

Dear Kindergarten Families,

Macaulay thrives to support our families and work together to ensure the safety and well-being of the children even during this closure period. We understand that this unexpected event has affected families in many ways and we want to ensure that we are here for you and your children

We would like to share these activity suggestions with you and your children. Try them out. Then talk to your kids about their ideas on how you could make them more fun together. For every activity we have linked the ELECT Domain and Skill, just like you would see on our weekly Program Plans at the child care centre. The ELECT is a curriculum of development for children birth to age eight and is the framework followed in the province for early childhood settings. Please see the full resource if you would like to learn more at:

<http://www.edu.gov.on.ca/childcare/ExcerptsFromELECT.pdf>

We also would like to kindly remind parents/guardians to encourage your child to maintain a daily schedule. This can be done by following a flexible daily schedule including wake up time, breakfast time, free play, outdoor play, lunch time, learning experiences, school work, afternoon snack, limited screen time, fun activities, practice reading/quiet activities, and sleep time. Following a schedule that maintains your child's health and well-being as well as a smoother transition back to school.

Macaulay thanks all parents/guardians for their patience and cooperation during this period.

Stay safe and take care,

Macaulay Child Care Centre Staff

MAKE YOUR OWN BOARD GAME

Create a board game with your child. It can be simple or very challenging.

Materials: roll of paper, construction paper, scissors, tape, glue, game pieces such as coins or small toys.

Directions:

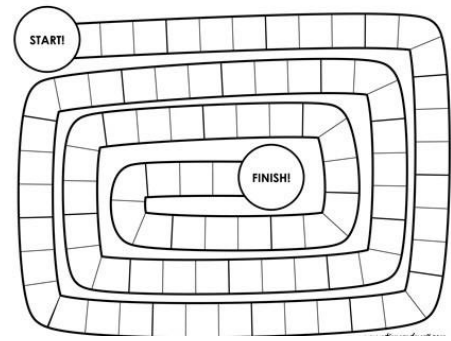
1. Roll out paper to cover your table.
 2. Cut construction paper into 4 inch by 4 inch squares. You'll want to cut enough to make two sets — one to cover the board and one to use as game cards.
 3. Have your children create a path with the squares. Then glue the squares to the paper to create a game board.
 4. Write down activities on the stack of blank game cards. Feel free to get creative! You could even assign different colors to different family members, so each family member would be responsible for creating all the activities for one card color. Here are some ideas:
 - a) Math facts: count by 3s, 6s, 8s, etc
 - b) Motor actions: turn around three times, use the table as a drum to make a beat, do 12 jumping jacks, pat your head and rub your tummy while you count to 20, etc
 - c) Create a list of words that rhyme
 - d) Name a province capital
- Leave most of the squares on the game board blank. Add a few spaces that redirect players forward or backward. You want enough challenge to keep things interesting, but not enough to make it impossible to win.
6. As a family, lay some ground rules. Who gets to go first? Who gets to go next? What happens if you aren't able to perform the activity on the card? Can you ask for help? Can you pass turns? After your family agrees to the rules, it's time to play.
 7. Each player takes a turn rolling the die.
 8. When a player lands on a color, chose a corresponding playing card. Perform the task on the card. If the player can't, refer to your family rules.
 9. The first player who makes it to the end wins.

Take a die cube or find an app or a website to simulate a die cube. <https://dice.virtuworld.net/colors/>

You can also try searching online or on Pinterest for Board Game Templates

ELECT CURRICULUM:

Domain: 4. Cognition
Root Skill: 4.5 Observing
(ELECT pg. 47)



SCAVENGER HUNT

Get your children to find small toys that are easy to hide around the room (or throughout the home). Then take turns hiding and finding the toys. Play to compete or play cooperatively. See if you could beat your best time.

**For added challenge try putting the toys where they can be easily found but have your child wear a blind fold while searching.*

ELECT CURRICULUM:

Domain: 4. Cognition

Root Skill: 4.5 Observing
(ELECT pg. 47)



FREEZE DANCE

Play a song your children like, let them dance freely, and then suddenly stop! If they froze quickly (within 1 second) they get a point. If they took too long to freeze you gain a point. Feel free to adjust the time they need to stop and see if they can improve.

**Remember it's about having fun dancing.*

ELECT CURRICULUM:

Domain: 5. Physical

Root Skill: 5.4 Auditory Skills and Music
(ELECT pg. 54)

