

Joyful Heart Rhyming Times for 3's
Bible and Rhyme: Week 11

Bible Story and Memory Verse	Days	Bible and Rhyme	ABC Time	Math OR Science/Health With Art	Other
<p>Bible Story: Battle of Jericho</p> <p>Joshua 5:13-15; Joshua 6</p> <p>Bible Memory: Joshua 1:9b Do not be terrified; do not be discouraged, for the LORD your God will be with you wherever you go.</p>	1	<ul style="list-style-type: none"> • Prayer • Bible Story: Introduce and read the Bible Story. • Bible Memory • Songs and Movement: Review 'My God is So Big', 'Joshua Fought the Battle of Jericho'. • Nursery Rhyme: Introduce, read/chant, and discuss 'Humpty Dumpty'. Draw a face on a hard boiled egg and then drop 'Humpty' as you recite the nursery rhyme! • Phonemic Awareness: Oddity Task - Show three pictures and ask which two rhyme and which one does not rhyme. 	<ul style="list-style-type: none"> • Story: <u>The Story of Joshua</u> by Patricia Pingry • Sing/Chant/Move to ABC's Letter Recognition Focus Introduce Letter 'Hh' using the Picture Review Sheet and the letter 'Hh Song', relate to Bible Story. • Environmental Print: Place a piece of environmental print on the "I Can Read" board. (<i>Exp. Hershey's, etc.</i>) Ask your child 'Can you read this?' Then let your child hunt for other print to add to the I Can Read board that starts with that same letter. Print can be added at any time during the week! • Letter Art: Peel and stick mini happy face and heart stickers onto the Letter Hh outline to create 'Happy Heart Hh's'! 	<ul style="list-style-type: none"> • Review Game or Flashcards for colors, shapes, numerals, name, birthday, phone number, address, and letters studied • Calendar/Oral Counting with Movement (<i>Same daily.</i>) • Math <i>Focus: All Shapes</i> Play Shape Cover Up: Place shape puzzle pieces on top of the shape outlines to form a picture (exp. Playful Patterns game) OR Play Colors and Shapes Match Me • Math Art Create a Tissue Paper Shapes Collage – Attach cut tissue paper shapes to contact paper or glue to wax paper and brush liquid starch over all the shapes. 	<ul style="list-style-type: none"> • Play Sound Bingo and match sounds from instruments • Make an edible marshmallow wall. Sound a 'Bugle' chip and tear the wall down as you eat it!
	2	<ul style="list-style-type: none"> • Prayer • Bible Story: Review Bible Story using <u>Devotions for Little Boys and Girls: Old Testament</u> by Joan Webb p. 76. • Bible Memory • Songs and Movement: Review Songs; 'The Tempo Marches On' (Jim Gill). • Nursery Rhyme: Reread/chant, and discuss 'Humpty Dumpty'. • Phonemic Awareness: Brainstorm words that rhyme with 	<ul style="list-style-type: none"> Story: <u>The Wall That Did Not Fall</u> by Marilyn Lashbrook • Sing/Chant/Move to ABC's • Letter Recognition Focus Review Letter 'Hh' using the Picture Review Sheet and the letter 'Hh Song', relate to Bible Story. • Friend/Family Name Wall: Pray for each individual as their name is added. Stress that the first letter in a name is always uppercase. Hunt for the corresponding lowercase letter in other names also on display. Point to and read all of the names on the name wall so far. • Letter Sort: Sort uppercase H's from lowercase h's. 	<ul style="list-style-type: none"> • Review Game or Flashcards for colors, shapes, numerals, name, birthday, phone number, address, and letters studied • Calendar/Oral Counting with Movement (<i>Same daily.</i>) • Math <i>Focus: All Shapes</i> 1) Play Shapes Race (<i>a board game with shapes</i>). Spin the shape spinner and move your game piece to that shape. OR Play the Shape Hokey Pokey – using cut foam for each of the shapes! 2) Sort Crackers by Shape (<i>Use Ritz circles, Cheeze-It squares, Club rectangles, Triscuit triangles, and Townhouse ovals!</i>) • Math Art Make Humpty Dumpty and the wall from precut 	

		'wall' and 'fall'.		shapes.
	3	<ul style="list-style-type: none"> • Prayer • Bible Story: Review Bible Story using <u>Devotions for Little Boys and Girls: Old Testament</u> by Joan Webb p. 77. • Bible Memory • Songs and Movement: Review Songs; Act out the being the Israelites marching around Jericho!; 'I'm in the Lord's Army'. • Nursery Rhyme: Reread/chant, and discuss 'Humpty Dumpty'. • Phonemic Awareness: Reread the nursery rhyme. Then, on another reading, have your child rock back and forth like an egg each time a word in the nursery rhyme is spoken. 	<ul style="list-style-type: none"> • Story: <u>Jericho's Tumbling Walls</u> by Joan Curren • Sing/Chant/Move to ABC's • Letter Recognition Focus Review Letter 'Hh' using the Picture Review Sheet and the letter 'Hh Song', relate to Bible Story. • Tactile Formation: Have your child form the letter 'H' and 'h' using blocks. Encourage your child to say "Hh" says /h/ or sing the 'Hh Song' as they form each letter. Knock over the blocks and start again! • Letter Sort: Sort Hh's from other letters that are not Hh's. • Name Practice: Show your child his/her name with the correct upper and lowercase letters written on paper or on a dry erase board. Give your child a sheet of letter stickers and have him/her find the letter stickers needed to make his own name. Have your child peel the letters off one at a time and place them in the correct order to spell his or her name using the correct upper and lowercase letter stickers needed. 	<ul style="list-style-type: none"> • Review Game or Flashcards for colors, shapes, numerals, name, birthday, phone number, address, and letters studied • Calendar/Oral Counting with Movement (Same daily.) • Science: <i>Focus: Ramps and Rolling</i> Review 'Humpty Dumpty'. Stress that he fell from the wall and cracked. Ask your child what might have happened if there was a slide next to where Humpty was sitting. What could he have done when he started to wobble? Would he have slid down the slide, fallen, or rolled? Use a box and a smooth board to create a ramp/slide. Use a hard boiled egg with a face to represent Humpty. Experiment to see what happens! Show your child a variety of items, some that will roll and others that will not. Have them predict which ones will roll down the ramp. Move the picture cards under the appropriate 'Yes' or 'No' heading. Test each one and sort the items into two piles – those that rolled and those that did not. Are there any similar properties among the objects in the set that rolled? (<i>Why did they roll? What is the same about them?</i>) • Science Art: Make 'Rolling Ramp Art'! Place your ramp on newspaper or a protected surface. Place a large piece of paper on top of the ramp. Lightly dip a few of the rolling objects into paint. Carefully roll each one down the ramp – moving your paper each time. You will have prints from each of your rolling objects!