

Nursery

Colour ticket game

Aim:

- To develop gross motor muscles
- To reinforce colours
- To develop spatial intelligence

Resources required:

- Different coloured tickets

Procedure:

The teacher will make different coloured tickets for each child. She will give each child a ticket. She will make all the children sit in a circle. She will tell the children that there is a colour train which is going to colour land. The train takes only one colour at a time. So the children having the colour required by the colour train will go for a ride. The teacher will call out a colour. Children having that colour will make a train outside the circle and go for a ride. After the ride they will all come back and sit in their place. Ensure that all children go for a ride.

1 - Initiate the activity:

Teacher: Today we are all going for a train ride.

2 - Give details of the activity:

Teacher: All of you have been given a ticket. The tickets are of different colours. There is a colour train which is going to colour land. The train takes only one colour at a time. So the children having the colour required by the colour train will go for a ride. The colour train is now going to red colour land. All the children having red colour tickets will come and form a train.

3- Present the activity while explaining.

Circle time : Pollen Pockets

Theme connect-Insects

Seating Arrangement:

Children will be seated on the floor mats in a circle

Aim:

- To introduce to concept of pollination by insects
- Vocabulary development

Conduct the following activity.

Resources required:

- 2 small plastic or paper cups for each child
- 3 meters of elastic or ribbon
- 5-6 pictures of flowers (approximately 6 inches each)
- A bee and butterfly puppet
- Small Beads (the ones used for threading in learning centers) or Styrofoam bits to be used as pretend 'pollen'

Procedure:

Make 'pollen pockets' using the small paper cups and six inch strips of elastic half inch wide. Punch 2 holes one inch apart near the rim of each cup. Thread the elastic through the holes. The children will tie one pollen pocket on each leg.

Once the children are settled in a circle, introduce them to the concept of pollination. Show the children the bee and butterfly puppet. Tell them that these insects love to sit on flowers. They suck nectar from the flowers. Demonstrate this by making the bee puppet sit on a flower cutout. Tell the children that these flowers have pollen grains. When the insects sit on the flowers the pollen grains get stuck on their legs. When these insects fly to other flowers the pollen grains from their legs fall on other flowers and this helps the flowers to make seeds.

Stick the flower cutouts in different places on the walls of the classroom. Tie the 'pollen pockets' to the legs of the children. Tell the children they will pretend to be insects and fly from one flower to another making sure they don't spill the 'pollen' from their 'pockets'

1 - Initiate the activity:

Teacher: Hi Children today we are going play a game called 'Pollen Pockets' we will also talk about how insects help flowers make seeds.

2 - Give details of the activity:

Teacher: "Children do you know that insects help flowers make seeds? Insects love to sit on flowers to suck the nectar from them. These flowers have pollen grains. When the insects sit on the flowers the pollen grains get stuck on their legs. When these insects fly to other flowers the pollen grains from their legs fall on other flowers and this helps the flowers to make seeds.

We shall now play a game where we all shall pretend to be insects and pollinate the flowers"

3- Demonstrate the activity while explaining.

Circle time : Under the sea

Theme connect- Marine life

Seating Arrangement:

Children will be seated on the floor mats in a circle

Aim:

- To express creativity
- Vocabulary development

Circle time is a planned time during the daily schedule when children come together with one another and teachers. It is a time that encourages everyone to communicate ideas, respond to each other, listen respectfully and have fun together.

Circle time can include:

- Group/school song
- attendance
- weather and the date
- days agenda

Conduct the following activity.

Resources required:

- 1 big size sheet, preferably blue
- Pre-cut pictures of animals and mammals that live in the ocean, at least 1 per child.

Procedure:

- Place the pictures on the floor in the circle area. Lay the sheet on the floor over the pictures.
- Ask each child to stand around the edge of the sheet. Place the children on all sides of the bed sheet
- Ask the children to pick up their edge of the sheet, Help the children to move the sheet up and down to create waves.
- While they are making waves talk about what they may find in an ocean.
- Call one or two children at a time to "swim" under the sheet and pick up a picture.
- When the children surface they should tell the group what they found. If they cannot tell what it is they can put it back for another child to find or the group can help identify it.
- As the pictures are identified toss them on top of the sheet and let them bounce in the waves. This makes holding the sheet more exciting while they are waiting their turn.
- Continue until all the pictures have been identified. Ask the children if they can think of anything else that lives in the sea.

1 - Initiate the activity:

Teacher: Children today we will talk about what we can see under the sea.

2 - Give details of the activity:

Teacher: We will pretend that this bed sheet is the sea and there are lots of sea creatures under it. The sea has many waves so let us move this bed sheet up and down to create waves. Rahul can you swim under the sea and get us a sea creature? Very good! Which animal is this children?

3 - Present the activity while explaining.

Science : What can we move by blowing?

Objective:

Children will experience which objects move and which ones don't when blown upon.

Materials Needed:

- Feather
- Tissue
- Leaf
- Paper
- Rock
- Magnet
- Stick
- Spoon
- Marker
- Poster paper

Procedure:

1. Ask children to guess which objects move and which ones don't when blown upon.

2. Have children blow on different objects. Ensure that only one child is blowing at a time.

3. Write down what the children moved and what they didn't move.

4. Have children blow all together at a heavy object that couldn't be moved in previous trial.

5. Write down the children's observations and compare them.

6. Look out the window on a windy day. Observe what is and isn't moving and discuss why.

1 - Introduce the activity:

Teacher: Hi children today we will blow on various things and see if they move on blowing.

2 - Give details of the activity:

Teacher: Children, there are many things kept on this table. I want you to come and see if they can be moved by blowing? Rahul, Why do you think this rock can't be moved? Is it because it is too heavy? Can we blow the tissue paper?

3- Demonstrate the activity while explaining.

Junior Kg

[Creative Time: Fresco Painting](#)

Aim:

- To develop creativity
- To reinforce shapes

Resources required:

- Paint brushes
- Paint
- Bowls/flat trays
- Art sheets
- Tape
- Crayons

Procedure:

Note: Benches should be shifted to a bigger work space than a classroom.

Teachers will tape the art sheets to the bottom of the desks and keep thick paints, brushes and crayons near the bench. Request the children to lie down on the floor, with their heads under their desks. Encourage the children to paint/colour on the art sheet taped to the bottom of the desk in this position.

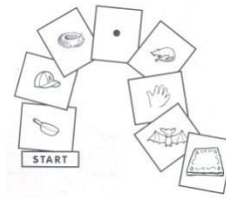
Literacy activity for phoneme Isolation - Name that sound game

Objective:

- To be able to identify beginning sounds

Materials Needed:

- Marker
- One dice



Procedure:

Place the marker on the Start. The first player rolls the dice and moves his or her marker the same number of spaces. The player must say the name of the picture on the space on which he or she landed and then isolate the beginning sound. If the response is correct, the player rolls again. If the response is incorrect, the player must try again on his or her turn. Each child should get a turn to roll the dice.