

Learning can happen anywhere. Interactive and hands-on learning is the best way for anyone to learn, especially our kiddos.

The following pages provide a schedule of ways to have fun learning. Each day has its own “theme” and a few suggestions to go with it. This way, you don’t have to feel overwhelmed that you have to do it all every day. Perhaps you need a little help to organize yourself and your to-do list. Maybe you need a reminder to slow yourself down from the hectic reality of our lives and spend a little time embedding a little learning into our schedule and routines.

Following the “schedule”, you will see some listed benefits of each area.

Following that, you will find a more formally guided activity.

You are encouraged to complete an activity (your own and/or the guided activity) and share your results with us. Take a photo, a video, and/or write a journal entry with your child’s dictated words.

Interactive activities: * are a fun way for kids to play & learn. *physical activities promote fitness & health. *games & puzzles aid in skill development. *collaborative activities improve social skills & tighten bonds. *cooperative games teach essential life lessons.

<https://www.journalbuddies.com/having-fun/benefits-of-interactive-activities/>

M

Make it Monday:

craft, play dough, Legos,
blocks, fort...

T

Take a Trip Tuesday:

virtual museum, bike ride,
walk...

W

What's Cooking Wednesday:

Make something to eat.

TH

Thinking Thursday:

science experiment,
cooperative activity, puzzle...

F

Fun Friday:

Pick a fun favorite activity.

Creativity: *is multi-disciplinary. * allows you to express yourself. *promotes thinking & problem solving. *reduces stress and anxiety. *allows you to enter your happy zone & have fun. *gives you a sense of purpose. *can lead to feelings of accomplishment & pride. *improves your ability to focus. *promotes risk taking. *is a prerequisite for innovation. *encourages us to be lifelong learners.

A trip: improves social & communication skills. *ensures peace of mind. *helps you gain original & creative thoughts. *broadens your horizons. *enhances your tolerance for uncertainty. *boosts your confidence. *gets you real-life education. *creates memories. *helps you have fun.

Cooking: *strengthens a child's fine motor skills. *develops basic understanding of math concepts. *develops the concept of sequencing. *expands vocabulary. *develops reading skills. *introduces scientific concepts. *develops an adventurous & diverse taste palette. *engages our senses. *increases focus & attention. *teaches life skills. *promotes healthy eating. *boosts self-confidence. *encourages family bonding.

Critical Thinking: *encourages curiosity. *enhances creativity. *reinforces problem solving ability. *Promotes: reasoning skills, analytical thinking, evaluative skills, logical thinking, organizational & planning skills, language skills, self-reflection, observational skills, open-mindedness, visualization techniques, questioning ability, and decision making. *develops independence. *is a lifelong skill.

Having fun: *reduces stress. *improves our ability to cope. *boosts energy. *improves memory & concentration. *improves our connections with others. *improves sounder sleep.

Guided Activity:



Title: Alphabet Scavenger Hunt

Explain : Find things outside/inside that begin with each letter of the alphabet. Find as many things as you can inside or outside that have the same beginning sound as the first letter of your name.

Materials:

Paper/Notebook

Household items (food labels, books)

What to do: Outside or in the house, look for things around you that begin with a certain letter of the alphabet or your name.

Extension: Make it a race and try to find as many things that start with a certain letter. Great time to work on spelling as well.

ISBE standards:

1.C.ECa: Describe familiar people, places, things, and events and, with teacher assistance, provide additional detail.

4.B.ECd: With teacher assistance, begin to form some letters of the alphabet, especially those in own name.