

### Kindergarten Week 3 Learning Experiences Chart

Curriculum Area	Learning Experience Name	Materials	Description	Link for Reference (if necessary)
Science	1. Sink vs Float	Random objects, clear bin/sink, water	Fill the bin/sink with water. Take items one at a time and guess if it will sink to the bottom or float at the top of the water. Put the item in the water to see.	
	2. How Does Water Move Up a Plant?	Celery stalk, clear cup, water, food coloring	Fill a clear cup with water and add food coloring. Cut a piece of celery off the celery stalk and place in the water. Observe.	<a href="https://letstalkscience.ca/educational-resources/hands-on-activities/how-does-water-move-a-plant">https://letstalkscience.ca/educational-resources/hands-on-activities/how-does-water-move-a-plant</a>
Numeracy	1. What Time is it Mr.Wolf	No materials needed	One person is "Mr. Wolf". They stand at one end of the play area facing away from everyone else. The rest line up at the opposite end of the play area facing "Mr. Wolf". The players call out "What time is it Mr. Wolf?". Mr. Wolf answers with a time (ex.2 o'clock). The players then take that number of steps (ex.2 steps). This continues until Mr. Wolf answers "lunchtime". Mr. Wolf then tries to tag the	Rules: <a href="https://fitkidshealthykids.ca/node/556">https://fitkidshealthykids.ca/node/556</a>

<b>Numeracy</b>			players before they make it back to the “safezone”. Whoever gets tagged is then it. If a player makes it to “Mr. Wolf” before they call lunchtime, that player becomes “Mr. Wolf”.	
	2. How Far?	No materials needed	Measure the distance to spots indoors/outdoors using your child's feet or shoes.	
<b>Social Studies</b>	1. Exploring Community Jobs	Small empty boxes (macaroni/ granola bars etc.), crayons, cars, and/or action figures	Build your own community. Talk about the workplaces that are in the community (school, RCMP station, nursing station, grocery store, etc.)	
	2. How to Get Home	No materials needed	Go for a walk to a chosen destination. On your way, point out landmarks or things to remember for your walk home. On your walk home encourage your child to lead and recount the landmarks.	
<b>Literacy</b>	1. Pantry Letters	No materials needed	Look through the cupboard or pantry and ask your child to find different letters on cans, boxes, and other	

<b>Literacy</b>			packages.	
	2. Sound Matching	Piece of paper with letters written on it, random household objects	Take a piece of paper and write letters of the alphabet. Collect household objects that start with different letters. Have children try to match items to the letter they start with.	
<b>Physical Education</b>	1. Mirror, Mirror	No materials needed	Stand face to face with your child. Tell them to follow your actions like a mirror.	<a href="https://fitkidshealthykids.ca/node/242">https://fitkidshealthykids.ca/node/242</a>
	2. 54321 Warm Up	No materials needed	Pick a body part (arm, leg, foot, etc.) and move it (shake, stomp, wave) counting down from 5 number.	<a href="https://fitkidshealthykids.ca/node/379">https://fitkidshealthykids.ca/node/379</a>
<b>Arts</b>	1. Food Collage	Store flyers, magazines glue or tape, paper and scissors	Have children look through the food flyer or magazine. Have them cut out foods then glue the foods on a piece of paper.	
	2. Self Portrait	Paper, pencil, markers or crayons, mirror	Have children look in a mirror and then draw a picture of themselves on a paper.	

<b>Learning Every Day (Tidying Up)</b>	1. Texture Tidy		Have your child tidy up by asking for textures (let's clean up all the soft toys first, next the smooth toys, etc.).	
	2. Speed Tidy	Clock/ watch/ cellphone/ timer	Have your child guess how long it will take to clean up a room. Explain the tool that will be used to time them. Begin.	