

Two's Lesson Plan

Study:			Week of:		
Observations & Questions (at least 3):			Learning Objectives:		
	Monday	Tuesday	Wednesday	Thursday	Friday
Provocation Exploration Activity					
Special Activities <i>Goals will vary based on the activities</i>					
Baby Doll Circle Time <i>Goal—To provide language and skills to begin to understand, identify, and control feelings</i>					
Literacy <i>Goal—To learn to use and understand language, help children express their needs, ideas, feelings and communicate</i>					
Music/Movement <i>Goal—To express creativity using own body</i>					
Art <i>Goal—To express creativity, use own ideas, and develop fine motor skills</i>					
Interest Centers <i>New Materials Added to Enhance Study</i>					
Dramatic Play <i>Goal—To learn social skills, social studies, and how to represent the world and life situations through role play</i>	Blocks <i>Goal—To build cooperation skills, balance/special relations, awareness, and construction</i>	Sensory Table <i>Goal—To develop fine motor and math skills through measuring, pouring, droppers using sensory exploration</i>	Math/ Manipulatives <i>Goal—To develop problem solving skills, fine motor skills, and hand-eye coordination</i>	Art Center <i>Goal—Free choice materials to stimulate creativity and develop fine motor skills</i>	Science/ Technology <i>Goal—Provides materials to stimulate own research and to explore science materials</i>
Practical Life Skills <i>Goal—To develop motor control and coordination, independence, concentration, and a sense of responsibility</i>	Second Language: <hr/> <i>Goal—To provide beginning words for communication</i>	Mindful Moment <i>Goal—To cultivate a calmness from inside out</i>	Healthy Habits <i>Goal—To learn healthy ways to eat and exercise, to take care of our body and listen to it</i>	Outdoor Activities <i>Goal—To encourage healthy habits and develop large motor skills like balancing, running, skipping, etc.</i>	Faith Building <i>Goal—To learn and build Christian characteristics and traits</i>
TS Gold Objectives:					