



# AKA Summer Activity Weekly Guide

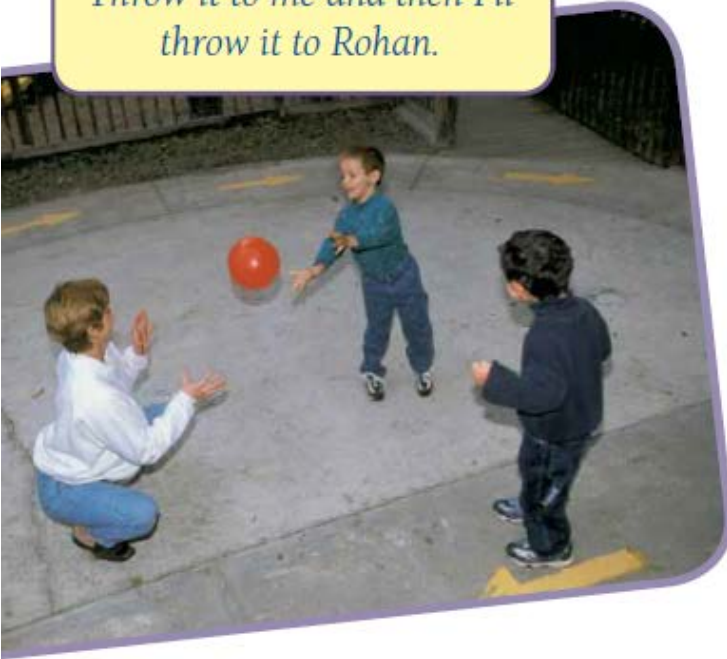
## OVERVIEW:

Young children build school readiness skills through meaningful everyday play and authentic experiences. Use this activity guide for fun summer learning.

<p><b>BOOK</b></p>	<p>How to Hide an Octopus</p> <p><a href="https://www.youtube.com/watch?v=Gldxh4gSkwM">https://www.youtube.com/watch?v=Gldxh4gSkwM</a></p> 
<p><b>SONG</b></p>	<p>Waves in the Sea</p> <div data-bbox="1094 722 1484 1167"> <p><b>Waves in the Sea</b></p> <p>The waves in the sea go  Up and down,  Up and down,  Up and down.</p>  <p>The waves in the sea go  Up and down,  All day long. </p> <p>...Sharks in the sea go  Snap, snap, snap...</p> <p>...Fish in the sea go  Swish, swish, swish...</p> <p>...Boats in the sea go  Toot, toot, toot...</p> </div>
<p><b>GROSS MOTOR</b></p>	<p>Three-Corner Catch: Game 183</p>
<p><b>ACTIVITY</b></p>	<p>Matching Similar Pictures: Game 130</p>
<p><b>SOCIAL EMOTIONAL SUPPORT</b></p>	<p>Acknowledgement: Emphasize the impact on others. If a child does something caring or something that benefits the community, acknowledge the positive impact. For example, if a child has put away toys on the floor say, "You cleaned up the blocks. Now someone else can have a turn." Or if they helped a friend you might say, "You gave Yoon Seo the fire truck. He looks really happy to have it." Such language builds a sense of agency (ability to intentionally make things happen through your actions) by drawing the child's attention to the impact his/her actions have on another child. <a href="http://www.cainclusion.org">www.cainclusion.org</a></p>

# Three-Corner Catch

*Throw it to me and then I'll  
throw it to Rohan.*



Play an easy game of toss and catch with your child and a playmate.

The children will improve their throwing skills and find that it's fun to take turns and cooperate.

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## Why this is important

Tossing and catching is a universal children's game in all cultures. Although your child may miss the ball repeatedly at first, he will learn cooperation and turn taking as he practices tossing and catching the ball.

## What you do

- Invite your child to join you in a game of catch.
- Toss a large, lightweight ball back and forth with him a few times.
- Suggest an expanded game. *Brett, let's ask Anita if she wants to toss and catch with us.*
- Introduce the new three-person game. *There are three of us. We can play three-corner catch. Each of us will be a corner.*
- Explain the rules: *Brett will throw to Anita, Anita will throw to me, and I will throw to Brett.* You can walk through the motions to help your child understand and remember the order.
- Encourage success during the game by offering encouragement. *Brett, you threw the ball so carefully to Anita. That helped her catch it.*
- Talk about your own actions as well. *I'll step a little closer to you, Brett. It will be easier for you to catch.*

## Another idea

Change the game by adding more players, using a different size ball, or increasing the space between children.

### Let's read together!

*Night Catch*  
by Brenda Ehrmantraut

# Matching Among Similar Pictures



Let your child look for one matching pair among several pictures of the same kind of thing, for example, among several pictures of cars.

Your child will begin to notice which pictures are nearly alike and which are exactly alike.

*You found the match!  
Those other pictures  
didn't fool you.*



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## Why this is important

Challenging your child to observe and make careful choices from among a group of similar items encourages her to pay attention to details. This skill will help your child as she learns to quickly and accurately see the differences between letters of the alphabet, including letters with similar shapes such as *b* and *d*.

## What you do

- Cut out pictures of the same kinds of items in a catalog or magazine.
- Begin the game with four pictures on the table. The pictures should be similar, but with only two that are identical. For example, four pictures of coats, two of which are exactly the same.
- Invite your child to play with you as you ask: *Can you find the two coats that are the same?* When she succeeds, acknowledge her achievement: *You found the two red coats that match!*
- Ask your child to hide her eyes as you switch the positions of the pictures, remove the previously matching pair, and add a new matching pair to the group.
- Play the game with the first set of pictures several times before moving on to a new group of similar pictures.

## Ready to move on?

Create a game that uses all the pictures. Spread every picture randomly on the table and invite your child to find each matching set.

### Let's read together!

*A Hen, A Chick and a String Guitar*  
by Margaret Read MacDonald