


# HONEY BEES WEEKLY LESSON PLAN

Theme: Bugs!




Date: 5/4/15-5/8/15 

## OBJECTIVES AND GOALS

**BIG IDEA:** Children actively construct knowledge through routines, play, practice and language. They observe others and their environment, use their senses to manipulate objects and materials and develop their own individualized approach to learning.

**ESSENTIAL QUESTION:** How do I find out about things? What information do I need to learn new things? What do I learn when I am playing?

**PARENT INFO:** Talk about the bugs you see outside/inside. What colors are they? What shapes are they? Are they BIG? Are they SMALL? Are they FAST? Are they SLOW? How do they MOVE?

	<b>M</b>	<b>T</b>	<b>W</b>	<b>TH</b>	<b>F</b>
<b>GROSS MOTOR (GM)/ FINE MOTOR (FM) MOTOR ACTIVITY</b>	GM: Walk around the neighborhood; where do bugs live?  FM: Sand and Water Play	GM: Go on a Bug hunt outside: Look HIGH, Look LOW, Look UNDER, Look OVER! FM: Coloring	GM: Take a walk around campus, go UP and DOWN stairs FM: Sand and Water Play	GM: Buzz around the playground like a BEE FM: Puzzles	GM: Animal Game in the Big Room: Bug edition FM: Playdough
<b>STANDARD</b>	STANDARD 10.4: PHYSICAL ACTIVITY: GROSS MOTOR COORDINATION				
<b>GATHERING TIME</b>	SONG: Ants Go Marching BOOK: An Ants Day Off	BOOK: I Love Bugs	SONG: The Insects Outside BOOK: We're Going on a Nature Hunt	SONG: Butterfly BOOK: Little Bee	Looking at the Cocoon outside BOOK: The Very Greedy Bee
<b>STANDARD</b>	2.1.1 COUNT AND COMPARE NUMBERS	STANDARD 1.6: SPEAKING AND LISTENING	1.1.2 WORD RECOGNITION SKILLS		
<b>SMALL GROUP ACTIVITY</b>	Drawing Ants  What shapes do we use? How Many?			 Make ourselves into butterflies	Playdough: Make bug fossils in playdough
<b>STANDARD</b>	STANDARD: 25.2 SELF REGULATION	STANDARD 10.5: CONCEPTS, PRINCIPLES AND STRATEGIES OF MOVEMENT: FINE MOTOR DEVELOPMENT	10.5.1 STRENGTH, COORDINATION AND MUSCLE CONTROL		
<b>CHANGES TO THE ENVIRONMENT</b>	New Books				
<b>SELF-HELP SKILLS:</b>	Turning on & off water	Putting away the toy they are playing with	Finding their place by looking for their picture		