

## Curriculum – Transition

### September

Welcome to School  
God Made Me/Names  
Families/Friends  
Apples  
Math Skill: Shapes/Graphs

### October

Fall  
Community Helpers  
Pumpkins/Harvest  
Let's Pretend/Spiders  
Bats/Owls  
Math Skill: Patterns/Sequencing

### November

Forest Animals  
Five Senses  
Pilgrims/Thanksgiving/Native Americans  
Math Skill: Numbers 1-30

### December

Fairytales/Gingerbread Boy  
Christmas/Advent/Nativity  
Math Skill: Count by 5's/Sizing

### January

Snowmen/Winter  
Bears/Polar Bears  
Penguins/Arctic Animals  
Martin Luther King, Jr.  
Math Skill: Time/Count by 5's and 10's

### February

Communication/Post Office  
Valentine's Day  
Human Body/Dental Health  
100 Day  
Friends Around the World/Maps/Globes  
Math Skill: Graphs/Money/Phone #/Address

### March

Dr. Seuss Week  
Trains/Transportation  
St. Patrick's Day/Rainbows  
Spring/Insects  
Space  
Math Skill: Measurement/Temperature

### April

Dinosaurs/Reptiles  
Easter  
Earth Day  
Farm  
Math Skill: Simple Addition/Count by 2's

### May

Mother's Day/Flowers/Painting  
Pond Life/Camping  
Summer/Ocean/Beach  
Math Skill: Simple Subtraction

# Year Long Curriculum – Transition

## Reading Readiness

- recognize letters and their sounds
- uppercase/lowercase
- sight words
- blends
- vowels
- word families
- rhyming words
- opposites
- sequencing story
- beginning, middle, end

## Writing (Handwriting Without Tears)

- shapes of letters
- name writing
- fine motor skills
- pencil holding
- copy simple words

## Math

- number recognition to 20
- counting to 100
- counting by 2's, 5's, 10's
- simple addition
- simple subtraction
- greatest, least, equal
- tallest, shortest, smallest, biggest
- money
- time
- simple graphs
- patterns
- shapes
- one to one correspondence
- sorting objects
- simple fractions (halves/wholes)
- simple measurement

## Science

- make predictions
- draw conclusions
- explore and discover

## Fine Motor Skills

- control writing utensil
- zip, button
- manipulate simple objects
- cut a straight line
- cut simple shapes
- follow a dotted line
- directed drawing

## Gross Motor Skills

- gallop
- skip
- hop on one foot
- bounce a ball
- catch/throw a ball

## Social Skills

- responsibility for oneself
- respect for authority/property
- follow class rules
- self-control
- play well with others
- transition to other activities
- play independently or in a group
- share and take turns
- creative in own way

## Social Studies

- community helpers
- customs/holidays
- identify maps/globes
- name/address/birthday

## Computer Skills

- using a mouse
- following directions
- learning parts of a computer
- Letterland* introduction

## Additions

- extended day
- lunch in the classroom daily
- carpool drop-off and pick-up