fun begins.
7. When the person that is IT finds a hider, he calls out this player's name.
8. If the hider can kick over the can before the person that is IT does, the hider is safe.
9. If the person that is IT makes it to the can first, the player whose name they call out is captured and must wait in the jail (next to the can).
10. The player/s in jail are not doomed just yet, another player can risk capture to save them.
11. If another player can kick over the can and call out "Home FREE" without getting captured by the person that is IT, the jailbirds are free to run and hide from the person that is IT again.
12. The game continues until all the jailbirds have been captured. The first person caught becomes the person who will be IT in the next game



Friday May 8th

AM ACTIVITY: THINK OUT OF THE BOX THURSDAY

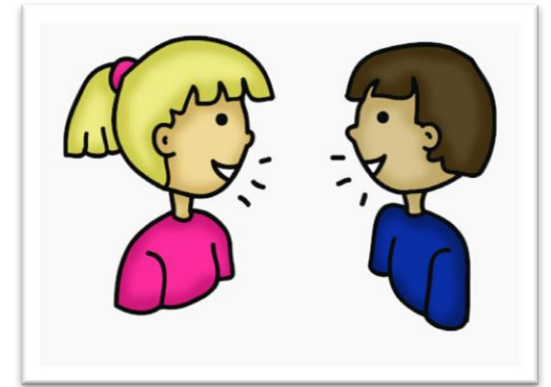
INSTRUCTIONS:

- Complete the following two drawings by turning the object into something new



PM ACTIVITY: Let's talk about it

INSTRUCTIONS: Pick 3 out of the 5 sentences below to talk about with your child. Try and allow them the time to explain their thoughts and why they are thinking the way they are. Pick one of the sentences and ask your child to draw what that sentence may look like.



1. Imagine you have become invisible. What would be the first thing you would do, and WHY?
2. What would you do if you were in the middle of a lake and your boat sprung a leak?
3. What would you do if you were the last person on earth?
4. What would you do if you suddenly woke up in another country and no one understood a word you said?
5. What if you were a snowflake, what would your day be like?



Monday May 11th

AM ACTIVITY: Create an instrument

INSTRUCTIONS:

Create your own imaginary instrument:

- Draw a picture of a cool new instrument that has never been played before!
- Think about size, colour, different parts of the instrument, how it makes sound, what it sounds like, and what makes it special.



Don't forget to give your instrument an awesome name!

- If your family says it's okay, you could try building your instrument out of objects you find around your house.



PM ACTIVITY: Statue

INSTRUCTIONS:

1. A person starts out as the "Curator" and stands at the end of a field or yard
2. Everyone else playing stands at the far end (distance depends upon playing area selected).
3. The object of the game is for a "Statue" to tag the Curator, thereby becoming the Curator and resetting the game.
4. The Curator turns their back to the field, and the "Statues" attempt to race across and tag the Curator.
5. Whenever the Curator turns around, the Statues must freeze in position and hold that for as long as the Curator looks at them. The Curator can even walk around the Statues, examining them. However, the Curator needs to be careful – whenever the Curator's back is turned, Statues are allowed to move.
6. If a Statue is caught moving, they are sent back to the starting line to begin again and if a statue gets sent back they must go all the way back.

