

## PreK ECS303 Lesson Plan

<b>Name: Courtney</b>	<b>Date: November 16/2021</b>
<b>Grade: PreK</b>	<b>Subject: Table top and Circle Time</b>
<b>Length of Lesson: 20 min</b>	<b>Work Space: PreK classroom</b>

<b>Indigenous Content:</b>
<b><u>Classroom Management</u></b> Tabletop activity Layout students names and tabletop activity before class. Circle Time Student groups: One student will be chosen as helper and get to sit in the rocking chair. All other students will sit down on the rug in a half circle facing teacher and helper.

<b>Step 1 - Desired Results</b>
Tabletop: Fine motor skills - Working on fine motor skills by tracing lines.  Circle Time: Language/Literacy - Working on language/literacy by counting the numbers on the calendar (number recognition). The numbers on the calendar are in patterns, helper will identify what the new numbers image will be in regard to the pattern. Working on making connections to the number and words by having a picture (visual).  Gross motor skills - Teacher will play a movement game with the students.

<b>Step 2 - Assessment Evidence</b>
<b>Assessment Plan:</b> Tabletop: Can use the worksheets as assessment. Circle time: Observation and communication with students

<b>Step 3 - Learning Plan</b>
<b><u>Learning activities</u></b> (step by step from start to finish, detailed enough for another teacher to follow)

1. Students will find their name on the tables.
2. Students will use a marker to trace the lines on the worksheets provided.
3. After students are finished tracing they will write their name on their worksheet.
4. After students finish tabletop activity they will put away their stuff and go sit on the rug for circle time.
5. Teacher will choose the Helper from the front of the envelope.
6. Helper will get to sit in the small rocking chair.
7. Helper will say hello to everyone.
8. Helper will get to use the pointer to count the dates on the calendar.
9. Class will say the number on the calendar as a group when the helper points to it.
10. Teacher will see if students know what today's day is before showing the number.
11. Teacher will ask the helper if they can guess what the new image of the day is based on the pattern. (Ex. TRex, Triceratops, stegosaurus, Pterodactyl, repeat)
12. Teacher will play a movement game with the students.
13. The game is move like a dinosaur, teacher will explain the game and go over some safety notes (running in place, being mindful of others and things around them).
14. Teacher will show the movement dice to the students, and ask/demonstrate how each movement would look like.
15. Teacher will roll the dice, and start the game.
16. Student will play the game till they are starting to lose interest.
17. End the game.

**Resources & Materials:**

- Tracing worksheets
- Dinosaur movement dice
- Calendar by teachers reading chair.
- Numbers for calendar (images have different dinosaurs on them, used in a pattern)
- Small rocking chair, for helper
- Pointer for helper

<b>Time:</b>	<b>Teacher's Tasks:</b>	<b>Management:</b>
2-3 min.	<p><b>Set:</b> As students are done putting their outside stuff in their lockers, ask them to find their name on the table.</p> <p>Ask the students to take out one marker to trace the dotted lines on the worksheet.</p>	Clifton - if he is having trouble sitting still and being on task, allow him to bring a dinosaur book or dinosaur toy to his spot. But have him still participate in the activity.

<p>10-12 min.</p>	<p><b>Explore:</b>  <b>Table top</b></p> <ul style="list-style-type: none"> <li>• Students will trace dotted lines on their worksheets. Once they are done tracing they will write their name on the worksheet and put their stuff away.</li> <li>• Students will go sit down on the carpet for circle time.</li> </ul> <p><b>Circle time</b></p> <ul style="list-style-type: none"> <li>• Choose the helper.</li> <li>• Have the helper use the pointer to point at the days on the calendar.</li> <li>• The whole class will say the numbers on the calendar out loud as the helper points at the numbers.</li> <li>• Helper will say hello to every student.</li> <li>• Playing move like a dinosaur, explain that they will roll the dice and perform the movement as a group.</li> <li>• Use a big dice with the dinosaur movements on it.</li> <li>• Allow the helper to roll the dice first.</li> <li>• Take turns rolling the dice, until all students have had a turn.</li> </ul>	<p>Be flexible with the plan, if students are losing interest move on.</p>
<p>1 min</p>	<p><b>Closure:</b> Students will go play.</p>	