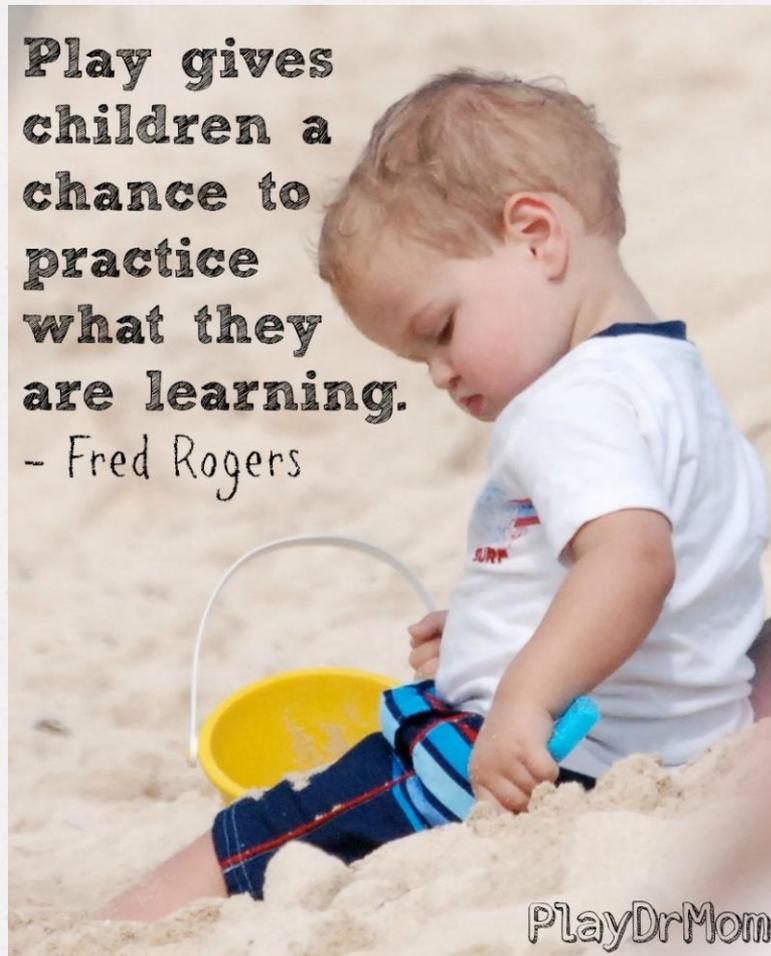


Passive Programming

When you don't have time to run the show
yourself!

**Play gives
children a
chance to
practice
what they
are learning.**

- Fred Rogers



PlayDrMom

Give the pupils
something to do, not
something to learn; and
the doing is of such a
nature as to demand
thinking; learning
naturally results.

John Dewey

meetville.com

Simple to complex

- o Coloring sheets
- o Puzzles
- o Art stations (make your own)
- o Dollhouses, play kitchens, workshops, etc.
- o Puppet shows
- o Science stations – observe, measure, etc.
- o Exploration stations – exploring a topic throughout the libraary

Pretend Play



Social skills * conversation skills * symbolic reasoning













Construction!

Fine motor skills * measuring * cause & effect





**CHILDREN'S
ACTIVITY
TABLE**

KAPLA



**WHAT CAN YOU
BUILD?**



KAPLA

KAPLA



Art & Crafts



Fine motor skills * creativity * exploration



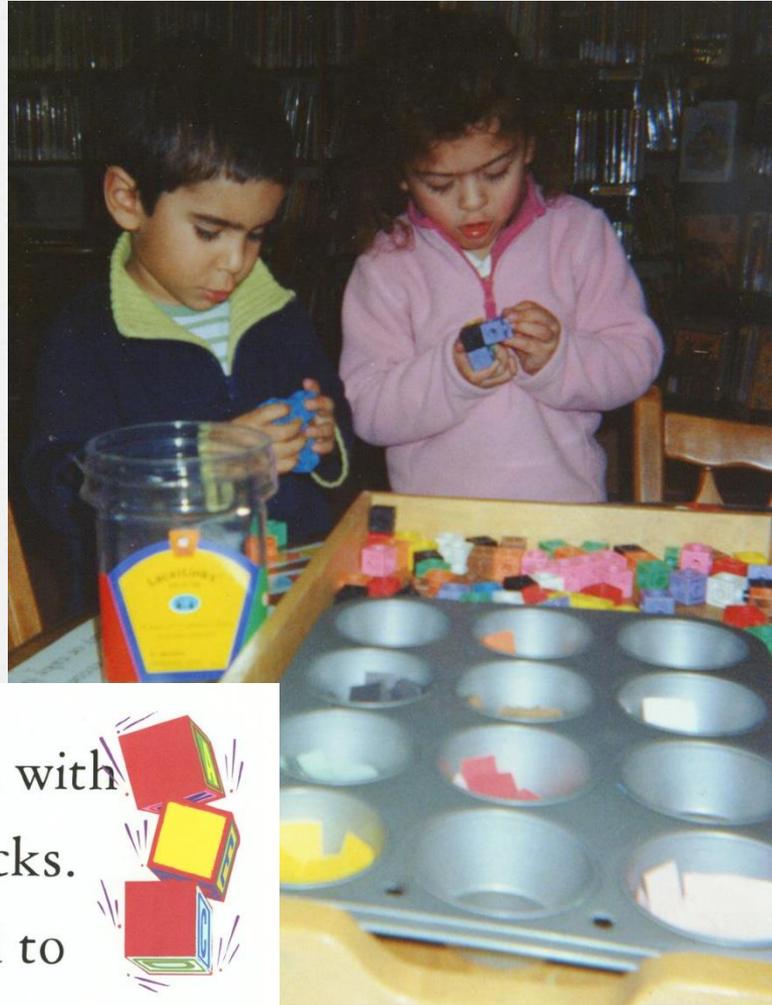






STEM

Reasoning skills * critical thinking * logic



Create a Pattern with
the linking blocks.
Make a record to
display or take home.





MATH IS COOL
Collecting and Sorting
Read the book.
Follow the directions in the game.
Count & Match Buttons.
Sort by color, size, and shape.



N 10

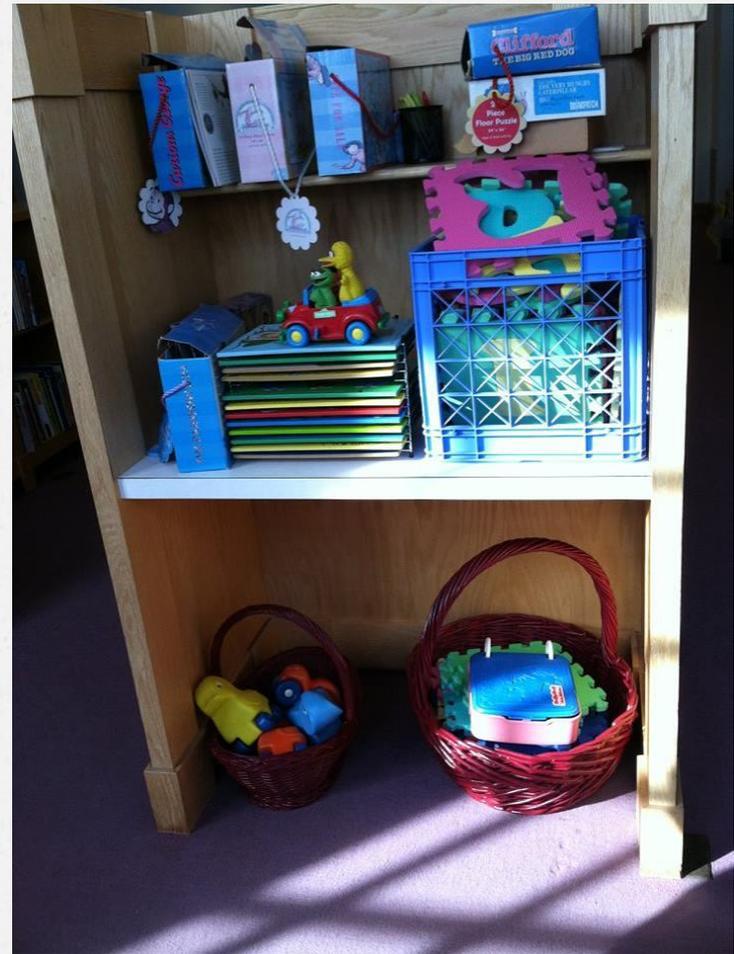
Working Together





RECITE A POEM
CHOOSE A
TREASURE









Puzzles

Logical reasoning * teamwork * visual spatial skills

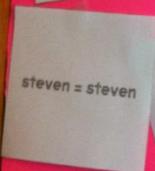


Puzzle Power: Choose from a super hero cape-full of wordsearches, scrambles, crossword puzzles, dot-to-dots, coloring sheets, drawing & writing challenges. Fill out a raffle ticket for each paper task you complete to enter a weekly contest for a **FREE BOOK**.
3 winners will be drawn each week.

Super Power Puzzler: Complete a special weekly challenge & win a small prize.

WORD WINKS

VISUAL VERBAL PUZZLES



CAN YOU GUESS THE PHRASES?

WEEED



Exploration Stations

Exploring a topic in many ways!





Animal Tracks tell stories in the snow.
Make your own track book & write a track story.
Fold the paper in half lengthwise.
Fold paper in half again. Open paper with hole side up.
Fold each end towards the middle to create a slight
along track stumps & markers, create a story about animals in
water. You can use both sides of the book for your story.
Make sure you write the title & author (your name)
on the cover.

Try it yourself

- o Pick a topic
- o Grab some books
- o Brainstorm some exploration activities
- o Pick one and create a station