Learning to communicate with spoken language is most effective through meaningful and enjoyable experiences that integrate listening, speech, language, reading and thinking. When listening and talking are relevant and positive, spoken communication can emerge in a natural way for children who are deaf. There is no single method that works best for teaching speech to all children who are deaf, and Speech Sounds is simply one approach. It is based on the premise that young children with cochlear implant(s) need to be exposed to all speech sounds through listening as a building block in establishing a strong auditory foundation.

Speech Sounds consists of units for 20 English consonant sounds. Each card condenses a relatively large body of information into manageable units to easily incorporate speech into everyday experiences and books. It is used in conjunction with specific language goals from a child’s individualized treatment plan. Optimally a family is working in partnership with a therapist or educator for auditory habilitation. A child’s progress is related to a strong link among home, daycare, school and therapy and the child’s interactions with everyone in these settings.

Each Speech Sounds unit focuses on one speech sound and incorporates
- Child-friendly words
- Daily routines
- Activities
- Games and toys
- Songs, rhymes and fingerplays
- A popular children’s book
- Additional books

How to Use Speech Sounds

Speech Sounds is used as a supplement to the developmental way children who are deaf learn speech sounds through listening. The units serve as a guide to professionals for planning therapy sessions and classroom activities. Parents use the overview and the cards as a resource for active and effective home carry-over.

Planning and Preparation

First, download the Speech Sounds units from the HOPE area of the Cochlear website at www.cochlear.com/HOPE. Next, gather and organize props, toys and books into containers. Ideally, professionals and parents will obtain materials for a particular sound several weeks prior to its use in therapy or in the classroom allowing enough time to order books from the library or on-line and to gather props for upcoming activities. Many of the same props may be used with different units. Good places to find materials at reasonable prices are on the Internet (see resources below) and at garage sales or hobby, toy, and party supply stores. You can also find all of the books on the Internet. Be creative. Find common objects in your home and classroom or clinic. Have a treasure hunt with the child to find or create materials. Make note cards and put them in appropriate places around the house or classroom as a reminder of the vocabulary and language to reinforce.

When to Begin

Speech Sounds is intended to be used with younger children ages 1 through 5 years, but can also be adapted for older children. Prior to embarking on this adventure, a child should have an auditory foundation and be able to:
- Listen, attend to, and discriminate if sounds are the same or different
- Vocalize suprasegmentals: rhythm, duration, pitch and intensity
- Produce vowels
- Attach meaning to animal and/or vehicle sounds
- Imitate vocalizations on request
- Understand and use a few functional words, such as “bye bye,” “more,” “all gone” with the appropriate suprasegmentals and vowels, but not necessarily correctly produced consonants.
What to Do

The focus is on teaching speech through listening to maximize a child’s auditory potential or auditory self-monitoring of speech. The process is as important as the content. Listening is a cognitive process and our job is to stimulate a child’s brain so he can understand what the ears hear. Follow the 5 E’s (Caleffe-Schenck, 2007) as you highlight sounds through spoken language and weave them into daily routines, children’s literature, activities, games and toys:

- **Expose** a child to a sound or word(s) using auditory input only. Begin by babbling the target sound coupled with either the vowel “ah” or “oo” or “ee”, such as “bah bah bah”. Extend this to words and phrases rich in the targeted sound. Present the model through listening first, before the child sees the toy or prop or cue. This sets the stage for a child to listen with intent and to establish an “auditory impression” of the target sound that will assist in recall in the future. As soon as a child produces a sound with consistency, discontinue the babbling and continue to encourage carry-over into spontaneous language. From then on, babbling is used as a remediation strategy to acoustically highlight a sound if it is incorrectly produced in some context.

- **Expect** the parent, then the child to imitate or respond verbally. This completes the auditory self-monitoring loop and encourages active rather than passive listening.

- **Experience** a toy, book or activity that represents the sound or word. This is a child’s opportunity to relate to the toy, book or activity and enjoy the process in a meaningful way. It keeps a child interested and encourages carry-over into the real world. It is also an important step in taking a child quickly from imitation to thinking and auditory processing and understanding.

- **Expand** on the language model and the child’s communication. The adult’s verbal input should be at a level slightly higher than a child’s spontaneous expressive language to establish the foundation for future progress.

- **Expressive** spoken language emerges later in time when a child spontaneously uses the sound or words with symbolic meaning in the real world.

Where to Begin

There is no specific order for the sound units. There are some general guidelines to help you choose the sequence of sounds for any individual child. Start with consonants a child is already producing. Then proceed by following the normal order of development of speech sounds. Earlier developing sounds, not in specific order, may include: m, b, y, n, w, d, p, h. Take into account the acoustic characteristics of each sound relative to what a child hears. Also consider that the most frequently occurring manner of phonemes is plosives and stops, or p, t, k, b, d, g. Although “s” is the specific sound most often used by English speakers. Consider the sounds a child uses frequently which are highly motivating, such as sounds in his name or sounds in his favorite foods.

Overlap among units is expected. A variety of sounds, in addition to the target sound, will emerge naturally as a child’s auditory self-monitoring develops. It is important to individualize the program based on each child’s progress. Develop strategies based on diagnostic teaching, such as, alternating consonants within manner from sounds the child has acquired and babbling nonsense syllables related to words and phrases from real life situations.

What to Expect

The purpose of Speech Sounds is to “bathe the child in sound” (Pollack, Caleffe-Schenck, Goldberg, 1997) to stimulate natural development of speech through listening. Provide rich auditory input and exposure for one sound, and then move to a different sound after one or two weeks. Typically a child will show understanding (reception) prior to using the sounds and language (expression).

Initially there is not an expectation for perfect speech. Speech development is a process and emerges over time. A child’s imitations will give adults information about what the child hears, his depth and confidence in listening, need for reprogramming of his cochlear implant speech processor(s), the amount of exposure he has had to the sound, oral-motor development and/or motivation. Imitation is highly dependent upon motivation, so a child must be stimulated with interesting daily activities. Analyze the reason for a child’s errors to determine future goals and recommendations. Be aware that a child’s production of sounds at this stage may come and go as the emphasis on one consonant over the other changes.

Over time, correct productions are encouraged and expected. The expectation for correct speech should be based on the ages and progression of speech development for children with normal hearing. If a sensory or motor delay is suspected, make appropriate referrals to an occupational or physical therapist who specializes in this area. If a child has had sufficient time and experience in learning a Speech Sounds sound through listening and still does not approximate the sound or word, it may be appropriate to use the strategy called “the auditory sandwich” where a child is exposed to an auditory presentation three times followed by a visual or tactile cue and then again through listening alone.

Tracking Progress

Monitoring a child’s progress is an important aspect of any program. It is the responsibility of professionals to coach parents to be positive and effective spoken language models in their child’s natural environments. Parents should take an active role by:

- Reading daily to their child and discussing what they have read
- Targeting and teaching vocabulary from each unit in a variety of meaningful contexts
- Tracking their child’s progress
- Reporting back to professionals on a consistent basis

Each Speech Sounds unit provides an easy and time-efficient way to maintain consistent and accurate records of progress.

Place a dot (+) in front of a word or an activity after you have presented it to a child. To monitor speech development, circle a word when the child correctly says the targeted sound in the word. Vocabulary development is tracked by putting a dash (−) by the words a child understands and a plus (+) by the words a child says spontaneously.
How Speech Sounds Works

The Listening-Talking-Reading Connection

We learn to talk by saying what we hear and hearing what we say. This is termed the “auditory self-monitoring loop” or “auditory feedback loop.” It is the avenue through which children develop sounds and learn the language of their culture. Children who are deaf are capable of developing natural sounding voices and spoken language when they learn speech through listening rather than looking. Too much emphasis on visual cues may lead to unnatural sounding voice quality and exaggerated speech. A child’s ability to develop natural and intelligible speech is related to early detection and intervention, use of appropriate and optimal technology such as cochlear implant(s), establishing a strong auditory foundation by learning to listen, integrated sensory and motor systems, consistent exposure to spoken language, and parent or caregiver participation. Communication among a child’s cochlear implant audiologist, teacher or therapist and parent is important for maintaining optimal programming of the cochlear implant(s).

With individualized modifications any child may benefit from Speech Sounds for remediation. Even though it is difficult to change voice quality, articulation can be corrected even for older children. The process and materials may be helpful for older children who receive a cochlear implant(s); children who use sign language or other visual systems to communicate; children learning English as a second language; children with normal hearing who have auditory processing, articulation and/or language delays; and children learning to read.

Speech Sounds facilitates phonological awareness for reading as well as reading comprehension. Reading aloud to a child on a daily basis strengthens the connection of listening and talking with reading. A robust receptive and expressive vocabulary is necessary for proficiency in communication, reading and writing.

Phonological Development

A child with normal hearing typically develops speech in a predictable manner. Young children with hearing loss usually learn in the same developmental way as normal hearing children if they have a strong auditory foundation, no additional challenges, and access to learning speech through listening during the early speech development period.

Speech Sounds is based on typical development where the normal progression is: vocal play, suprasegmentals, vowels, and consonants. It encourages development at the phonetic level where a child imitates sounds or uses echolalia, and sets the stage for a child to begin babbling. Babbling progresses beyond simply imitating sounds to linking sounds with meaningful language, conversation, literature and eventually reading.

Speech Acoustics

Since the basic premise of Speech Sounds is that a child learns speech through listening, it is fundamental to consider the basics of speech acoustics. Every speech sound has concentrations of acoustic energy called formants that make it different from other sounds. Although the same sound is pronounced slightly differently based on the sounds that precede or follow it, in general, the acoustic properties of a sound are consistent. Understanding of speech acoustics assists professionals and parents in establishing realistic and systematic goals, reinforcing appropriate approximations of speech, and optimizing a child’s auditory potential with the use of appropriate technology.

Manner of production is HOW a sound is made. Speech Sounds cards are color coded according to the manner of the sound. Listed below are the different manners, basic definitions, consonants and the cards’ color code for each manner of production:

- **Plosives and stops**: a release of built up air pressure occurs with plosives; the pressure is not released for stops. p/b, t/d, k/g — green tabs
- **Fricatives**: a point of constriction causes friction in the breath stream that creates a sound. h, f/v, TH/th, s/z, sh/zh — blue tabs
- **Nasals**: the breath stream goes mainly through the nose. m, n, ng — purple tabs
- **Semivowels**: produced like vowels except there is greater constriction. w, y — yellow tabs
- **Liquids**: the tongue diverts the breath stream in the mouth. l, r — orange tabs
- **Affricatives**: a stop is released with a fricative. ch, j — red tabs

Place of production is WHERE a sound is made. Listed below are the different places, basic definitions and the consonants within each place of production:

- **Bilabial**: two lips. p, b, m, w
- **Labiodental**: bottom lip and teeth. f, v
- **Linguadental**: tongue and teeth. TH, th
- **Alveolar**: ridge on hard palate behind the upper teeth. t, d, s, z, n, l, r
- **Palatal**: hard palate. sh, zh, y, ch, j
- **Velar**: back of soft palate. k, g, ng
- **Glottal**: back of mouth. h

Manner of production is easier to hear than place of production. For example, /b/ is a plosive and sounds very different from /m/ which is a nasal. Interestingly, /b/ and /m/ look the same through lipreading because they have the same place, bilabial. This is why sounds that have the same place of production may be confusing to a child who relies on lipreading to learn speech. A child is relying more on auditory cues when he substitutes sounds that are within the same manner of production, such as saying /p/ for /t/ or /k/ or saying /s/ for /t/ or /TH/.
Voicing indicates whether a sound is made while the vocal folds are vibrating or not vibrating. Most sounds are grouped in pairs where one sound is made with voice and the other sound is voiceless. With lipreading they look the same, so again these sounds can be confusing to a child who relies on looking rather than listening. It is much more effective to use listening rather than looking for discrimination of voiced versus voiceless sounds. Listed below are the consonants pairs for voiced and voiceless phonemes:

<table>
<thead>
<tr>
<th></th>
<th>Voiceless</th>
<th>Voiced</th>
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<tr>
<td>Bilabial</td>
<td>p, b, m, w</td>
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<tr>
<td>Labiodental</td>
<td>f, v</td>
<td></td>
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<tr>
<td>Lingua-dental</td>
<td>TH, th</td>
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<tr>
<td>Alveolar</td>
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<td>n, l, r</td>
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<tr>
<td>Palatal</td>
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<td></td>
<td>ch, j</td>
<td></td>
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<tr>
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<tr>
<td>Glottal</td>
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</table>

Completing Speech Sounds

It can take 20 - 40 weeks to cover the 20 Speech Sounds units depending on whether you spend one or two weeks on a sound. Sometimes it is appropriate to cycle back through the sounds a child is not consistently producing correctly. Remember that Speech Sounds is based on teaching sounds and spoken language through listening, so it is important to integrate appropriate and progressive language and communication goals into all activities.

Primary References

- Caleffe-Schenck, N. Two (One-Hour) HOPE Online Seminars available free at www.cochlear.com/HOPE
  - Sound Speech for Speech Sounds (2007)

HOPE Resources from Cochlear Americas

- There are many HOPE Online seminars — archived and live — that support auditory learning strategies. Review the listing at www.cochlear.com/HOPE. Three archived seminars that are especially relevant:

Selected References from AG Bell

- Estabrooks W, Editor (1994) Hear & Listen! Talk & Sing!

Other Useful Resources

- Gebers JL (2003) Books are for talking, too! Austin, TX: PRO-ED.
- Wee Sing CDs. #1 Around the World, #2 Nursery Rhymes and Lullabies, #3 Sing and Play, #4 Sing-Alongs, #5 For Baby, #6 Games Games Games, #7 Animals Animals Animals, #8 Fun ‘n’ Folk, #9 25th Anniversary Celebration.

Internet Sites

www.amazon.com
www.carlscorner.us/new_page_3.htm
www.curry.edu/school.virginia.edu/go/wil
www.discountschoolsupply.com/
www.dltk-teach.com/books/index.htm
www.enchantedlearning.com
www.esl-kids.com
www.everythingpreschool.com/alphabet
www.first-school.ws/themes.html
www.freekidcrafts.com/free Kid_Craft_Ideas.html
www.gabbygadgets.com
www.kaplanco.com/index.asp
www.kididdles.com/lyrics
www.kizclub.com
www.lakeshorelearning.com
www.pbs.org/parents/readinglanguage/about.html
www.state.ar.us/childcare/storymonth.html
www.superduperinc.com

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“P” Unit: Plosives

Child-Friendly “P” Words

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<tr>
<td>pillow</td>
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Getting dressed

- Find your slippers.
- Take off your pajamas.
- Change your diaper.
- Put on your underpants.
- Ask for help to zip your pants.
- Brush your teeth with your toothpaste.

Kitchen capers

- Have a “P” food tasting party or picnic. First, wash your hands with soap. Taste: peach, pear, apple, grape, pancake, spaghetti, pickle, potato, popcorn, pineapple, peanut butter, peas, soup, pizza, popsicle, pie, potato chip, pretzel, pudding, applesauce. Use your spoon. Put the ones you like on a pretty paper plate. Chop them up. Wipe your face and lips with your napkin.
- Have a tea party. Say, “Please, pour the tea into my cup.” Be careful not to splash. Be careful not to drop it. Fill the cup again when it is empty.
- Wipe up spills.
- Sweep and mop the floor.

Each day, every day

- Use the potty. Go pee-pee and poo-poo.
- You are sleepy. Put your head on your pillow. Take a nap. Go to sleep.

Activities

- Play peek-a-boo.
- Play patty cake.
- Pour rice and beans into different sized containers.
- Make a toy sailboat move across the water using your breath when you say “p-p-p.”
- Feed and pet and pat your puppy, real or stuffed animal.
- Paint a picture on paper. Use purple and pink paints.
- Paint on the sidewalk using water and a paintbrush.
- Open boxes and plastic containers. Stack them up. Pick them up.
- Wrap a present or package.
- Put puzzles together.
- Fill a purse with “P” animals: pig, penguin, pony, hippo, leopard, grasshopper, octopus.
- Put miniature “P” objects in play dough or packing peanuts and try to figure out what they are by what they feel like.
- Go shopping and buy food for your “P” party/picnic.
- Plant seeds and pretty flowers.

Daily Routines

Moving through the day

- Pull and push things around in a big cardboard box or wagon.
- Jump and hop up and down.
- Take giant and tiny steps.
- Go up and down.
- Open the door.
- Pretend you are an airplane or a helicopter.

Moving through the day

- Pull and push things around in a big cardboard box or wagon.
- Jump and hop up and down.
- Take giant and tiny steps.
- Go up and down.
- Open the door.
- Pretend you are an airplane or a helicopter.
• Put pictures of people on popsicle sticks and act out a story: Dad, mom, siblings, grandma, grandpa.
• Blow bubbles and pop, pop, pop them.
• Make paper airplanes and fly them.

Games and Toys

• Pop beads
• Pop-up toys
• Pull toys
• Sleepy Princess and the Pea game by Haba Toys
• Hungry Hungry Hippos game by Hasbro
• Bunny Hop game by Educational Insights
• The Very Hungry Caterpillar Game by University Games
• Penguin Pile Up game by Ravensburger
• Stone Soup game by Game Wright
• Wormy Apples game by Fundex
• Ants in the Pants by Milton Bradley

Songs, Rhymes or Fingerplays

• This Little Pig Went to Market (Wee Sing 2)
• Pease Porridge Hot (Wee Sing 2, 5, 9)
• Peter Piper Picked a Peck of Pickled Peppers (Wee Sing 2)
• Peter Peter Pumpkin Eater
• Higglety, Pigglety, Pop (Wee Sing 2)
• Polly Put the Kettle On (Wee Sing 2)
• Pop! Goes the Weasel (Wee Sing 3, 5, 9)
• Pussy-Cat, Pussy-Cat (Wee Sing 2)
• The Hokey Pokey (Wee Sing 3, 9)
• Polly, Wolly Doodle (Wee Sing 8, 9)
• Put Your Little Foot (Wee Sing 8)
• Rock, Paper, Scissors (Wee Sing 6)
• Hot Potato (Wee Sing 6)
• Open, Shut Them (Wee Sing 5)
• I’m a Little Teapot

Book: The Three Little Pigs (any version)

Each of the three brother pigs set out into the world to build their own house. Find out which house is the strongest and which one protects them from the Big Bad Wolf.

Building communication with this book

• Comparative and superlatives more, most (money to buy building materials); stronger, strongest (building materials); heavier, heaviest (sticks versus bricks); fast, faster, fastest (running away from the wolf)
• Pitch, rhythm and auditory memory for singing We’re Not Afraid of the Big, Bad Wolf
• Auditory memory for repetitive phrases “Little pig, little pig, let me come in.” and “Not by the hair of my chinny, chin, chin.” and “Then I’ll huff and I’ll puff and I’ll blow your house down.”

Conversational phrases for this book

• Every phrase using pig
• Once upon a time, there were 3 little pigs.
• The pigs go shopping (for building supplies).
• Pick out what you want (selecting the building supplies)
• You need to pay money (for the building supplies)
• Do you have any pennies?
• Push the wheelbarrow (carrying the building supplies)
• The sticks are pointy and sharp.
• Chop the sticks.
• Put it on (when placing straw, sticks or bricks on a house).
• We’ll help you.
• Step up on the ladder, climb up and put a chimney on top of the roof.
• Pick the apples (some versions of the story when they go to the orchard).
• The pig is not happy.
• The pigs are happy.

Props for this book

• 3 pigs
• Wolf
• Straw
• Sticks
• Bricks
• Small box or chair to represent the wheelbarrow
• Pot for water in the fireplace
• Small cardboard box to represent the chimney

Additional Books

• If You Give a Pig a Pancake by Laura Joffe Numeroff
• Piggies by Audrey & Don Wood
• Pat the Bunny by Dorothy Kunhardt
• Pat the Puppy by Edith Kunhardt Davis
• Papa, Please Get the Moon for Me by Eric Carle
• Mouse Paint by Ellen Stoll Walsh
• Peanut Butter and Jelly by Nadine Bernard Westcott
• Five Little Monkeys Jumping on the Bed by Eileen Christelow
• Caps for Sale by Esphyr Slobodkina
• The Princess and the Pea (any simple version)
• Henny Penny by Paul Galdone or (any other version)
• The Napping House by Audrey Wood
• Ten Apples Up on Top by Dr. Seuss
“B” Unit  Plosives

Child-Friendly “B” Words

Initial
baa-baa
baby
baby sitter
back
backyard
bad
bake
ball
balloon
banana
bark
barn
basement
basket
bat
bath
bathroom
bathtub
be
beach
beads
beans
bear
beard
because
bed
bedroom
bedtime
bee
beep-beep
before
behind
bell
belly
below
belt
bench
beside
better
bib
bicycle
big
bike
bird
bite
black
blanket
block
blow
blue
boat
body
boo-boo
book
boots
bottle
bottom
bounce
bowl
box
boy
bread
break
breakfast
bring
broke
brought
broom
brown
brother
brush
bubbles
bucket
buffalo
bug
build/built
bump
bunny
bus
busy
but
butter
butterfly
button
buy/bought
by
bye-bye

Medial
about
above

Final
bib
crab
crib
grab
ice cube
job
robe
rub

babe
belly button
bubbles
coabose
coyboy
elbow
garbage
gobbl
goodbye
green beans
hamburger
dladybug
maybe
peanut butter
peek-a-boo
rabbit
ribbon
strawberry
table
teddy bear
toothbrush

Kitchen capers
• Here’s your bottle.
• Put on your bib.
• Set the table.
• Bite a banana, strawberry, peanut butter, hamburger, bean, bread.
• Put the bread in a basket.
• Butter the bread.
• Listen for the microwave bell.
• Eat breakfast.
• Throw the trash in the garbage.
• Sweep the floor with a broom.

Each day, every day
• Take a bath.
• Pick out books and read books.

Activities
• Play Simon Says with the phrases: sound like a motorboat, hop like a bunny, growl like a bear, cry like a baby, row a boat, buzz like a bee, fly like a bird, rub your belly, stand behind ___, stand beside ___, stand by ___, stand in between ___ and ___.
• Play hide and seek and yell, “Boo!” when someone finds you.
• Play with balls: roll, bounce, throw, hit, catch, spin, swing a bat.
• Compare different balls for size, shape and function.
• Bathe, dress and feed a baby doll. Fill the tub. Scrub the baby’s back, elbow, bottom, belly button. Splash bubbles. Rub on some lotion.
• Blow bubbles.
• Ride bikes.
• Take a bus ride.
• Go to the beach. Take your bucket.
• Go outside and look for bugs and butterflies.
• Take a walk around the house and find the: bathroom, bedroom, basement, backyard.
• Find everything in the house that is: black, brown, blue or beige.
• Watch daddy shave his beard.
• Play with boxes. Sort and nest them from big to bigger to biggest.
• Build with blocks.
• String beads.
• Sort buttons by color, size and shape.
• Blow up balloons. Make them big, bigger and biggest. Blow them above and below you.

Daily Routines

Moving through the day
• Hop like a bunny.
• Bounce a ball.
• Fly like a bird.

Getting dressed
• How big is baby? So big!
• Brush your hair.
• Brush your teeth with your toothbrush.
• Put on your robe.
• Tickle baby’s belly.
• Put on your boots.

Plosives

Habilitation Outreach for Professionals in Education

Initial
baa-baa
baby
baby sitter
back
backyard
bad
bake
ball
balloon
banana
bark
barn
basement
basket
bat
bath
bathroom
bathtub
be
beach
beads
beans
bear
beard
because
bed
bedroom
bedtime
bee
beep-beep
before
behind
bell
belly
below
belt
bench
beside
better
bib
bicycle
big
bike
bird
bite
black
blanket
block
blow
blue
boat
body
boo-boo
book
boots
bottle
bottom
bounce
bowl
box
boy
bread
break
breakfast
bring
broke
brought
broom
brown
brother
brush
bubbles
bucket
buffalo
bug
build/built
bump
bunny
bus
busy
but
butter
butterfly
button
buy/bought
by
bye-bye

Medial
about
above

Final
bib
crab
crib
grab
ice cube
job
robe
rub

babe
belly button
bubbles
coabose
coyboy
elbow
garbage
gobbl
goodbye
green beans
hamburger
dladybug
maybe
peanut butter
peek-a-boo
rabbit
ribbon
strawberry
table
teddy bear
toothbrush

Kitchen capers
• Here’s your bottle.
• Put on your bib.
• Set the table.
• Bite a banana, strawberry, peanut butter, hamburger, bean, bread.
• Put the bread in a basket.
• Butter the bread.
• Listen for the microwave bell.
• Eat breakfast.
• Throw the trash in the garbage.
• Sweep the floor with a broom.

Each day, every day
• Take a bath.
• Pick out books and read books.

Activities
• Play Simon Says with the phrases: sound like a motorboat, hop like a bunny, growl like a bear, cry like a baby, row a boat, buzz like a bee, fly like a bird, rub your belly, stand behind ___, stand beside ___, stand by ___, stand in between ___ and ___.
• Play hide and seek and yell, “Boo!” when someone finds you.
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• Blow bubbles.
• Ride bikes.
• Take a bus ride.
• Go to the beach. Take your bucket.
• Go outside and look for bugs and butterflies.
• Take a walk around the house and find the: bathroom, bedroom, basement, backyard.
• Find everything in the house that is: black, brown, blue or beige.
• Watch daddy shave his beard.
• Play with boxes. Sort and nest them from big to bigger to biggest.
• Build with blocks.
• String beads.
• Sort buttons by color, size and shape.
• Blow up balloons. Make them big, bigger and biggest. Blow them above and below you.
Games and Toys

- Bye-Bye Balloons game by International Playthings
- Ladybug Game by Zobmondo
- Bunny Hop game by Educational Insights
- Funny Bunny game by Ravensburger
- You’re Bugging Me game by Educational Insights
- Honey Bee Tree game by International Playthings
- Don’t Spill the Beans game by Milton Bradley
- Don’t Break the Ice game by Milton Bradley
- Care Bears game by Milton Bradley
- Play Button, Button, Who Has the Button? (Wee Sing 6)

Songs, Rhymes or Fingerplays

- Wheels on the Bus (Wee Sing 12)
- Row, Row, Row Your Boat (Wee Sing 4, 9)
- Baa Baa Black Sheep (Wee Sing 2, 7)
- BINGO (Wee Sing 7, 9)
- Little Bo Peep (Wee Sing 2)
- Bock-a-Bye, Baby (Wee Sing 2, 5)
- Rub-a-Dub-Dub (Wee Sing 2)
- Peek-a-Boo (Wee Sing 5)
- Miss Lucy Had a Baby (Wee Sing 3)
- Kookaburra (Wee Sing 1, 4, 7, 9)
- Baby Bumblebee (Wee Sing 5, 7, 9)
- Here is the Beehive (Wee Sing 5, 7)
- Two Little Blackbirds (Wee Sing 7)
- Little Bunny Foo-Foo (Wee Sing 7)
- The Bear Went Over the Mountain (Wee Sing 7, 9)
- Teddy Bear, Teddy Bear (Wee Sing 9)

Book: Goldilocks and the Three Bears

Written by Jan Brett, Illustrated by Byron Barton (or any version)
Follow the family of bears as they return from a walk to find that someone was visiting their house while they were gone. As they enter each room of their house, they find things different than when they left, and at the end they are especially surprised by what they find.

Building Communication with this book

- Compare sizes and quality small, medium, large; tall, taller, tallest; good, better, best.
- Opposites hot/cold, big/little, soft/hard, good/bad, happy/sad, hungry/full, asleep/awake, girl/boy, daddy/mommy, hello/goodbye
- Don’t go into stranger’s houses or let strangers into your house.
- Auditory memory for repetitive phrases “This porridge, chair, bed is _____. ” “Somebody was eating, sitting, sleeping in/on my porridge, chair, bed.”

Conversational phrases for this book

- All references to bear
- Once there were three brown bears, papa bear, mama bear, and baby bear.
- Baby bear is a boy.

Props for this book

- 3 bears of different sizes: small, medium, large
- Little girl
- 3 bowls of different sizes: small, medium, large
- 3 spoons of different sizes: small, medium, large
- 3 chairs of different sizes: small, medium, large
- 3 beds or pillows of different sizes: small, medium, large
- Instant oatmeal and hot and cold water
- Blanket

Additional Books

- The Grouchy Ladybug by Eric Carle
- Peanut Butter and Jelly by Nadine Bernard Westcott
- Curious George and the Bunny by Margret Rey
- It’s the Bear! by Jez Alborough
- Whose Baby Am I? by John Butler
“T” Unit  Plosives

Child-Friendly “T” Words

Initial

• towel
toy
t-shirt	
tummy
tuna
turkey
turtletv	
two

Final

• spaghetti
sweater
thirsty
underpants
waiting
water
yesterday

Medial

• after
bathtub
belly button
tetter
tide
tin
t-shirt
tongue
tomorrow
town
town
towel
touch

Getting dressed

• Look in your closet. What will you put on? Maybe a t-shirt, hat, belt, underpants, and pants. What did you put on first/ last? You look so cute!
• Remember to wear your sweater, coat (or jacket), boots and mittens when it’s cold outside.
• Be sure to button up!
• Tie your shoes, but not too tight.

Kitchen capers

• Sit down at the table to eat breakfast.
• Taste and eat toast, tacos, tuna, potatoes, spaghetti, pretzels, carrots, fruit, donuts, chocolate or yogurt. Remember to take little, tiny bites. Was anything too salty or too sweet?
• Drink water or tea when you’re thirsty. Oh, is your glass empty?
• Eat your fruits and vegetables.

Each day, every day

• Wait for people, wait in lines, wait your turn, and wait for things to be ready.
• Take your turn to do things.
• Turn the TV off and on.
• Pet the cat. Its fur is so soft!
• Tell people where you went today.
• Today, tonight, and/or tomorrow take a bath in the bathtub. Were you dirty? Wash your tummy, chest, wrists, waist, feet, and toes. Dry off with a towel.
• Brush your teeth with a toothbrush. Brush your tongue too!
• Have a quiet time every day.
• When you’re tired, tell everyone goodnight and go to bed.

Activities

• Find lots of things that turn, “T-T-T-turn.”
• Turn a kaleidoscope and look at all the colors.
• Listen for the clock t-t-ticking.
• Trace around your toes.
• Play Pin the Tail on the Donkey.
• Have a teddy bear picnic. Have a tea party. Invite all your friends.
• Play school and pretend to be the teacher.
• Make butterflies out of tissue paper and pipe cleaners.
• Plant seeds or beans in a clear jar and watch them grow tall.
• Make colorful footprints on large pieces of paper using tempera paint.
• Cut fruits and vegetables.

Daily Routines

Moving through the day

• Tiptoe, turn and tap dance around the house.
• Tickle your family members.

Plosives
• Decorate a t-shirt using markers or fabric paint.
• Talk on the telephone to your sister, teacher or doctor.
• Write your name.
• Play Charades—write the names or draw stick figures of the following on slips of paper and put them in a basket: cat, turtle, goat, tiger, teddy bear, rabbit, teacher, turtle, rat, turkey, bat, butterfly, ant, rooster, elephant, toad, and parrot.

**Games and Toys**

- Tic Tac Toe Game (Wee Sing 6)
- Hot Potato Game (Wee Sing 6)
- Tag Game (Wee Sing 6)
- Teddy Bear Says- a variation of Simon Says (Wee Sing 6)
- Teddy Mix & Match game by Ravensburger
- Go Teddy Go game by Ravensburger
- The Very Quiet Cricket game by University Games
- Go Away Monster game by Gamewright
- Monsters Under My Bed game by Fundex Games
- Cat and Mouse game by Ravensburger

**Songs, Rhymes or Fingerplays**

- To Market, To Market (Wee Sing 2, 5, 9)
- One, Two Buckle My Shoe (Wee Sing 3)
- A-Tisket, A-Tasket (Wee Sing 3)
- The Farmer in the Dell (Wee Sing 3, 9)
- Round the Garden (Wee Sing 5)
- I’m a Little Teapot
- Head and Shoulders (Wee Sing 5, 9)
- Tingalayo (Wee Sing 7, 9)
- Turkey in the Straw (Wee Sing 8)
- Teddy Bear (Wee Sing 9)
- Ten in the Bed (Wee Sing 9)

**Book: Where’s My Teddy?**

Written and Illustrated by Jez Alborough

Follow a little boy named Eddie who lost his teddy and is searching in the woods for it. A gigantic bear has also lost his teddy and is searching for it in the same woods. The excitement begins when Eddy finds the gigantic bear’s giant teddy and the gigantic bear finds the boy’s tiny teddy bear.

**Building communication with this book**

- **Emotions** scared, surprised, sad, happy
- **Rhyming** Eddie/teddy/Freddie/already; somewhere/there; until/still; surprise/size; huddle/cuddle; bed/said; clearer/nearer; bawl/small; wood/could; beds/teds
- **Size concepts** big, bigger, biggest, giant, gigantic, tiny, little, small, smaller, smallest
- **Possessive pronouns** his, my, their
- **Pronouns** him, he, I, us, you, it, they

**Conversational phrases for this book**

- Where’s my teddy?
- I lost my teddy.
- I want my bed!
- I want my teddy!
- Do you want the tiny teddy or the giant teddy?
- Tiptoe to the tiny teddy/giant teddy.
- What’s that?
- Look out!
- A giant teddy bear!
- What a surprise!
- That teddy is too big/too tiny to huddle and cuddle.
- The gigantic bear is stomping.
- My Ted!
- Run fast!

**Props for this book**

- 3 teddy bears of different sizes (large, medium, small)
- 1 small boy figure or doll

**Additional Books**

- It’s the Bear! by Jez Alborough
- My Friend Bear by Jez Alborough
- Teddy Bear, Teddy Bear: A Classic Action Rhyme by Michael Hague or any other version
- Farmer in the Dell by John O’Brien or any other version
- I Went Walking by Sue Williams
- Going on a Bear Hunt by Michael Rosen or any other version
- Goodnight Moon by Margaret Wise Brown
- Go Away Big Green Monster by Edward R. Emberley
- The Three Billy Goats Gruff by Paul Galdone or any other version
- That’s Not My Monster by Fiona Watt
- That’s Not My Teddy by Fiona Watt
- That’s Not My Robot by Fiona Watt
- It’s Not a Box by Antoinette Portis
- The Foot Book by Dr. Seuss
- The Cat in the Hat by Dr. Seuss
“D” Unit Plosives

Child-Friendly “D” Words

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<th>Final</th>
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<td>around</td>
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<td>body</td>
<td>red</td>
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<td>dump</td>
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</table>

Daily Routines

Moving through the day

• Dance, dance, dance around the house to your favorite music. Maybe your doll or dinosaur would like to dance too!
• Wind, wind, wind all your wind-up toys and have a race.
• Swim and dive like a dolphin.
• Ride a bike.

Getting dressed

• Get dressed in the morning. Find your favorite clothes and put them on.
• Help mommy take all your clothes out of the dryer and then put them away in your drawers in your bedroom. Don’t forget to put away your underpants or dresses!
• Does someone have a dirty diaper?

Kitchen capers

• Let’s make lunch or dinner! We could make hot dogs, noodles, a sandwich, pudding, bread, donuts or a salad. Let’s put our food in a dish. We could drink a soda too! When we’re done we can talk about whether each food item was hot or cold and if it tasted good or bad.
• Don’t forget to wash those dirty dishes.

Each day, every day

• Feed your dog or other pet.
• Open and close doors.
• Walk down the stairs.
• Ride in a car, truck, van or bus.

Activities

• Charades (Wee Sing 6): Write the names or draw stick figures of the following on slips of paper and put them in a bag: duck, dog, deer, dinosaur, dance, dolphin, donkey, doctor, drinking, reading, digging, spider, sandwich, and bird.
• Play Hide-and-Seek (Wee Sing 6).
• Help mommy or daddy dig in the garden or dig in your sandbox.
• Slide your stuffed animal friends down a slide at the playground.
• Drive your cars and trucks on the sidewalk or in the yard. Make them go behind, beside, around, and inside various things.
• Jump in a puddle of mud or build a three-layer birthday cake out of mud.
• Feed all of your stuffed animals (duck, dog, deer, dinosaur, dolphin, donkey, spider, bird, etc.).
• Wash all your dirty plastic animals (duck, dog, deer, dinosaur, dolphin, donkey, spider, bird, etc.).
• Build blocks towers, then knock them down.

Games and Toys

• Lucky Ducks game by Hasbro
• Diggit Dog game by International Playthings, Inc.
• Dog Dice game by Gamewright

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• The Ladybug Game by Zobmondo
• Teddy Mix & Match game by Ravensburger
• Go Teddy Go game by Ravensburger
• Don’t Break the Ice by Milton Bradley
• Duck, Duck, Goose Game (Wee Sing 6)
• Doggie, Doggie, Who Has the Bone Game (Wee Sing 6)

Songs, Rhymes or Fingerplays

• Hey Diddle Diddle (Wee Sing 2)
• Diddle Diddle Dumpling (Wee Sing 2)
• Hickory Dickory Dock (Wee Sing 2, 5, 9)
• The Farmer in the Dell (Wee Sing 3, 9)
• London Bridge (Wee Sing 3)
• Five Little Ducks (Wee Sing 7)
• Six Little Ducks (Wee Sing 7, 9)
• Oh, Dear! What Can the Matter Be? (Wee Sing 8)
• Polly Wolly Doodle (Wee Sing 8, 9)
• Down By the Bay (Wee Sing 9)

Book: One Duck Stuck
Written by Phyllis Root, Illustrated by Jane Chapman
Follow several groups of animals as they try to rescue a duck that is stuck in the mud. Each group tries unsuccessfully to free the duck from the mud. Only when all the various animal groups join together and work as a team are they able to free their muddy friend.

Building communication with this book
• Adjectives: sleepy, slimy, deep, green
• Irregular Plurals: fish, moose
• Regular Plurals: crickets, frogs, skunks, snails, possums, snakes, dragonflies
• Three-six word utterances: Who can help? Two fish splish to the duck. Three moose clomp to the duck. Four crickets pleep to the duck. Etc.
• Preposition: … to the duck
• Categorization: animals by locomotion.
• Onomatopoeia: splish, clomp, pleep, plop, plunk, sloosh, slosh, slink, zing, spluck
• Predicting
• Problem solving
• Auditory memory: Try choral reading this book.
• Sequencing skills
• Social awareness: cooperation and teamwork
• Number concepts: 1-10

Conversational phrases for this book
• The duck goes down to the deep green marsh.
• The duck is stuck in the mud-deep in the mud.
• The duck is dirty!
• The duck is muddy!

Additional Books
• Little White Duck by Joan Paley
• Duck at the Door by Jackie Urbanovic
• Duck and Goose by Tad Hills
• 10 Little Rubber Ducks by Eric Carle
• Five Little Ducks by Raffi
• Dog by Matthew Van Fleet
• Go, Dog. Go! by P.D. Eastman
• The Baby Bee Bee Bird by Diane Redfield Massie
• Little Quack by Lauren Thompson
• Oh Where, Oh Where Has My Little Dog Gone? by Iza Trapani
• The Chick and the Duckling by Mirra Ginsburg
• From Head to Toe by Eric Carle
• The Doorbell Rang by Pat Hutchins
• How Do Dinosaurs Say Good Night? by Jane Yolen
• How Do Dinosaurs Clean Their Rooms? by Jane Yolen
• Five Little Dinosaurs by Will Grace
• A Mother for Choco by Keiko Kasza
• Down By the Bay by Raffi

Props for this book
• Chocolate pudding (use for the mud)
• 10 dragonflies
• 1 duck (plastic)
• 2 fish
• 3 moose
• 4 crickets
• 5 frogs
• 6 skunks
• 7 snails
• 8 possums
• 9 snakes
• 10 dragonflies

• Two fish splish to the duck.
• Three moose clomp to the duck.
• Four crickets pleep to the duck.
• Five frogs plop to the duck.
• Six skunks plunk to the duck.
• Seven snakes sloosh to the duck.
• Eight possums slosh to the duck.
• Ten dragonflies zing to the duck.
• The duck is still stuck in the mud.
• “Thanks!” said the duck.
• Let's wash and dry the duck.

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## Child-Friendly “K” Words

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- kicking
- knock
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- necklace
- pancake
- patty cake
- peeling
- pickle
- picnic
- picture
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- popcorn
- popsicle
- pumpkin
- raincoat
- rocket
- rocking
- rocking chair
- sandbox
- scarf
- school
- shaking
- skate
- sky
- sneaker
- sprinkler
- sticky
- stinky
- taco
- talking
- thank you
- ticket
- tackle
- turkey
- uncle
- vacuum
- wake-up
- walker
- walking
- yucky

## Daily Routines

### Moving through the day
- Fly a kite.
- Kick a ball.
- Play catch.
- Ride your trike or bike.
- Climb in and out of big boxes.

### Getting dressed
- Put on your jacket or coat.
- Change your stinky diaper.
- Tickle, tickle your neck and ankle.

### Kitchen capers
- Cut, cut, cut soft foods with a dull knife.
- Have a picnic with carrots, crackers, cupcakes, cookies and popcorn.
- Cook pancakes.
- Lick ice cream.
- Make cookies. Use cookie cutters.
- Make a thick chocolate milk shake.
- Clean the kitchen.

### Each day, every day
- Look in the closet. What do you want to play with next?
- Get in the car to go to your activities.
- Read lots of books.
- Snuggle up with your blanket.

### Activities
- Play patty cake, peek-a-boo, and knock-knock games.
- Cut play dough with a dull knife or cookie cutters.
- Cut paper with a pair of children’s scissors.
- Stack blocks. Sort them by color.
- Fill containers with “K” objects: key, coat, book, comb, computer, candy, box of crayons, pictures, camera, Kleenex.
- Draw pictures on the sidewalk with colored chalk.
- Go to a lake at a park. Look for ducks. Carry some crackers to feed the ducks. Listen for the ducks saying, “Quack quack.”
- Take pictures of “K” words with your camera. Look at them on the computer.
- Talk about your pictures with your cousins, uncles, and other kids.
• Pretend or go camping in the backyard or out in the country. Pack your backpack. Take a walk. Gather sticks and rocks and sort them by color and size. Climb a tree, but be careful. Draw circles in the dirt. Be very quiet and look for insects. Can you find any caterpillars, crickets or butterflies? Sit on a blanket and have a snack and a drink. Look at the clouds. When it becomes dark, look up in the sky at the stars.

Games and Toys

• Tic Tac Toe Game (Wee Sing 6)
• Duck, Duck. Goose Game (Wee Sing 6)
• Hot and Cold Game (Wee Sing 6)
• Lucky Ducks game by Hasbro
• The Very Quiet Cricket Game by University Games
• The Very Hungry Caterpillar Game by University Games or Briar Patch
• The Very Hungry Caterpillar Card Game by University Games
• Very Hungry Caterpillar Magnetic Set by University Games
• The Very Hungry Caterpillar: 18 Piece Puzzle by Briar Patch
• Monkeying Around Game by International Playthings
• Monkey Madness game by Ravensburger
• My Grandmother Went to Market game by Child’s Play
• Cat and Mouse game by Ravensburger
• Care Bears game by Parker Brothers
• Candyland game by Milton Bradley

Songs, Rhymes or Fingerplays

• Kookaburra (Wee Sing 1, 4, 7, 9)
• Three Little Kittens (Wee Sing 2)
• Hickory Dickory Dock (Wee Sing 2, 5, 9)
• Three Little Monkeys Jumping on the Bed (Wee Sing 2, 5)
• Pat-a-Cake (Wee Sing 2, 5)
• There was a Crooked Man (Wee Sing 2)
• Old King Cole (Wee Sing 2)
• Peter Peter Pumpkin Eater
• Polly, Put the Kettle On (Wee Sing 2)
• Pussy-Cat, Pussy-Cat (Wee Sing 2)

• A-Tisket, A-Tasket (Wee Sing 3)
• The Hokey Pokey (Wee Sing 3, 9)
• Jimmy Crack Corn (Wee Sing 3)
• Who Stole the Cookie from the Cookie Jar? (Wee Sing 3)
• Walking, Walking (Wee Sing 5)
• Six Little Ducks (Wee Sing 7, 9)
• Frog Went A-Courtin’ (Wee Sing 8)
• Turkey in the Straw (Wee Sing 6)

Additional Books

• Who Stole the Cookie from the Cookie Jar? by Jane Manning or Any Version
• Three Little Kittens by Paul Galdone or Any Version
• Quick as a Cricket by Audrey and Don Wood
• The Very Quiet Cricket by Eric Carle
• Little White Duck by Joan Paley
• Duck and Goose by Tad Hills
• 10 Little Rubber Ducks by Eric Carle
• Five Little Ducks by Raffi
• Little Quack by Lauren Thompson
• Little Cloud by Eric Carle

Building communication with this book

• Auditory memory for the foods he ate. Props will assist the child in remembering the foods and also make it more interesting, but eventually move into auditory memory without the props being visible, so that it is truly auditory memory.
• Auditory sequencing and retelling of the plot of the story: egg — small caterpillar — fat caterpillar — cocoon — butterfly
• Auditory self-monitoring of speech within manner of production, /ktp/, caterpillar

Conversational phrases for this book

• Any reference to caterpillar.
• The sun came up.
• Out of the egg came a very hungry caterpillar.
• He started to look for some food.
• Crunch, crunch, he ate through food.
• Count the apples, pears, plums, strawberries, oranges.
• He can’t get enough to eat.
• Listen, a butterfly is so quiet. Can you hear it?
• He kept eating more food: chocolate cake, ice cream cone, pickle, lollipop candy, cupcake, cold watermelon.
• He had a big picnic.
• He had a stomachache!
• He built a cocoon to cover himself.
• He woke up.

Props for this book

• Plastic egg
• Leaf
• Caterpillar (Check at fishing supply stores for pretend worms)
• Food: Apple, pears, plums, strawberries, oranges, piece of cake, ice cream cone, pickle, cheese, salami, lollipop, pie, sausage, cupcake, watermelon (You can make these out of play dough)
• Masking tape wrapped around the caterpillar for a cocoon
• Butterfly
## Child-Friendly “G” Words

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## Daily Routines

### Moving through the day
- Walk on the **green grass** in your bare feet.
- Make a **wagon** out of a cardboard box. Push and pull it around on the floor (not carpet due to electrostatic discharge from carpets).
- Hop like a **kangaroo**.
- Crawl like an **alligator**.
- **Wiggle** like a **piggy**.
- Shake like a **doggy**.
- Put your child on your back. After saying, “**G-G-G-GO**,” move around the room until someone says, “Stop.” Then repeat the **game**.

### Getting dressed
- Put on your **nightgown**.
- Say “**good-night**.”

### Kitchen capers
- Make **gooey** rice crispy treats.
- Count out, eat and **give** out **goldfish** crackers.
- Have a “**G**” tasting party with: grapes, **green beans**, **hamburger**, spaghetti, yogurt, egg. Don’t eat too much sugar.

### Each day, every day
- Play **games**.
- Feed and play with your **dog**. **Give** your **dog** a drink of water.

### Activities
- Play with tractors. The tractor says, “**G-G-G**.”
- Play with wind up toys. After you wind up the toy, hold it and say, “**G-G-G-GO**” before letting it move.
- Hold a musical toy in front of your child. Without the child seeing you, turn it on right after saying, “**G-G-G-GO**.”
- Plant a **garden**. Dig the dirt. Look for **bugs** and **slugs** in the dirt. Watch the plants **grow**.
- Draw **triangles** and **rectangles** with your **fingers** in yogurt. Feel how **gooey** it is.
- Hide “**G**” objects in plastic **eggs**. Describe each object before letting the other person see what’s in the **egg**.
- Put “**G**” objects in uncooked beans, pasta or rice and look for them with your hands. Name them when you **get** them out.
- **Give** **grandma** and **grandpa** a **big hug**.
- **Glue** paper or felt pieces onto a **big** poster board.
**Games and Toys**

- **Diggity Dog game** by International Playthings, Inc.
- **Dog Dice game** by Gamewright
- **Ladybug Game** by Zobmondo
- **Goodnight Moon game** by Briar Patch
- **You’re Bugging Me game** by Educational Insights
- **My Grandmother Went to Market game** by Child’s Play
- **Zingo game** by ThinkFun
- **Go Away Monster game** by Gamewright
- **Doggie, Doggie, Who Has the Bone Game** *(Wee Sing 6)*
- **Duck, Duck, Goose Game** *(Wee Sing 6)*
- **Tag Game** *(Wee Sing 6)*

**Songs, Rhymes or Fingerplays**

- **A-Hunting We Will Go** *(Wee Sing 3)*
- **Higglety, Pigglety, Pop** *(Wee Sing 2)*
- **The Merry-Go-Round** *(Wee Sing 3)*
- **The More We Get Together** *(Wee Sing 4)*
- **Tingalayo** *(Wee Sing 7, 9)*
- **The Ants Go Marching** *(Wee Sing 7, 9)*
- **Goin’ to the Zoo** *(Wee Sing 7)*

**Book: The Three Billy Goats Gruff**

*Written by Paul Galdone or any version*

Three brother goats want to cross the bridge to get to the other side of the river where all the delicious grass and flowers are. But they are met by a mean troll who tries to stop each brother. See what happens when the big brother goat takes control of the situation.

**Building communication with this book**

- **Comparatives and superlatives** big, bigger; biggest; old, older; oldest; young, younger; youngest
- **Ordinal numbers** 1st, 2nd, 3rd
- **Prepositions** over, under, across, beside, near; far from
- **Different loudness and pitch for voices of each character**
- **Question** Who’s that ... ?
- **Alternating voiced plosives** /b/ and /g/ in language
- **Auditory memory of repetitive phrases, sentences and questions**

**Conversational phrases for this book**

- Three billy goats gruff (each time it is used).
- They were hungry.
- They wanted to eat the green grass on the other side.
- The grass looked good to eat.
- They wanted to eat and get fat.
- They wanted to go to the other side.
- The bridge was made of logs.

- The troll was ugly.
- The troll growled.
- “I’m going to gobble you up.”
- “This is not a game.”
- The troll heard a noise again.
- “My brother is much bigger.”
- The bridge creaked and groaned.
- The goats got fat eating the grass on the other side.

**Props for this book**

- 3 toy goats of different sizes: small, medium, and large or make goat horns out of paper cups and pretend to be the goats
- Troll or mean looking character
- Bridge made out of a cardboard roll cut in half or popsicle sticks glued together
- Water and grass made from construction paper or felt
- Flower stickers or flowers from a hobby shop

**Additional Books**

- **Going on a Bear Hunt** by Michael Rosen or Any Version
- **Goodnight Moon** by Margaret Wise Brown
- **Go Away Big Green Monster** by Edward R. Emberley
- **Good Night Gorilla** by Peggy Rathmann
- **Go, Dog, Go!** by P.D. Eastman
- **Wombat Stew** by Marcia K. Vaughn and Pamela Lofts
- **Hunwick’s Egg** by Mem Fox and Pamela Lofts
- **Little Gorilla** by Ruth Lercher Bornstein
- **Bill Grogan’s Goat** by Mary Ann Hoberman
- **Gossie & Gertie** by Olivier Dunrea
- **Dog** by Matthew Van Fleet
- **Suddenly Alligator** by Rick Walton
“H” Unit  
Fricatives

Child-Friendly “H” Words

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Kitchen capers

- Who is hungry? How about a ham sandwich, a hot dog or a hamburger?
- Do you want half a sandwich?
- You can have honey on your pancakes.
- Your food is too hot! It can hurt your mouth.
- Feed the baby in his high chair.
- We can heat up the leftovers.

Each day, every day

- Hug everyone in your home.
- Call someone on the phone to say “hi” or “hello”.
- Hold your puppy or kitten gently. You don’t want to harm it.
- Don’t worry, be happy!
- Always behave at school.
- It’s not too hard. You can do it.

Activities

- Find things that are hot, but don’t touch.
- Pretend to be a clown. “Ha ha ha.” Put on a funny wig for hair. Wear a silly hat. People are happy to see you.
- Try on all the hats you can find.
- Blow a trumpet or horn or honk the horn of a car.
- Knock on the door of your neighbor’s house. Anyone home?
- Play “hairdresser” with a friend. That hairdo is hilarious!
- Make a playhouse out of old sheets and a table or chairs. Play house.
- Decorate a cardboard box to resemble a beehive, birdhouse, doghouse or dollhouse.
- Set up an animal hospital. You have many patients: a hawk, hen, hippo, hog, horse, hound, grasshopper and a seahorse. Who’s first?
- Set up a pretend hospital. Put a Band-Aid where it hurts—your patient’s hip, hand, heel, heart or forehead.
- Hum your favorite songs or hymns into a microphone.

Daily Routines

Moving through the day

- Pant like a dog. “h-h-h.”
- Hop up, hop down, hop here, hop there, and hop all around.
- Hit the ball hard.
- Walk ahead or behind someone.
- Dig a hole with a toy shovel orhoe.
- Reach up high to the sky.

Getting dressed

- Hurry and get dressed.
- Do you need help putting the buttons in the buttonholes?
- Take your clothes off the hangers.
- Don’t throw your clothes in a heap. Hang up the clothes you’re not wearing.
- Put a hat on your head.
- Be sure to fix your hair.

Pant like a dog, “h-h-h.”

• hop • up, hop • down, hop • here, hop • there, and hop • all around.

• Hit the ball hard.

• Walk • ahead or behind someone.

• Dig a • hole with a toy shovel or • hoe.

• Reach up • high to the sky.

• Who is hungry? How about a • ham sandwich, a • hot dog or a • hamburger?

• Do you want • half a sandwich?

• You can • have honey on your pancakes.

• Your food is too • hot! It can • hurt your mouth.

• Feed the baby in • his high chair.

• We can • heat up the leftovers.

• Hug everyone in your • home.

• Call someone on the phone to say • “hi” or • “hello”.

• Hold your puppy or kitten gently. You don’t want to • harm it.

• Don’t worry, be • happy!

• Always • behave at school.

• It’s not too • hard. You can do it.
Games and Toys

- Hide-and-Seek Game (Wee Sing 6)
- Hot and Cold Game (Wee Sing 6)
- Hot Potato Game (Wee Sing 6)
- Hungry Hungry Hippos game by Hasbro
- Bunny Hop game by Educational Insights
- Chuck it Chicken game by Ravensburger (hens)
- Horton Hears a Who game by University Games
- Polar Bear Touch and Stack Blocks by Small World Toys (hear)
- Bunny Hop by Educational Insights

Songs, Rhymes or Fingerplays

- Humpty Dumpty (Wee Sing 2)
- A-Hunting We Will Go (Wee Sing 3)
- The Hokey Pokey (Wee Sing 3, 9)
- The Farmer in the Dell (Wee Sing 3, 9)
- Head and Shoulders (Wee Sing 5, 9)
- The Cuckoo (Wee Sing 7)
- The Ants Go Marching (Wee Sing 7, 9)
- If You're Happy (Wee Sing 9)

Follow a variety of zoo animals as they listen to one another and make the sounds they hear. The story begins with a polar bear that hears a lion roaring in his ear. The lion hears a hippopotamus snorting in his ear. The hippopotamus hears… and on it goes. The story ends with a zookeeper who hears children imitating the different zoo animal sounds.

Building communication with this book

- **Vocabulary** zoo animals
- **Questions** What do you hear?
- **Present tense verbs** hear, roaring, snorting, fluting, braying, hissing, trumpeting, snarling, yelping, bellowing, whistling
- **Pronouns** you, I
- **Sound-Object Association** lion-roaring; hippo-snorting; flamingo-fluting; zebra-braying; boa constrictor-hissing; elephant-trumpeting; leopard-snarling; peacock-yelping; walrus-bellowing
- **Auditory memory for repetitive questions and sentences.**

Conversational phrases for this book

- **Polar bear/lion/hippo/flamingo/zebra/boa/elephant/leopard/peacock/walrus/zookeeper:** What do you **hear**?
- **I hear** a lion/hippo/flamingo/zebra/boa constrictor/elephant/leopard/peacock/walrus/zookeeper/children… in my ear.
- **Hey,** the polar bear has sharp claws. I **hope** he behaves himself.
- **Hide!** It's a lion! **He has** a huge mouth.

Props for this book

- Polar bear
- Lion
- Hippopotamus
- Flamingo
- Zebra
- Boa constrictor
- Elephant
- Leopard
- Peacock
- Walrus
- Zookeeper (any adult figure will do)

Additional Books

- Oh, A-Hunting We Will Go by John Langstaff
- Hug by Jez Alborough
- Going on a Bear Hunt by Michael Rosen or any other version
- Little Red Hen by Paul Galdone or any other version
- Hattie and the Fox by Mem Fox
- Green Eggs and Ham by Dr. Seuss
- Horton Hears a Who by Dr. Seuss
- The Tortoise and the Hare, any simple version
- A House for Hermit Crab by Eric Carle
- Henny Penny by Paul Galdone or any other version
- Mrs. Honey's Hat by Pam Adams
- Hansel and Gretel, any simple version
- Here Are My Hands by Bill Martin Jr.
- Whose Baby Am I? by John Butler
- The Napping House by Audrey Wood
- A Mother for Choco by Keiko Kasza
- Hi, Blueberry! by Barney Saltzberg
Child-Friendly “F” Words

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Daily Routines

Moving through the day
- Turn on the fan. It goes very fast.
- Sing your favorite song into a microphone.
- Don’t climb on the roof. It’s not safe. You might fall.
- Walk forward and backward, but be careful not to fall down.
- Run fast, fast, fast!

Getting dressed
- Try on four or five different outfits for a party. How do they fit? I like the fancy one with the butterflies on it. The one with feathers on it feels nice and soft. The one with flowers on it feels funny. It’s stiff and rough.
- Don’t forget to fix your hair.

Kitchen capers
- Make waffles or muffins from wheat flour for breakfast. Put a spoonful of honey on it.
- Pour Mom half a cup of coffee for breakfast? Get the loaf of bread off of the first shelf in the pantry for her.
- What are your favorite snack foods? I know … french fries and cheese goldfish. You can never have enough of them. Here’s a full bag of goldfish and a few french fries.
- Help the “chef” in your family fix dinner. Get the beef out of the freezer. Get the cauliflower out of the refrigerator. That’s fine, thanks!
- When you’re finished eating, turn on the faucet to wash the forks and the butter knife.

Each day, every day
- Feed your pet fish or a pretend fish some fish food.
- Don’t be fussy. Take time to laugh and have fun!
- Talk to your friends, father and grandfather on the telephone this afternoon.
- Recite or sing the alphabet.
- Sit on the sofa and listen to your favorite music often.
- Cover your face if you cough.

Activities
- Make a photo album of yourself, your family and all your friends. Take lots of photographs with your camera. Take a few pictures before and after you fix your hair and wash your face.
- Play dress-up with a friend and pretend to be a fairy and an elf or a sheriff and a thief.
- Make a fort, forest or farm out of a large box. Decorate it for a play.
- Look up the flags of different states and make your favorite one out of an old sheet.
- Fly your flag proudly.
- Play follow the leader: act like a wolf, giraffe, calf, elephant, dolphin, buffalo, frog or fox when it’s your turn.
- Let small plastic toys fall off something.
Games and Toys

- *Five Little Monkeys Jumping on the Bed* game by University Games.
- *Alfredo's Food Fight* game by Fundex Games (*fork, fling, chef*).
- *Elefun* game by Hasbro.
- *Near and Far* by BJKI Ltd.
- *Farm Families* by Milton Bradley.
- *Silly Faces* game by Colorforms.
- *Freeze Game (Wee Sing 6)*.

Songs, Rhymes or Fingerplays

- *Little Miss Muffet* (*Wee Sing 2*).
- *Five Little Speckled Frogs*.
- *The Farmer in the Dell* (*Wee Sing 3, 9*).
- *The Muffin Man* (*Wee Sing 3*).
- *London Bridge* (*Wee Sing 3*).
- *Old MacDonald* (*Wee Sing 7, 9*).
- *Five Little Ducks* (*Wee Sing 7*).
- *Little Bunny Foo-Foo* (*Wee Sing 7*).
- *Fuzzy Wuzzy* (*Wee Sing 7*).
- *One Elephant Went Out to Play* (*Wee Sing 7*).
- *Frog Went A-Courting* (*Wee Sing 8*).
- *Put Your Little Foot* (*Wee Sing 8*).
- *Shoo Fly* (*Wee Sing 8*).

**Book: The Foot Book**

*Written and Illustrated by Dr. Seuss*

Follow Dr. Seuss' zany characters as they explore a world of many different kinds of feet.

**Building communication with this book**

- **Adjectives** wet, dry, high, low, red, black, slow, quick, trick, sick, etc.
- **Antonyms** morning/night; left/right; front/back; big/small; up/down; his/her; etc.
- **Two-four word utterances** left foot; right foot; feet in the morning; feet at night; etc.
- **Rhyming** right/night; feet/meet; street/feet

**Conversational phrases for this book**

See phrases listed below in the parentheses.

**Props for this book**

Act out the entire book with human and animal feet and a few props:

- Feet in a hurry and walking fast (*feet* in the morning)
- Feet wrapped in a blanket (*feet* at night)
- Two feet marching (*left feet* & *right feet*)
- Feet in a large bowl of water (*wet feet*)

**Additional Books**

- *Fish Eyes* by Lois Ehlert
- *The Rainbow Fish* by Marcus Pfister
- *Cat Goes Fiddle-I-Fee* by Emily Bolam or any other version
- *The Three Little Pigs* by Paul Galdone, Steven Kellogg or any other version
- *Little Rabbit Foo-Foo* by Michael Rosen or any other version
- *If You Give a Mouse a Cookie* by Laura Joffe Numeroff
- *If You Give a Moose a Muffin* by Laura Joffe Numeroff
- *Fidgety Fish* by Ruth Galloway
- *The Very Lonely Firefly* by Eric Carle
- *Hattie and the Fox* by Mem Fox
- *Ruff! Ruff! Where’s Scruff?* by David A. Carter
- *A Flea’s Sneeze* by Lynn Downey
- *The Wolf’s Chicken Stew* by Keiko Kasza
Wait in lines patiently. Do not move.

Brush your teeth after eating. You don’t want to get cavities.

Watch Daddy shave. Never try to shave with Daddy’s razor.

Kitchen capers

- Make a vanilla milkshake out of vanilla ice cream and milk.
- Eat all your vegetables.
- I’m very hungry!
- Help your family serve food. Be careful with food from the stovetop and oven.
- Make mashed potatoes with gravy.

Each day, every day

- Give Mommy and Daddy lots of love and kisses (maybe five or seven).
- Take every one of your vitamins.
- Turn the volume up or down on the TV.
- Use your inside voice at home and at school.
- Wave goodbye to your friends.
- Leave home on time. Leave your ____ at home.
- Drive here, drive there and drive everywhere.
- Please behave everyday.

Activities

- Save your pennies for something very special. Count them.
- Make up a victory cheer with a family member or friend.
- Decorate a plastic bottle to make a lovely vase.
- Sort your play food into fruits and vegetables. See how many vegetables you can name in one minute.
- Plan a pretend vacation. How will you go-by car, van or truck? Who will drive?
- Make a very large valentine for your favorite person.
- Make a volcano out of baking soda and vinegar, putting ingredients in a plastic bottle.
- Look for four leaf clovers in the grass.
- Pretend to play the violin in the grass.
- View a video of your favorite movie.
- Pretend to be a veterinarian. This (vulture/vole/beaver/raven/dove) is very sick. He has a fever. He’s shivering and vomiting everywhere. Tell him to be brave. Give him eleven shots and twelve vitamins.

Daily Routines

- Move through the day
  - Vacuum the carpet.
  - Move fast or move slowly. Move over here and move over there.
  - Move forward and backward. Move to the right and to the left.
  - Wait in lines patiently. No shoving even if you’re in a hurry.

- Getting dressed
  - Put on your vest. Is it made of velvet?
  - The sleeves of your shirt are very dirty.
  - Mommy, do you still have your wedding veil? Can I see it?
  - Find your missing glove.
  - Watch Daddy shave. Never try to shave with Daddy’s razor.
  - Brush your teeth after eating. You don’t want to get cavities.
Games and Toys

• Red Rover Game (Wee Sing 6)
• The Very Quiet Cricket Game by University Games
• The Very Hungry Caterpillar Game by University Games
• The Very Hungry Caterpillar Card Game by University Games
• Very Hungry Caterpillar Magnetic Set by University Games
• Very Hungry Caterpillar: 18 Piece Beginner Puzzle by Briar Patch

Songs, Rhymes or Fingerplays

• The Bear Went Over the Mountain (Wee Sing 7, 9)
• Ten in the Bed (Wee Sing 9,11)
• Have You Ever Seen a Lassie?
• Five Little Ducks (Wee Sing 7)
• Long-Legged Sailor (Wee Sing 3)

Book: Move Over, Rover!

Written by Karen Beaumont, Illustrated by Jane Dyer
Follow the story of Rover, a gentle dog, who generously allows a menagerie of animals to share his doghouse when it begins to rain outside. Overcrowding soon becomes a problem, but when a skunk tries to squeeze in all, the inhabitants quickly vacate the doghouse.

Building communication with this book

• Adjectives mighty, frightening, boring, warm, tight, full, crowded, awful, another, soaked, sopping, happy
• Present tense verbs chewing, romp, play, look, pouring, sleeping, looking, catch, racing, find, romping, jumping, chasing
• Contractions rover’s, he’s, that’s, cat’s, raccoon’s, squirrel’s, blue jay’s, snake’s, what’s, skunk’s, storm’s, where’s
• Questions what, where
• Two-four word utterances Move over, Rover! Scit-scat, Cat! Make room, Raccoon! Squeeze in, Squirrel! Out of the way, Blue Jay! Slide aside, Snake!
• Rhyming bone/alone; lightning/frightening; pouring/boring; storm/warm; over/rover; scat/cat; way/jay; slide/aside; fit/split; tight/might; mouse/house; smell/well; sniff/whiff; skitter/scatter/ matter; scurry/hurry; storm/warm; my/sky; sopping/flopping
• Synonyms soaked/sopping; romp/play; skitter/scatter/scamper/scurry
• Auditory memory for sequencing
• Acting out the story using the dialogue of each animal

Conversational phrases for this book

• Rover’s in the doghouse all alone.
• Everything is getting very wet outside.
• Everyone (the dog/cat/raccoon/squirrel/blue jay/snake/mouse) looks very wet.
• Move over, Rover!

Prop for this book

• Dog
• Cat
• Raccoon
• Squirrel
• Blue jay or blue bird
• Snake
• Mouse
• Skunk
• Doghouse (a small cardboard box with a door cut out)

Additional Books

• Roll Over by Merle Peek or any other version
• Over in the Meadow by Ezra Jack Keats or any other version
• The Very Busy Spider by Eric Carle
• The Very Hungry Caterpillar by Eric Carle
• The Very Quiet Cricket by Eric Carle
• The Very Lonely Firefly by Eric Carle
• A Mother for Choco by Keiko Kasza
• Walking Through the Jungle by Julie Lacome
Child-Friendly “S” Words

Initial
slow
smell
smile
snack
sneakers
snow
snowman
so
soup
sour
spaghetti
spill
spoon
squirrel
stairs
star
stay
stick
stink
stinky
stone
stop
store
story
stove
strawberry
street
stroller
suit
summer
sun
Sunday
surprise
sweater
sweep
sweet
slide
slippers

Medial
apple sauce
asleep
awesome
baby sitter
baseball
basket
bathing suit
beside
bicycle
bracelet
breakfast
castle
closer
dancing
dinosaur
disappear
dressing
eraser
fast
faucet
first
gas station
glasses
grass-hopper
grocery
guessing
hospital
ice cream
icing
inside
just
kissing
last
listen
lost
medicine
messy
missing
motorcycle
mustard
myself
next
outside

Final
blouse
boots
box
bus
caboose
cactus
carrots
Christmas
class
dance
dice
dress
enormous
face
fence
fix
fox
goose
glass
grapes
grasp
guess
goose
house
ice
juice
kiss
Kleenex
less
lettuce
lips
mess
mice
miss
moose
mouse
necklace
nice
nurse
nuts
octopus
pants
piece
police
prince
promise
purse
race
rice
thermos
this
tights
toss
twice
underpants
us
vase
voice
yes

Daily Routines

Moving through the day
• Have a race with a toy bus, bicycle, tricycle, caboose or motorcycle. Who came in first, last?
• Slide down the slide.
• Sing a silly song, whistle a happy tune, and dance around the room.
• Sit down for circle time in your class at school.

Getting dressed
• Wash your face and hands with soap. Now your skin feels soft.
• Can you dress yourself? Pick out sandals, sneakers, soft slippers or boots with your striped socks. Next, you can choose tights, a nice blouse, a soft sweater and spotted pants. Do you need a scarf, your sister’s necklace, your bracelet and a purse? Oh! You look awesome!
• Change the baby’s diaper. It’s stinky!

Kitchen capers
• What do you want for breakfast? Do you want pancakes with sticky syrup, a bowl of strawberries, grapes, toast, cereal or applesauce? The grapes taste sweet, not sour!
• Let’s have a snack. Do you want a popsicle, ice cream, pretzels, carrots, celery or nuts?
• Are you thirsty? Let’s pour soda or juice in a glass filled with ice.
• It’s time for lunch. Let’s make a sandwich with lots of lettuce and mustard on it.
• I smell something yummy on the stove. Is it soup or spaghetti? Can I have seconds? Spaghetti is messy.
• Let’s set the table. Don’t forget your spoon and fork. Sit down and remember to eat slowly, not fast. Pass the salt, please.
• Let’s put the plates, spoons and glasses in the sink. Turn on the faucet.

Each day, every day
• Listen to all the sounds outside.
• Surprise Mommy and Daddy with an enormous kiss on the lips or face!
• Say you’re sorry when you do something wrong or make a mistake.
• Sit on the sofa to listen to your favorite story.
• Say your prayers. Sleep tight and sweet dreams.
Activities

- What's in the Chatterbox? Put something in a box and describe it for someone (sister or other person). They have to guess what it is. Now, it's your turn to guess. Surprise!

- What's the Same? See who can find the most things inside your bedroom that are the same in 60 seconds. Don't miss anything.

- What's Missing? Put several things on the table and take one away while everyone hides their eyes. Be the first one to guess what's missing and you get a point.

- Look for six or seven of something.

- It's summer! Have fun in the sun. Let's go swimming! Put on your bathing suit.

- Have a race with toy animals in the grass. Use a horse, fox, moose, mouse, rooster, goose, grasshopper, squirrel, or dinosaur. Was it slow, fast?

- Make sailboats out of walnuts (shell halves). Sail them in the sea (bathtub). Put in a seal, an octopus or a seahorse. Make it swim and splash around, but don't spill water on the floor!

- Go to a park or playground. Go on the seesaw, slide and swing, or play in the sand.

- Look at the stars in the sky before going to sleep.

Games and Toys

- Duck, Duck, Goose Game (Wee Sing 6)
- Simon Says Game (Wee Sing 6)
- Cat and Mouse game by Ravensburger
- Sleepy Princess and the Pea game by Haba Toys
- Stone Soup game by Gamewright
- Go Away Monster game by Gamewright
- Swinging Snakes by Parker Brothers

Songs, Rhymes or Fingerplays

- Shake Your Sillies Out (Raffi)
- Pussy-Cat, Pussy-Cat (Wee Sing 2)
- Three Blind Mice (Wee Sing 4)
- Eentsy, Weentsy Spider (Wee Sing 7, 9)

Book: Silly Sally

Written and Illustrated by Audrey Wood

Follow Silly Sally as she goes to town walking backwards, upside down. On her way she meets a silly pig, a silly dog, a silly loon, and a silly sheep. They all join Silly Sally in her nonsensical journey to town. The group meets up with Neddy Buttercup who is walking forwards and right side up, but not for long!

Building communication with this book

- Prepositions to, backwards, upside down, forwards, right side up
- Adjectives silly
- Present tense verbs walking, dancing, leaping, singing
- Irregular past tense verbs went, met, sang, fell asleep, woke
- Regular past tense verbs danced, tickled, played

Auditory memory for sequencing

Conversational phrases for this book

- Silly Sally went to town, walking/dancing/leaping/singing backwards, upside down.
- Sally is sooo silly!
- Sally met a silly pig/dog/loon/sheep.
- The pig is so messy!
- The pig danced a jig.
- The dog is smiling. He likes playing leapfrog.
- The loon sang a tune. He sounds silly.
- They fell asleep. Shh, let's be quiet.
- Why did they fall asleep? They're sleeping in a circle. The loon is sleeping on Sally's feet. That's silly!
- How did Sally get to town, sleeping backwards, upside down?
- Along came Neddy Buttercup, walking forwards, right side up.
- Stop tickling the pig/dog/loon/sheep/Sally, Neddy!
- Sally tickled Neddy Buttercup. Stop it Sally!
- The whole town is walking backwards, upside down.
- This book is so silly!

Props for this book

- Girl figure or doll
- Pig
- Dog
- Loon or duck
- Boy figure or doll
- Town (blocks that represent buildings in a town or a box decorated to look like a town)

Additional Books

- Chicken Soup with Rice by Maurice Sendak
- Where's Spot? by Eric Hill
- Baby Bear, Baby Bear, What Do You See? by Bill Martin
- Caps for Sale by Esphyr Slobodkina
- The Napping House by Audrey Wood
- The Princess and the Pea, any simple version
- The Greedy Python by Eric Carle
- Mouse Mess by Linnea Asplind Riley
- There Was an Old Lady Who Swallowed the Sea by Pam Adams
- How Do Dinosaurs Say Good Night? by Jane Yolen
- Five Little Dinosaurs by Will Grace
- Stone Soup by Marcia Brown
- Gossie & Gertie by Olivier Dunrea
“Z” Unit Fricatives

Child-Friendly “Z” Words

Initial
xylophone
Z
zany
zap
zebra
zero
zigzag
zing
zip
zip code
zipper
zombie
zone
zoo
zookeeper
zoom
zucchini

Medial
amazing
bulldozer
busy
buzzing
cheesecake
chimpanzee
closet
clothespin
cousin
daisy
dazzling
desert
dozen
easel
easy
freezer
fuzzy
husband
lizard
magazine
measles
music
newspaper
noisy
pansy
puzzle
presents
raisin
razor
scissors
Thursday
Tuesday
visit
Wednesday
wizard

Final
always
apples
babies
bananas
beads
beans
bear
because
bees
boys
bows
bugs
bubbles
butterflies
buzz
cars
cheese
cherries
choose
close
clothes
cookies
cows
dogs
eggs
excuse
eyes
fizz
flowers
freeze
friends
fuzz
girls
glasses
hers
hose
is/was
jeans
keys
knees
legs
maze
nose
peas
pies
pigs
please
rose
shoes
sneeze
stairs
stars
tease
these
those
ties
toes
toys
trapeze
trees
use
vitamins
woods
yours

Getting dressed
• Go to your closet and choose the clothes you want to wear today. Maybe something amazing and dazzling!
• Don’t forget to zip-up your jeans and put on your shoes. No, you can’t wear your fuzzy slippers outside. Which shoes should you wear? These? Those?
• Put bows in your hair.

Kitchen capers
• We need to make a shopping list. We need to buy zucchini, zip-lock bags, a dozen eggs, peas, cheese, cherries, bananas, apples, oranges, pies.
• Look in the refrigerator and the freezer. What can we fix to eat that’s easy? A dessert?
• Make a dozen cookies.
• What kind of fruit do you want: apples, bananas, cherries, raisins?

Each day, every day
• Put on your most dazzling smile for everyone!
• Always wipe your nose when you sneeze.
• Always say please when you want something.
• Always say excuse me when you walk in front of someone.
• Don’t tease your brothers, sisters or cousins, please.
• We’re always so busy!
• Listen to children’s music.
• Put away all your toys. Now everything looks organized.

Activities
• Zebra Says — a variation of the game, Simon Says (Wee Sing 6)
• Play with toy farm animals: pigs, cows, horses, dogs, chickens and roosters.
• Plant or pick flowers from your garden. Please don’t forget to water them with a hose.
• Be careful of the bees buzzing and zooming around.
• Draw pictures of flowers: roses, zinnias, daisies, pansies. Use zigzags to draw grass.
• Visit the zoo! Did you see the rhinos, seals, zebras, lions, leopards, tigers, bears, chimpanzees, gorillas, bears, flamingos, and gazelles? Don’t tease the alligators!
• Get busy and make a “Z” collage. Cut pictures out of magazines and newspapers. Use a pair of scissors, markers and glue. Your picture is amazing!
• Sort keys by size.
• Zoom and zigzag your cars around the trees. Easy does it!

Daily Routines

Moving through the day
• Open and close your eyes.
• Play with the boys and girls in your neighborhood or your cousins.
• Visit your friends and neighbors.
• Cut with scissors.
• Zoom and buzz around the house like bees.
• Look up at the stars at night. Amazing!
• Plant real or paper flowers: zinnias, pansies, daisies, roses, etc.
• Have a pretend birthday party for your stuffed animals. Wrap several "presents." How many toys/clothes/foods did each animal get?
• Blow dozens of bubbles. Pop!

Games and Toys

• Rock, Paper, Scissors Game
• Freeze Game (Wee Sing 6)
• Doggie, Doggie, Who Has the Bone Game (Wee Sing 6)
• Play Button, Button, Who Has the Button? (Wee Sing 6)
• Monkeying Around game by International Playthings (monkeys)
• Honey Bee Tree game by International Playthings (bees)
• Zingo game by ThinkFun
• Leaping Lizards by Gamewright
• Don’t Spill the Beans game by Milton Bradley

Songs, Rhymes or Fingerplays

• Fuzzy Wuzzy (Wee Sing 7)
• Goin’ to the Zoo (Wee Sing 7)
• The Mosquito (Wee Sing 7)
• Nobody Likes Me (Wee Sing 7, 11)
• Grizzly Bear (Wee Sing 7)
• At the Zoo (Wee Sing 7)
• Shake Your Sillies Out
• Head and Shoulders (Wee Sing 5, 9)
• Pop! Goes the Weasel (Wee Sing 3, 5, 9)
• Boom, Boom, Ain’t it Great to Be Crazy? (Wee Sing 11)
• Two Little Sausages (Wee Sing 3)
• Three Blue Pigeons (Wee Sing 7)
• Three Little Monkeys (Wee Sing 7)

Book: Dear Zoo

Written and Illustrated by Rod Campbell.
Follow a child who writes to the zoo requesting that the zoo send him a pet. Each animal that arrives from the zoo is unacceptable to the child. At last, just the right one is found!

Building communication with this book

• Irregular past tense wrote, sent, was
• Adjectives big, heavy, tall, fierce, grumpy, scary, naughty, jumpy
• Predicting What animal could be in this box?
• Sequencing the order in which the animals came to the boy
• Comparing and contrasting the different animals sent by the zoo

Conversational phrases for this book

• I wrote to the zoo to send me a pet.
• The zoo sent me an elephant/giraffe/lion/camel/snake/monkey/frog.
• He was too big/tall/fierce/grumpy/scary/naughty (zany)/jumpy.
• Don’t tease the ____.!
• The zoo sent me a dog. He was perfect! Amazing!

Props for this book

• Box
• Elephant
• Giraffe
• Lion
• Camel
• Snake
• Monkey
• Frog
• Dog

Additional Books

• Going to the Zoo by Tom Paxton
• Busy Lizzie by Hollie Berry
• Where the Wild Things Are by Maurice Sendak
• The Very Busy Spider by Eric Carle
• Little Miss Busy by Roger Hargreaves
• Where Is Maisy? By Lucy Cousins
• This is a Hospital, Not a Zoo! By Roberta Karim
• Tails by Matthew Van Fleet
• Where’s Spot? by Eric Hill
• Green Eggs and Ham by Dr. Seuss
• Five Little Monkeys Jumping on the Bed by Eileen Christelow

**SPEECH SOUNDS**
Child-Friendly “SH” Words

Initial
- shore
- short
- shorts
- shot
- should
- shoulder
- shout
- shoe
- shovel
- show
- shower
- shrimp
- shrink
- shut
- shy
- sugar
- sure

Medial
- ashamed
- attention
- bushes
- delicious
- dishes
- fire station
- fishing
- flashlight
- gas station
- lotion
- machine
- magician
- marshmallow
- milkshake
- mushroom
- ocean
- parachute
- seashell
- spaceship
- special
- sunshine
- suspicious
- tissue
- trashcan
- washcloth
- washing-machine
- brush
- bush
- car wash
- crash
- crawfish
directions
dish
- eyelash
- finish
- fish
- flush
- hush
- leash
- licorice
- mash
- mustache
- nail polish
- paintbrush
- polish
- push
- radish
- rash
- smash
- splash
- squash
- starfish
- swish
- ticklish
- toothbrush
- trash
- vanish
- wash
- wish

Kitchen capers
- Let’s have seafood for dinner. Do you want crawfish, fish or shrimp?
- Mash the potatoes.
- Are you putting marshmallows in your milkshake?
- Let’s make a squash casserole with mushrooms.
- The pantry shelves are empty. It’s time to go shopping for more food.

Each day, every day
- Share your toys with friends, sisters and brothers.
- Throw your trash in the trashcan.
- Don’t push or shove anyone.
- Pay close attention to directions.
- Finish what you started.
- Flush the toilet.
- Count sheep if you can’t sleep.
- Make a special wish.

Activities
- Put the baby, doll or stuffed animal to sleep, “Shh, night-night.”
- Open and shut containers and doors.
- Go to the beach and enjoy the sunshine. Look at the ocean and the shore line. Pick up seashells. Stand in the water up to your shins. Do you see any shells, starfish, or sharks? Wave at all the ships that go by. Make a sand castle, then watch as the waves crash and then smash it.
- Play parachute games with an old sheet.
- Pretend to be a magician and make things vanish.
- Help wash the car, your clothes or dishes. Swish bubbles around and make a splash. Put your dirty shorts and shirts in the washing machine.
- Visit a fire station.
- Go to the library. “Shh, we need to be quiet.”

Games and Toys
- Play Run, Sheep, Run Game (Wee Sing 6).
- You’re Bugging Me game by Educational Insights (Shoo!)
- Chutes and Ladders by Milton Bradley
Songs, Rhymes or Fingerplays

- There Was an Old Woman (Wee Sing 2)
- Baa Baa Black Sheep (Wee Sing 2, 7)
- Ride a Cock-Horse (Wee Sing 2)
- She’ll be Comin’ Round the Mountain (Wee Sing 4, 9)
- Head and Shoulders (Wee Sing 5, 9)
- Open, Shut Them (Wee Sing 5)
- Hush, Little Baby (Wee Sing 5, 9)
- Short’nin’ Bread (Wee Sing 8)
- Shoo Fly (Wee Sing 8)
- Shake Your Sillies Out (Raffi)

Book: Mrs. McNosh Hangs Up Her Wash

Written by Sarah Weeks, Illustrated by Nadine Bernard Westcott
Follow Mrs. McNosh as she hangs up her wash. However, she doesn’t
stop with clothing. Mrs. McNosh hangs up progressively stranger
things on the clothesline until she hangs up everything in sight …
including herself!

Building communication with this book

- Time Concepts: dawn, morning, noon, dusk
- Present Tense verbs: brings, does, takes, hangs, wrings, gets, arrives, roasting, lets
- Pronouns: she, his, her, herself
- Adjectives: big, wrong, two, sleepy, old, large, removable, comfortable
- Five + word utterances: She hangs up the dresses. She hangs up
the shirts. She hangs up the underwear, nightgowns, and skirts.
- Rhyming: McNosh/wash; high/dry; shirts/skirts; shoes/news; bone/phone; gown/down; wreath/teeth; tail/mail; sight/night; hair/chair
- Auditory memory for repetitive sentences
- Recall details
- Retell a story

Conversational phrases for this book

- Each Monday Mrs. McNosh does a big wash. She doesn’t even have a washing machine.
- She hangs all the wash out to dry.
- She hangs up (dresses/shirts/underwear/skirts/stockings/shoes/newspaper).
- Should she be washing a newspaper? Is she paying attention?
- She hangs up (the dog/his dish/his bone/the phone). The dog
wishes he was someone else’s pet.
- She hangs up (a hat/old wedding gown/two sleepy bats). Shhh,
they’re sleeping.
- She hangs up (a lamp/wreath/teeth). Not teeth! She should be
ashamed of herself!
- She hangs up (a kite/mail). Look at the mailman run. He must be
suspicious of her.
- She hangs everything in sight. Surely, that’s all. I wish she
would stop.
- Oh, no! She even hangs up her turkey? What shall she eat tonight?
- She takes off her apron and lets down her hair. Good, now she’s finished…
- She hangs herself in a comfortable chair. What??! Is she sleeping? Shhhhh…

Props for this book

- Dresses
- Shirts
- Underwear
- Skirts
- Stockings
- Shoes
- Newspaper
- Dog
- Dog dish
- Bone
- Phone
- Hat
- Wedding gown
- 2 bats
- Lamp
- Wreath
- Teeth
- Kite
- Mail (letters & packages)
- Turkey
- Anything else you can think of (for everything in sight)
- Chair with woman in it (for Mrs. McNosh)
- 1 long piece of thin rope or cord strung between two chairs (for the clothesline)
- 25-30 clothespins

Additional Books

- Shake My Sillies Out by Raffi
- Sheep in a Jeep by Nancy Shaw
- Sheep on a Ship by Nancy Shaw
- Sheep in a Shop by Nancy Shaw
- Five Little Monkeys Wash the Car by Eileen Christelow
- Mrs. Wishy-Washy by Joy Cowley
- Mr. Wishy-Washy by Joy Cowley
- Shoo Fly by Iza Trapani
- Fidgety Fish by Ruth Galloway
- Shoes from Grandpa by Mem Fox
“M” Unit Nasals

Child-Friendly “M” Words

Initial
mop  more  jump  comb  come
mad  make  lamp  come
mama  man  lawn mower  drum
many  march  mailman  farm
markers  may  policeman  game
meat  medicine  pumpkin  gum
melon  melt  remember  ham
moose  moon  smile  him
moo  much  snowman  home
mittens  muffle  stomach  ice cream
money  monkey  tomato  jam
mom  morning  tomorrow  lamb
mommy  move  tummy  let
momma  movie  vacation  living room
mama  much  vacation  time
muffin  move  name  thumb
tiny  my  morning  uniform
myth  middle  vacation  time
milk  mine  vacation  thumb
mittens  mom  vacation  time
mommy  money  vacation  thumb
money  monkey  vacation  time
moo  moon  vacuum  time
moose  moon  worm

Medial
almost  animal  almost  animal
basement  bump  almost  animal
bump  camel  camel  bathroom
camping  climbing  almost  animal
empty  family  family  bedroom
fireman  flamingo  flamingo  bottom
grandma  hamburger  hamburger
hammer  hammer  broom

Final
arm  arm  arm  arm
bathroom  bedroom  bathroom  arm
bedtime  bottom  bottom  arm
broom  broom  broom  arm

Kitchen capers
- Eat a melon and some muffins with jam for breakfast. Don’t eat too much or you’ll get a tummy ache.
- Drink milk with breakfast. Oh-oh, your mouth has a milk mustache!
- Eat ham or some other type of meat for lunch. Hamburgers with lots of tomatoes on them are good too. Your plate is empty! Do you want more?
- How about a plum, a piece of pumpkin pie or ice cream for dessert? Are you smiling because it was yummy?
- Did you remember to take your vitamins?
- Never swallow or throw your gum on the floor.
- The kitchen floor is a mess! Get a mop or broom and clean it up, please.

Each day, every day
- It’s time to take a bath now. It’s almost your bedtime.
- Be sure to go to the bathroom before bedtime.
- Say goodnight to everyone in your family. Don’t forget Mama!
- Blow kisses to them with your mouth.

Activities
- Feed a doll. “Mmmm, good. Would you like some more?”
- Play dress-up mailman, fireman, or policeman. Use markers to turn an old white tee shirt into a uniform top.
- Play “mailman,” sorting mail and delivering it to animal friends.
- Play storekeeper, taking your customers’ money and making change.
- Play in the mud and make a mess. Making mud pies is fun!
- Make frozen things melt.
- Make ice cream in a bag using milk or cream.
- Make a movie called “If You Give Me a Cookie.” I’m the star, of course!
- Make a collage using many pictures from different magazines.
- Charades (Wee Sing 6): Write the names or draw stick figures on slips of paper and put them in a basket: marching, jumping, smiling, climbing, swimming, vacuuming, mouse, monkey, moose, camel, flamingo, lamb, and worm.

Games and Toys
- Motorboat Game (Wee Sing 6)
- Monkeying Around Game by International Playthings
- Monkey Madness game by Ravensburger
- Go Away Monster game by Gamewright

Daily Routines

Moving through the day
- Move stuffed animals, trucks, furniture, etc. from one place to another around the house.
- March like a soldier.
- Jump high, jump low, jump forward, and jump backward!
- Climb stairs, steps or playground equipment.
- Vacuum the carpet.

Getting dressed
- It’s cold this morning. Be sure to put on your mittens.
- Help me put a belt around my tummy/stomach, a bracelet on my arm, and a ring on my thumb.
- Put your dirty pajamas in the washing machine in the basement or laundry room.
- Be sure to comb your hair.

Kitchen capers
- Eat a melon and some muffins with jam for breakfast. Don’t eat too much or you’ll get a tummy ache.
- Drink milk with breakfast. Oh-oh, your mouth has a milk mustache!
- Eat ham or some other type of meat for lunch. Hamburgers with lots of tomatoes on them are good too. Your plate is empty! Do you want more?
- How about a plum, a piece of pumpkin pie or ice cream for dessert? Are you smiling because it was yummy?
- Did you remember to take your vitamins?
- Never swallow or throw your gum on the floor.
- The kitchen floor is a mess! Get a mop or broom and clean it up, please.

Each day, every day
- It’s time to take a bath now. It’s almost your bedtime.
- Be sure to go to the bathroom before bedtime.
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Activities
- Feed a doll. “Mmmm, good. Would you like some more?”
- Play dress-up mailman, fireman, or policeman. Use markers to turn an old white tee shirt into a uniform top.
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- Play storekeeper, taking your customers’ money and making change.
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- Make frozen things melt.
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Games and Toys
- Motorboat Game (Wee Sing 6)
- Monkeying Around Game by International Playthings
- Monkey Madness game by Ravensburger
- Go Away Monster game by Gamewright
SPEECH SOUNDS

Went to mouse

Conversational phrases for this book
• will, might, may
• if, when, then
• cookies and milk; blanket and pillow; If … then …

Building communication with this book

Songs, Rhymes or Finger Plays

• This Old Man (Wee Sing 2)
• Three Little Monkeys Jumping on the Bed
• Mary Had a Little Lamb (Wee Sing 2)
• To Market, To Market (Wee Sing 2, 5, 9)
• Little Miss Muffet (Wee Sing 2)
• Hickory Dickory Dock (Wee Sing 2, 5)
• Round the Mulberry Bush
• Pat-a-Cake (Wee Sing 2, 5)
• Three Little Kittens (Wee Sing 2)
• Pop! Goes the Weasel (Wee Sing 3, 5)
• The Merry-Go-Round (Wee Sing 3)
• The Muffin Man (Wee Sing 3)
• Miss Lucy Had a Baby (Wee Sing 3)
• Miss Mary Mac (Wee Sing 3)
• The More We Get Together (Wee Sing 4)
• She'll be Comin' Round the Mountain (Wee Sing 4, 9)
• Three Blind Mice (Wee Sing 4)
• Baby Bumblebee (Wee Sing 5, 7, 9)
• The Mosquito (Wee Sing 7)
• Old MacDonald (Wee Sing 7, 9)

Props for this book
• Mouse
• 2 cookies
• Glass
• Straw
• Napkin
• Mirror
• Storybook
• Pen
• Sheet of paper
• Box of crayons
• Pair of scissors
• Broom
• Sponge and/or mop
• Bucket
• Empty tissue box (bed)
• Tape dispenser
• Cotton ball (pillow for mouse)
• Tissue sheet (blanket for mouse)

Additional Books

• If You Give a Moose a Muffin by Laura Joffe Numeroff
• Are You My Mother? by P.D. Eastman
• “More, More, More” said the Baby by Vera B. Williams
• Is Your Mama a Llama? by Deborah Guarino
• It’s Mine! by Rod Campbell
• Move Over, Rover by Karen Beaumont
• Mouse Paint by Ellen Stoll Walsh
• Mouse Count by Ellen Stoll Walsh
• Mouse Mess by Linnea Asplind Riley
• This Old Man by Pam Adams
• Five Little Monkeys Sitting in a Tree by Eileen Christelow
• Five Little Monkeys with Nothing to Do by Eileen Christelow
• Five Little Monkeys Jumping on the Bed by Eileen Christelow
• Five Little Monkeys Wash the Car by Eileen Christelow
• Five Little Monkeys Bake a Birthday Cake by Eileen Christelow
• Click, Clack, Moo: Cows That Type by Doreen Cronin
• The Chick and the Duckling by Mirra Ginsburg
• From Head to Toe by Eric Carle
• Here Are My Hands by Bill Martin Jr.
• Whose Baby Am I? by John Butler
• Green Eggs and Ham by Dr. Seuss

When the mouse is finished giving himself a trim, he’ll want a broom.
The mouse might get carried away and sweep every room in the house.
The mouse may even end up washing the floors with a mop.
The mouse will crawl in the box and make himself comfortable.
The mouse will fluff the pillow a few times.
The mouse will ask you to read him a story.
The mouse will want to sign his name with a pen … which means he’ll need scotch tape.
Looking at the refrigerator will remind him that he’s thirsty.

Additional books

• Monsters Under My Bed game by Fundex Games
• My Grandmother Went to Market game by Child’s Play
• Cat and Mouse game by Ravensburger
• Alfredo’s Food Fight game by Fundex Games (meatballs)
• Whac-A-Mole game by Hasbro
• Don’t Monkey Around by Milton Bradley

• Marble Works by Discovery Toys

Book: If You Give a Mouse a Cookie

Written by Laura Joffe Numeroff, Illustrated by Felicia Bond
Follow a demanding little mouse and a boy who tries to give the mouse everything he wants. The story starts when the boy gives the mouse a cookie, but it doesn’t end there! Each request the mouse grants, leads to another demand by the mouse.

Building communication with this book

• Cause and effect If … then …
• Associations cookies and milk; blanket and pillow; paper and crayons; etc.
• Conjunctions if, when, then
• Future tense modals will, might, may
• Predicting

Conversational phrases for this book

• If you give a mouse a … glass of milk, mirror, broom, etc.
• The mouse has a milk moustache! He made a mess!
• When the mouse looks in the mirror, he might notice his hair needs a trim.
“N” Unit Nasals

Child-Friendly “N” Words

Initial
knee
knife
knock
know
nail
name
nap
napkin
naughty
neck
necklace
need
needle
neighbor
next
never
new
next
nice
nickel
nightgown
night-night
nine
no
nobody
noise/noisy
none
noodles
nose
not
nothing
now
number
nurse
nut

Medial
and
animal
another
ant
any
around
aunt
banana
behind
bench
bunny
candle
candy
cleaning
count
cleaning
count
dance
dinner
dinosaur
donkey
don’t
donut
downtown
drink
elephant
enough
find
finish
friend
funny
gentle
going
grandparents
green beans
hand
honey
hunt
inside
into
invite
jeans
lawn mower
lemonade
lunch
many
money
morning
paint
pancake
pants
peanut butter
pencil
penny
picnic
pineapple
plant
pony
pretend
rainbow

Medial

Daily Routines

Moving through the day

• Turn, turn, turn lids and open containers.
• Put your clothes in the washing machine. Help fold your clean clothes.
• Talk on the telephone to all your grandparents, aunts and cousins.
• Knock, knock, knock on doors. Come in! Tell me your name again.
• Running here, running there and running all around.
• Do a funny dance. Dance like a monkey, snake, bunny, elephant, hen, or penguin.

Getting dressed

• Let’s get dressed. Do you want to wear your knee-high jeans or your new green pants; your brown underpants or pink panties; sneakers or sandals; and don’t forget your new necklace?
• It’s too warm for your mittens.
• Can you button your shirt on your own?

Kitchen capers

• Let’s have pancakes with honey, banana muffins or donuts for breakfast this morning. Fresh pineapple would be nice too.
• Let’s have a snack in the kitchen. Do you want popcorn, pumpkin seeds or peanuts? You could also make a peanut butter and jelly sandwich for snack. You’ll need a knife, a spoon, peanut butter, jelly and bread. When you’re finished making it, put the sandwich on a napkin. Do you want another one?
• Let’s pack a picnic lunch. We could bring chicken or tuna salad sandwiches, corn, and green beans to eat, and lemonade to drink. Don’t invite the tiny ants, please.
• Let’s bake raisin bread in the oven for dinner tonight. We’re finished. Let’s clean up and put everything in the sink for now. Don’t forget the pan and spoon.

Each day, every day

• Listen to all the sounds inside your house.
• Be kind in the morning, afternoon or at night.
• Be nice and try to never be naughty. Naughty means not nice.
• Take a nap in the morning or afternoon. Can’t sleep? Is it too noisy?
• Get into your nightgown or pajamas. Say night-night or goodnight to everyone.
• Save your money, how many pennies and nickels do you have now?
• Stand up and sit down again and again. That’s a nice bench. Enjoy the weather. Is it a rainy, sunny, windy or snowy day?
• Have you ever seen a rainbow?
• Ask, What’s next?” whenever you’re finished.
Activities

- Play with trucks. The truck says, “nah nah nah.”
- Try to put puzzle pieces and shape blocks into the wrong places and say, “N-N-N-No.”
- Make a pretend house out of a cardboard box or construction paper. Cut three sides to make a door. Put pretend people or pictures of family members behind the door. “Knock, knock, knock on the door.” “Oh, look, it’s (person’s name).” Play the same game with the door to your house.
- Hide a lion in different places (behind, around, in, on, inside, into, and under) things. Can your friends find him?
- Animal Charades—write the names or draw stick figures of the following animals on slips of paper and put them in a basket: ant, bunny, dinosaur, donkey, elephant, hen, kitten, lion, pony, snake and penguin. What did you pretend to be? Did you win?
- Paint dry noodles. Count out 1, 2, 3, 4, 5, 6, 7, 8, 9, 10 and let them dry in the sun. String the noodles on a piece of yarn that’s long enough to make a nice necklace.
- Color a rainbow with crayons.

Games and Toys

- Button, Button Game (Wee Sing 6).
- Penguin Says—a variation of Simon Says (Wee Sing 6)
- Bunny Hop game by Educational Insights
- Funny Bunny game by Ravensburger
- Penguin Pile Up game by Ravensburger
- Goodnight Moon game by Briar Patch

Songs, Rhymes or Fingerplays

- Diddle Diddle Dumpling (Wee Sing 2)
- This Old Man (Wee Sing 2)
- Pop! Goes the Weasel (Wee Sing 3, 5)
- Head and Shoulders (Wee Sing 5, 9) or change the body parts to nose, chin, neck and belly button (2Xs); hands and knees, and shins and ankles (1X); nose, chin, neck and belly button (1X); belly button.
- Little Bunny Foo-Foo (Wee Sing 7)

Book: The Little Red Hen

Written and Illustrated by Paul Galdone
Follow the little red hen as she works very hard cleaning, planting seeds, cutting wheat, taking wheat to the mill, and baking a cake. She repeatedly tries to get the dog, cat and mouse to help her with the chores. However, each one refuses to help her saying, “Not I.” The little red hen teaches the other animals a lesson by eating all the cake herself. Yum!

Building communication with this book

- Adjectives little, red, cozy, soft, sunny, warm, tall, fine, white, big, hot, shining, delicious, beautiful, last, eager
- Negative not

Additional Books

- Goodnight Gorilla by Peggy Rathmann
- Goodnight Moon by Margaret Wise Brown
- That’s Not My Monster by Fiona Watt
- That’s Not My Dinosaur by Fiona Watt
- That’s Not My Bunny by Fiona Watt
“W” Unit Semivowels

Child-Friendly “W” Words

Initial
- wax
- way
- we
- wear
- weather
- web
- weed
- sweep
- weigh
- welcome
- well
- went
- were
- wet
- whack
- what
- whatever
- wheat
- wheel
- wheelchair
- when
- where
- which
- whisker
- whisper
- whistle
- white
- why
- wide
- wife
- wig
- wiggle
- wild
- win
- wind
- windmill
- window
- wing
- wink
- winter
- wipe
- wire
- wish
- with
- wizard
- wobble
- wolf
- woman
- wonder
- wood
- woof-woof
- wool
- word
- work
- workbench
- world
- worm
- wow!

Medial
- anyone
- away
- awhile
- cartwheel
- everyone
- flower
- owie
- owl
- penguin
- pinwheel
- quack
- quiet
- sandwich
- sidewalk
- someone
- squirrel
- stopwatch
- swallow
- swan
- sweater
- sweep
- swim
- swing
- towel
- tower

Kitchen capers
- Fix waffles for breakfast and a sandwich for lunch.
- Tell Mom or Dad how many you want—just one or twelve?
- Drink plenty of water with your meals.
- Be sure to take little bites and swallow.
- Wipe-up your mess with a kitchen towel.
- Sweep the crumbs off the floor.
- Eat watermelon for dessert.
- Put all your trash in the wastebasket.

Each day, every day
- Wake-up every morning with a smile.
- Look outside your window. What’s the weather like?
- Is it hot, warm or cold? Is it dry or wet, windy or calm?
- Be quiet if someone is sleeping so you won’t wake them up.
- Wave goodbye to people as they go away.
- Wink at someone.
- Make a wish.
- Whisper something in someone’s ear.
- When someone says “Thank you,” you say: “You’re welcome.”
- Wait for people, wait in lines, wait your turn, and wait for things to be ready.
- Tell people where you went today.

Activities
- Wind up wind up toys.
- At the park, swing way up high.
- Dig for worms.
- Watch animals and people in your neighborhood from a window.
- Wash dirty toys, clothes, dishes and the car with water. Everything is wet.
- Whistle while you work and play.
- Walk around the house, yard, or neighborhood.
- Sweep the sidewalk.
- Where is ___? Go and find it.
- Help mom or dad wax the car.
- Help mom or dad work in the garden. You can pull or whack the weeds.
- Turn cartwheels with your friends outside.
- Build a tall tower or wall out of blocks or shoeboxes. Whee! Watch them fall down.
- Dress-up as a waiter or waitress. Put an apron around your waist and take everyone’s order.

Daily Routines

Moving through the day
- Walk here, walk there, and walk on the sidewalk.
- Walk forward and backward.
- Pretend to be different animals. Walk like a wolf, penguin and a squirrel. Wiggle like a worm, waddle like a duck, swim like a whale, crawl like a spider on his web, or fly like an owl.

Getting dressed
- Wash your face with a washcloth.
- Remember to wear your sweater when it’s cold outside.
- Wear something white today.

SPEECH SOUNDS

- wave
- watch
- warm
- want
- wand
- wagon
- wade
- waddle
- wacky
- Initial web, or fly like an
- waddle like a duck,
- swim like a
- a Pretend to be different animals.
- on the
- walk sidewalk.
- walk today.
- a with
- sweater it’s cold outside.
- when your
- whistle
- whisker
- when
- wheel
- wheelchair
- when
- where
- which
- whisker
- whisper
- whistle
- white
- why
- wide
- wife
- igle
- wild
- win
- wind
- windmill
- window
- wing
- wink
- winter
- wipe
- wire
- wish
- with
- wizard
- wobble
- wolf
- woman
- wonder
- wood
- woof-woof
- wool
- word
- work
- workbench
- world
- worm
- wow!
- quiet
- sandwich
- sidewalk
- someone
- squirrel
- stopwatch
- swallow
- swan
- sweater
- sweep
- swim
- swing
- towel
- tower
- Kitchen capers
- Fix waffles for breakfast and a sandwich for lunch.
- Tell Mom or Dad how many you want—just one or twelve?
- Drink plenty of water with your meals.
- Be sure to take little bites and swallow.
- Wipe-up your mess with a kitchen towel.
- Sweep the crumbs off the floor.
- Eat watermelon for dessert.
- Put all your trash in the wastebasket.

Each day, every day
- Wake-up every morning with a smile.
- Look outside your window. What’s the weather like?
- Is it hot, warm or cold? Is it dry or wet, windy or calm?
- Be quiet if someone is sleeping so you won’t wake them up.
- Wave goodbye to people as they go away.
- Wink at someone.
- Make a wish.
- Whisper something in someone’s ear.
- When someone says “Thank you,” you say: “You’re welcome.”
- Wait for people, wait in lines, wait your turn, and wait for things to be ready.
- Tell people where you went today.

Activities
- Wind up wind up toys.
- At the park, swing way up high.
- Dig for worms.
- Watch animals and people in your neighborhood from a window.
- Wash dirty toys, clothes, dishes and the car with water. Everything is wet.
- Whistle while you work and play.
- Walk around the house, yard, or neighborhood.
- Sweep the sidewalk.
- Where is ___? Go and find it.
- Help mom or dad wax the car.
- Help mom or dad work in the garden. You can pull or whack the weeds.
- Turn cartwheels with your friends outside.
- Build a tall tower or wall out of blocks or shoeboxes. Whee! Watch them fall down.
- Dress-up as a waiter or waitress. Put an apron around your waist and take everyone’s order.

Daily Routines

Moving through the day
- Walk here, walk there, and walk on the sidewalk.
- Walk forward and backward.
- Pretend to be different animals. Walk like a wolf, penguin and a squirrel. Wiggle like a worm, waddle like a duck, swim like a whale, crawl like a spider on his web, or fly like an owl.

Getting dressed
- Wash your face with a washcloth.
- Remember to wear your sweater when it’s cold outside.
- Wear something white today.
• Pretend to be a wizard. Using a wand, turn your friends or family members into whales, worms, walruses, swans, owls, penguins or squirrels.

• Fill plastic water bottles with a variety of colorful objects and shake well. I hear that!

• Tell all of your stuffed animals and dolls to wait-wait-wait!

• Play a wake up game with family members, stuffed animals and/or dolls. “Shhhhh.... night-night. WAKE-UP!”

Games and Toys

• Press ‘N’ Go Inchworm by International Playthins

• Wormy Apples game by Fundex

• Go Away Monster game by Gamewright

• Whac-A-Mole game by Hasbro

• Brown Bear, Panda Bear What Do You See game by University Games

• My Grandmother Went to Market game by Child’s Play

• Where are the Animals? Game by Mattel

• Uncle Wiggley by Milton Bradley

Songs, Rhymes or Fingerplays

• This is the Way (Adapt for Mrs. Wishy-Washy book)

• Wee Willie Winkle (Wee Sing 2)

• Mary Had a Little Lamb (Wee Sing 2)

• This Little Pig Went to Market (Wee Sing 2)

• Twinkle Twinkle Little Star (Wee Sing 2)

• A-Hunting We Will Go (Wee Sing 3)

• Pop! Goes the Weasel (Wee Sing 3, 5, 9)

• Walking, Walking (Wee Sing 5)

• Fuzzy Wuzzy (Wee Sing 7)

• One Elephant Went out to Play (Wee Sing 7)

• Eentsy, Weentsy Spider (Wee Sing 7, 9)

• Oh, Dear! What Can the Matter Be? (Wee Sing 8)

• Frog Went A-Courtin’ (Wee Sing 8)

• Polly Wolly Doodle (Wee Sing 8, 9)

Book: Mrs. Wishy-Washy

Written and Illustrated by Joy Cowley

Follow a cow, a pig, and a duck as they wallow in the mud. Along comes Mrs. Wishy-Washy who washes them clean: wishy-washy, wishy-washy. But when Mrs. Wishy-Washy returns to her house, the three animals rush back into the mud. “Oh, lovely mud,” they say.

Building communication with this book

• Regular past tense verbs jumped, rolled, paddled, screamed

• Irregular past tense verbs went, said, came

• Auditory memory for repetitive phrases “In went the cow/pig/duck, wishy-washy, wishy-washy,” “Oh lovely mud, said the cow/pig/duck,” “Away went the cow/pig/duck.”

• Sequence events and retell a simple story

Conversational phrases for this book

• The cow jumped into the mud-Wheeeee!

• The pig rolled in the mud-Wheeeee!

• The duck paddled in the mud-Wheeeee!

• Along came Mrs. Wishy-Washy.

• In went the cow.

• In went the pig.

• In went the duck.

• Wash all the animals.

• Wishy-washy, wishy-washy.

• All the animals are wet.

• Dry them with a towel.

• Tell all the animals to wait.

• Mrs. Wishy-Washy went into the house.

• Away went the cow.

• Away went the pig.

• Away went the duck.

• Oh, lovely mud, they said. Wheeeee!

• Where did they go?

• All the animals jumped in the mud! Wow! I bet they get in trouble.

• Mrs. Wishy-Washy will be mad.

Props for this book

• Plastic toy animals: I cow, 1 pig, and 1 duck

• Bowl of water (for the tub)

• Bowl with chocolate pudding covering the bottom (for the mud puddle)-save some to eat later

• Scrubbing brush

• Apron, headscarf, or fuzzy slippers to role-play the part of Mrs. Wishy-Washy

• Towel (for drying the animals)

Additional Books

• Mrs. Wishy-Washy’s Splishy Sploshy Day by Joy Cowley

• Mrs. Wishy-Washy Makes a Splash by Joy Cowley

• Mrs. Wishy-Washy’s Farm by Joy Cowley

• Mr. Wishy-Washy by Joy Cowley

• Mrs. Wishy-Washy’s Christmas by Joy Cowley

• Oh Where, Oh Where Has My Little Dog Gone? by Iza Trapani

• Where’s Spot? by Eric Hill


• Panda Bear, Panda Bear, What Do You See? by Bill Martin Jr.

• Polar Bear, Polar Bear, What Do You Hear? by Bill Martin Jr.

• The Wolf’s Chicken Stew by Keiko Kasza

• Walking Through the Jungle by Julie Lacome
Child-Friendly “Y” Words

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Each day, every day
- Play outside in your front yard or back yard.
- Yeah for you!
- Yodel while you walk.
- Yawn when you’re sleepy.
- Answer “yes” and “no” questions.
- Be curious about how things work.

Activities
- Sort clothes. These are mine, these are his/hers and these are yours.
- Draw a picture, look at photos, or dictate a story about what you did yesterday.
- Gather tools and utensils and discuss, “What do you use this for?”
- Draw with crayons.
- Vacuum the floor.
- Play with a yo-yo.
- Be a cowboy, “Yahoo!”
- Glue pieces of yarn to cardboard to make an abstract picture.
- Find everything in the house that is yellow.
- Find scary things around your house. Yikes!!!
- Pretend to be a cheerleader. Jump and yell. Yeah!
- Pretend to be a dog. Make different dog sounds: yap, yelp, yip, and yowl.
- Make a huge spider web in your room using lots of yarn.
- Find all the triangular, circular or rectangular things in your house.
- Use play dough to make “Y” animals: unicorn, yak, coyote, stallion, cocker spaniel, yellow jacket.
- Make a human collage. Use pictures from old magazines.
- Make a kayak from a large rectangular box.
- Help mom or dad weed flowerbeds. Yank out the weeds.
- Measure the rooms of your house using a yardstick.
- Make a huge, yellow yield sign out of construction paper.
- Learn a few yoga moves.
- Pretend to be an ambulance driver. Did you cure all the sick people?
- Read a Curious George book.

Daily Routines

Getting dressed
- Get dressed all by yourself.
- Wear something yellow.
- Look at yourself in the mirror. You are young.
- That is a cute outfit.
- Yell to your friend across the street.

Kitchen capers
- “Do you want ____?” “Yes, please” or “No, thank you.”
- Taste different flavors of yogurt. Which one is yummy?
- A raw onion might taste yucky.
- Eat a tortilla.
- Make a cucumber salad.
- Help your dad or mom with the barbecue.
- Eat yams for dinner.
- Put ice cubes in your soda pop.
- How do you like the yolks of your eggs?
- Have a barbecue in your backyard.
Games and Toys

- Brown Bear, Panda Bear, What Do You See? game by University Games
- Polar Bear, Touch and Stack Blocks by Small World Toys (you)
- Barnyard (Wee Sing 6)
- Number One, Touch Your Tongue (Wee Sing 3)

Songs, Rhymes or Fingerplays

- Did You Feed My Cow? (Wee Sing 7)
- Bought Me a Cat (Wee Sing 7)
- The Old Chisholm Trail (Wee Sing 10)
- No, No, Yes, Yes (Wee Sing 11)
- Tingalayo (Wee Sing 7, 9)
- Put Your Little Foot (Wee Sing 8)
- The Hokey Pokey (Wee Sing 3, 9)
- Row, Row, Row Your Boat (Wee Sing 4, 9)
- If You’re Happy (Wee Sing 9)
- Shake Your Sillies Out

Book: Are You My Mother?

Written by P. D. Eastman
The baby bird sets out to find his mother. Along the way he meets many interesting animals and vehicles, but none of them are his mother. What will happen? Will mother and baby bird find each other?

Building communication with this book

- WH question “Where is ____?”
- Auxiliary verb question “Are you ____?”
- Turn taking in conversation using question and answer
- “Not” concept
- Categorize animals and vehicles
- Compare and contrast How are the bird and the airplane the same and different?
- Safety reminder Stay in the same place if you get lost.

Conversational phrases for this book

- “Are you my mother?” and “I am not your mother.” each time they are used in the story.
- The tree is growing in the yard.
- The baby bird is young.
- “Yikes!” he yelled as he fell out of the tree.
- He yelled down to the boat.
- He yelled up to the plane.
- “You are not a ____ .”
- “Yeah! You are my mother.”
- Mother bird said, “You were all by yourself.”
- The baby and the mother bird are reunited.

Props for this book

- Baby bird and mother bird
- Nest
- Tree branch or twig
- Plastic egg
- Worm
- Rock
- Kitten
- Chicken
- Dog
- Cow
- Old car
- Boat
- Plane
- Steam shovel or front loader

Additional Books

- Yummy Yucky by Leslie Patricelli
- Clap Your Hands by Lorinda Bryan Cauley
- Yo! Yes! by Chris Roschka
- Panda Bear, Panda Bear, What Do You See? by Bill Martin Jr.
- Is Your Mama a Llama? by Deborah Guarino
- Who Stole the Cookie from the Cookie Jar? by Jane Manning or other version
- There Was a Coyote Who Swallowed a Flea by Jennifer Ward
- Harold and the Purple Crayon by Crockett Johnson
- My Crayons Talk by Patricia Hubbard
“L” Unit: Liquids

Child-Friendly “L” Words

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Daily Routines

Moving through the day

• Go down a slide or ride on a sled.
• Ride your bicycle or tricycle.
• Roll a ball.
• Blow bubbles or blow up balloons.
• Climb a jungle gym or a ladder at the playground.
• Walk slowly or quickly.
• Clap your hands loudly.
• Leap over puddles and other things.
• Lift something light and something heavy.

Getting dressed

• Splash water in the bathtub.
• Dry your hair with a towel.
• Smile when you look in the mirror. Do you see your eyelashes and eyelids?
• Put lotion on your legs. That feels cool.
• What color belt will you wear? Blue, black or yellow?
• Take your clean clothes out of the laundry basket and hang them in your closet.
• Pack your clothes in your luggage. Don’t forget your blouse, gloves, glasses, necklace and slippers.

Kitchen capers

• For breakfast you can have cereal or toast and jelly with a glass of milk.
• Do you want a snack? You could have vanilla or chocolate pudding, applesauce, a slice of watermelon, a bowl of lime jello, marshmallows, a popsicle, pretzels or an apple.
• Make celery sticks filled with cheese or peanut butter. Put them on your plate.
• For lunch we can have a large lettuce, broccoli and noodle salad with a glass of lemonade. Do you feel full now?
• Do you like pickles or olives?
• Lick a lollipop. Your lips are a little sticky now.
• Do you like the smell of fresh bread? I could eat the whole loaf!

Each day, every day

• Learn a new word.
• Play with your favorite toys.
• Laugh a little or a lot every day. Be silly!
• Call someone on the telephone.
• Say a friendly “hello” to your friends.
• Never tell a lie.
• Always say “please” and “thank you” and “you’re welcome.”
• Flush the toilet.
• Get your blanket and pillow and go to sleep.

Activities

• Put a puzzle together.
• Put clothes on your dolls.
• Play with play dough.
• Lock and unlock and open and close doors.
• Look for animals such as a leopard, llama, alligator, buffalo, elephant, gorilla, polar bear, lion, lamb, wolf, turtle, lizard, owl and a camel at the zoo.
• Look for a lobster, turtle, whale, seal and an alligator at an aquarium.
• Go on a bug hunt. Find a snail, ladybug, butterfly or a caterpillar.
• Play Simon Says. Touch your: legs, elbows, shoulders, ankles, heels and belly.
• Help with family projects: rake the leaves, plant flowers, dig a hole with a shovel or clean the pool.

Games and Toys

• Looby Loo Game (Wee Sing 6, 9)
• Bye-Bye Balloons game by International Playthings
• Ladybug Game by Zobmondo
• The Very Hungry Caterpillar Game by University Games
• Elefun game by Hasbro
• Chutes and Ladders by Milton Bradley

Songs, Rhymes or Fingerplays

• Little Boo Peep (Wee Sing 2)
• Mary Had a Little Lamb (Wee Sing 2)
• Twinkle Twinkle Little Star (Wee Sing 2)
• Polly, Put the Kettle On (Wee Sing 2)
• London Bridge (Wee Sing 3)
• Skip to My Lou (Wee Sing 3)
• Five Little Ducks (Wee Sing 7)
• Little Green Frog (Wee Sing 7)
• Little Bunny Foo-Foo (Wee Sing 7)
• Polly Wolly Doodle (Wee Sing 8, 9)

Book: Lady with the Alligator Purse

Written by Mary Ann Hoberman, Illustrator Nadine Bernard Westcott. Follow the antics of Miss Lucy’s baby, Tiny Tim, as he drinks up all the water, eats up all the soap and tries to eat the bathtub too. Miss Lucy calls the doctor; the nurse and the lady with the alligator purse. Both the doctor and nurse misdiagnose Tiny Tim’s condition, but the lady with the alligator purse knows just what to give him. She prescribes ... pizza!

Building communication with this book

• Past tense verbs had, was, drank, ate, tried, called, came, said, went
• Pronouns his, she, he
• Four-eight word utterances Miss Lucy had a baby. His name was Tiny Tim. He ate up all the soap. In came the doctor. In came the lady with the alligator purse.
• Rhyming Tim/swim; nurse/purse
• Auditory memory for repetitive sentences.

Conversational phrases for this book

• Miss Lucy had a baby called Tiny Tim. Why did she call him that?
• Look. He can swim really well.
• He drank up all the water. Do you think he’s full?
• He ate up all the soap. Will he feel sick? Look at all the bubbles!
• That bathtub is too large for that little baby’s mouth. He’s silly!
• Miss Lucy called the (doctor/nurse/lady with the alligator purse).
• Look, the little baby is blowing bubbles.
• In came the (doctor/nurse/lady with the alligator purse).
• “Mumps” / “Measles” / “Nonsense!” said the (doctor/nurse/lady with the alligator purse).
• They’re too loud. Miss Lucy looks worried.
• “Penicillin” / “Castor oil” / “Pizza!” said the (doctor/nurse/lady with the alligator purse).
• That medicine looks nasty, but the pizza looks great.
• How many large pizzas do they have? It looks like eleven or twelve.
• Out went the (doctor/nurse/lady with the alligator purse).
• The doctor looks like he feels sick now. He’s holding his belly.
• Look at the lady with the alligator purse slide down the banister.

Props for this book

• Nurse
• Lady with an alligator purse (a string around an alligator’s tail & snout makes a purse)
• Doctor
• Baby (Tiny Tim)
• Bathtub
• Bar of soap
• 2 medicine bottles (1 for castor oil and 1 for penicillin)
• 2 spoons (for medicine)
• Pizza

Additional Books

• There Was an Old Lady Who Swallowed a Fly (any version)
• There Was an Old Lady Who Swallowed the Sea by Pam Adams
• There Was an Old Lady Who Swallowed a Pie by Alison Jackson
• There’s an Alligator under My Bed by Mercer Mayer
• Stellaluna by Janell Cannon
• It Looked Like Spilt Milk by Charles G. Shaw
• The Very Lonely Firefly by Eric Carle
“R” Unit  Liquids

Child-Friendly “R” Words

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Daily Routines

Moving through the day
- Run fast, run slow.
- Turn round and round.
- Lie with your tummy on the floor and reach your arms up high to be an airplane.
- Climb on big rocks.

Getting dressed
- Take off your robe.
- Rub your ______.
- Get dressed.
- What will you wear?
- Put on your underpants, shirt, skirt, shorts, sweater.
- Zip the zipper.
- Brush your hair.
- Now you’re ready.

Kitchen capers
- Open the jar.
- Sit in your chair.
- Pour your drink.
- Who wants more?
- Have lunch with foods from “R” list.
- Rinse the dishes.

Each day, every day
- Brush your teeth with a toothbrush.
- Rock in a rocking chair.
- Read a story.
- Remember right from wrong.
- Say you’re sorry.
- “I hear that!”

Activities
- Gather pictures of family and friends and put one person at a time behind the door. Knock on the door. Who’s there?:
  - Mother, father, brother, sister, grandmother, grandfather, friends.
- Have a race. Who will hurry to finish the race first?
- Draw a picture or make a model from a box of the rooms in your house. Label each room: living room, bedroom, bathroom, play room, recreation room, backyard, porch.
• Watch the rain shower from your window. Roar, hear the thunder. Look for a rainbow when the sun comes out.
• Make a rock collection. Find some more.
• Make a road on the rug with masking tape. Drive around and park your toy car, truck, tractor, camper, motorcycle. Above the road fly your toy airplane, helicopter.
• Find things in your house that look like different shapes: Square, circle, triangle, rectangle, star.
• Sort the laundry. Use pronouns. This is yours, hers, theirs. Use names: Mother’s, father’s, sister’s, brother’s.

Games and Toys
• Go Away Monster game by Gamewright
• Monsters Under My Bed game by Fundex Games
• The Very Quiet Cricket Game by University Games
• The Very Hungry Caterpillar Game by University Games
• The Very Hungry Caterpillar Card Game by University Games
• The Very Hungry Caterpillar Magnetic Set by University Games
• The Very Hungry Caterpillar: 18 Piece Puzzle by Briar Patch
• Red Rover Game (Wee Sing 6)
• Rock, Paper, Scissors Game
• Freeze Game (Wee Sing #6)

Songs, Rhymes or Fingerplays
• Ring-A-Round the Rosy (Wee Sing 5, 9)
• Rock-A-Bye Baby (Wee Sing 2, 5)
• Row, Row, Row Your Boat (Wee Sing 4, 9)
• Round the Garden (Wee Sing 5)
• Ride a Cock-Horse (Wee Sing 2)
• Ten in the Bed (Wee Sing 9)
• She’ll Be Comin’ Round the Mountain (Wee Sing 4, 9)
• Are You Sleeping (Wee Sing 4)
• Frog Went A-Courtin’ (Wee Sing 8)
• Rain, Rain, Go Away (Wee Sing 9)
• Eentsy, Weentsy Spider (Wee Sing 7, 9)

Book: Little Red Riding Hood
Written by Mirelle Levert or Any Version
A little girl walks through the woods to take some food to her sick grandmother. When she arrives at her grandmother’s house, she finds that her grandmother looks different. Soon she is involved in an exciting adventure to help her grandmother.

Building communication with this book
• Pronouns he, your, yours, their
• Family members mother, daughter, grandmother
• Auditory memory for repetitive sentences “Grandma, what big _____ you have.” Don’t talk to strangers.

Conversational phrases for this book
• Any phrase using Red Riding Hood or grandmother
• Her cape was red.
• Grandmother was sick.
• “Remember, do not talk to strangers.”
• “Where are you going so early!” asked the wolf.
• She forgot not to talk to strangers and answered him.
• “I’m sorry your grandmother is sick,” said the wolf.
• But the wolf really was not sorry.
• She stopped to look at rabbits and pick flowers.
• The wolf hurried to Grandmother’s house.
• “Who is there?” asked Grandmother when she heard a noise.
• Red Riding Hood reached her grandmother’s house.
• She was surprised.
• Something was not right.
• “What big ears you have!”
• “The better to hear you with, my dear.”
• The hunter heard the noise.
• We don’t ever have to worry about the wolf again.
• Red Riding Hood hurried home.
• They lived happily ever after.

Props for this book
• Little girl
• Mother
• Wolf
• Grandmother
• Man as the hunter
• Basket with some food
• Flowers

Additional Books
• The Big Road Race by Jan and Stan Berenstain
• The Baby Bee Bee Bird by Diane Redfield Massie
• Going on a Bear Hunt by Michael Rosen or any other version
• Horton Hears a Who by Dr. Seuss
• The Tortoise and the Hare, any simple version
• A House for Hermit Crab by Eric Carle
• “More, More, More” said the Baby by Vera B. Williams
• It’s the Bear! by Jez Alborough
• Go Away Big Green Monster by Edward R. Emberley
• Here Are My Hands by Bill Martin Jr.
• Little Gorilla by Ruth Lercher Bornstein
# “CH” Unit Affricatives

## Child-Friendly “CH” Words

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<tr>
<td>church</td>
<td>scratch</td>
<td>reach</td>
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</table>

## Getting dressed
- Check your diaper.
- Change your clothes.
- Tickle your chin, cheek, chest.

## Kitchen capers
- Chew with your mouth closed.
- Eat chocolate covered cherries.
- Pack your lunchbox. Maybe you’ll choose a cheese sandwich, cherries or a peach, and chips.
- Taste “CH” foods: cheese, cherry, chicken, cheeseburger, chocolate, chili, chips, cheerios, ketchup, enchilada, peach, chocolate chip, french fries, sandwich, spinach. Which ones can you chop? Which ones go crunch? Which ones are chewy?

## Each day, every day
- Check the temperature and see if it is chilly or warm.

## Activities
- Play with trains, “Choo choo.”
- Play musical chairs.
- Draw with chalk.
- Name furniture in your house. How many different kinds of chairs do you have? Be sure to count the baby’s high chair and the rocking chair. What color is your couch?
- Play matching games with cards or objects around the house, such as matching socks or commercial matching games.
- Have a pretend beach party using the book, Just Grandma and Me. Take your beach chair, beach ball, beach towel. Stretch out on your beach towel and watch the waves. Dig a ditch in the sand. Draw an H in the sand. Touch the scratchy sand. It feels itchy when it gets into your swim suit. When it is time for lunch, buy a cheeseburger or maybe a hotdog with ketchup and french fries. If the temperature gets too hot, go into the water where it is chilly. Chase the waves. Change into your clothes before you go home.
- Go outside and play ball with some other children. Who is the pitcher? Who is the catcher? Each child gets a turn. Reach for the ball. Let your dog fetch the ball if you miss it.

## Daily Routines

### Moving through the day
- Play chase.
- Stretch.
- March around.

### Kitchen capers
- Chew with your mouth closed.
- Eat chocolate covered cherries.
- Pack your lunchbox. Maybe you’ll choose a cheese sandwich, cherries or a peach, and chips.
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- Go outside and play ball with some other children. Who is the pitcher? Who is the catcher? Each child gets a turn. Reach for the ball. Let your dog fetch the ball if you miss it.
Games and Toys

- Checkers
- Hopscotch
- Game of Catch
- Game of Chase
- Mouse and Cheese (Wee Sing 6)
- Musical Chairs (Wee Sing 6)
- Number One, Touch Your Tongue (Wee Sing 3)
- Chuck it Chicken game by Ravensburger
- Chicken Chase by Fisher-Price
- Cat & Mouse game by Ravensburger (cheese)
- Hi Ho! Cherry-O Game by Hasbro
- Chomp! card game by Gamewright

Songs, Rhymes or Fingerplays

- The Farmer in the Dell (Wee Sing 7)
- A-Hunting We Will Go (Wee Sing 3)
- Punchinello (Wee Sing 3)
- The Mosquito (Wee Sing 7)
- Five Little Chickens (Wee Sing 7)
- The Ants Go Marching (Wee Sing 7, 9)
- Chicka Chicka Boom Boom and Other Coconutty Songs by John Archambault

Book: Chicka Chicka Boom Boom

Written by Bill Martin Jr. and John Archambault, Illustrated by Lois Ehlert

The letters are out on an adventure as they all try to climb the coconut tree. Follow the alphabet and find out what happens as they all join in on the fun.

Building communication with this book

- Rhyming words
- Lower and upper case letter identification
- Descriptive adjectives and verbs

Conversational phrases for this book

- Chicka chicka boom boom (throughout the story)
- The letters are like little children.
- They are chasing each other up the tree.
- It looks like they are marching.
- Here comes H up the coconut tree.
- The tree is stretching down.
- Catch the letters as they fall.
- “Ouch!”
- Crunch!
- They are all bunched up together.
- The parents are reaching for their children.

The small letters match the capital letters.
H is tangled up with I.
Each letter is okay.

Props for this book

- Tree made out of toilet paper or paper towel cardboard roll with green construction paper, felt, floral or real leaves
- Upper and lower case plastic, magnetic, felt or paper/cardboard letters

Additional Books

- Chicken Little by Steven Kellogg or Any Version
- A Chair for Baby Bear by Kaye Umansky
- Just Grandma and Me by Mercer Mayer
- The Grouchy Ladybug by Eric Carle
- The Wolf’s Chicken Stew by Keiko Kasza
- The Chick and the Duckling by Mirra Ginsburg
- Chicka Chicka 1, 2, 3 by Bill Martin Jr., Michael Sampson and Lois Ehlert
- A Mother for Choco by Keiko Kasza
Child-Friendly “J” Words

Initial
gem  gentle  giant  gigantic  gingerbread  giraffe  gym  gymnastics  jacket  jack-in-the-box  jack-o’-lantern  jaguar  jail  jam  January  jar  jaw  jeans  jeep  jell-o  jelly  jellybeans  jellyfish  jet  jewels  jiggle  jog  join  joke  jolly  joy  joyful  judge  jug  juggle  juice  July  jump  jumper  jump rope  June  jungle  jungle gym  junk  just

Medial
banjo  blue.jay  changing  dangerous  fragile  imagine  magic  magician  margarine  pages  pajamas  pigeon  refrigerator  soldier  vegetable

Final
age  angle  badge  baggage  bandage  bridge  cabbage  cage  carriage  change  cottage  edge  fire engine  fudge  garbage  gauge  hedge  huge  large  package  page  sausage  sponge  stage

Kitchen capers
• Open and close the refrigerator.
• Open and close jars.
• Spread jelly and jam on bread.
• Drink juice.
• Make jello and use cookie cutters to create jello objects.
• Make fudge.
• Cut the sausage into small and large pieces.
• Eat an orange.
• Sort jelly beans by color or flavor.
• Throw the trash in the garbage.
• Wipe the counter with the sponge.

Each day, every day
• Turn the pages when reading books.
• Pet your dog or cat gently.
• Move your jaw when you talk.
• Do your chores. It’s your job.

Activities
• Get inside a large box and pretend to be a jack-in-the-box.
• Play magic tricks.
• Be firemen and drive your fire engines around.
• Draw faces on the sidewalk with colored chalk and name the girls Jill, Joan, Judy, Jane, Jody, Jackie. Name the boys: Jack, Joe, Jim, Jerry, James.
• Pretend to grow into a giant. Start as a baby giant, and grow larger until you become a huge giant.
• Dip pieces of sponges into paint and dab them on paper to make a picture.
• Recite rhymes while jumping with a jump rope.

Games and Toys
• Jack-in-the-Box toy
• Jungle Gym
• Five Little Monkeys Jumping on the Bed game by University Games.
• Jack, Jack (Wee Sing 3)
• Giraffe Says—a variation of Simon Says (Wee Sing 6)
• Leaping Frogs Game by International Playthings (jump)
• Gems in a Treasure Chest Counting Game by Lakeshore Learning

Daily Routines

Moving through the day
• Jump here and jump there.
• Jog around the house, yard, and neighborhood.
• March like a soldier.

Getting dressed
• Change your clothes.
• Put on and take off pajamas.
• Put on and take off a jacket.
• Put on and take off jeans.
Songs, Rhymes or Fingerplays

- Jack Be Nimble (Wee Sing 2)
- Jack and Jill (Wee Sing 2)
- Georgie Porgie (Wee Sing 2)
- B-I-N-G-O (Wee Sing 7, 9)
- Jimmy Crack Corn (Wee Sing 3)
- Two Little Sausages (Wee Sing 3)
- Three Little Monkeys (Wee Sing 7)
- Engine Number 9 (Wee Sing 3)
- London Bridge (Wee Sing 3)
- Jack-in-the-Box (Wee Sing 10)
- John Brown’s Baby (Wee Sing 11)
- Who Did Swallow Jonah? (Wee Sing 11)
- Found a Peanut (Wee Sing 11)
- Apple Juice (Wee Sing 12)
- Two Little Blackbirds (Wee Sing 7)
- John Jacob Jingleheimer Schmidt (Wee Sing 9)
- Jim Along Josie (Wee Sing 6)
- Peanut Butter and Jelly
- Jump My Jiggles Out (a verse of Shake My Sillies Out)

Book: Jump, Frog, Jump!

Written by Robert Kalan, Illustrated by Byron Barton

Follow the frog through his adventures as he escapes from smaller to larger animals in this repetitive story. But be prepared for the surprise ending.

Building communication with this book
- Auditory memory of sentences length of sentence builds as the story progresses
- Prepositions “… under the water …”
- Passive verb voice “The frog was chased by …”
- Complex sentences with the phrase “… the noun that verbed …”

Conversational phrases for this book
- Jump, frog, jump.
- They’re in the jungle.
- Watch out for danger.
- It’s dangerous.
- I see an orange snake.
- The fish is large.
- This snake is even larger.
- The log is like a bridge.
- That turtle seems huge.
- Change your direction.
- See the boys, Jim, Jack, and Joe.
- The giant basket is a cage.
- Lift the basket gently, Joe.
- Joe is like an angel.
- Like magic, frog jumped away.
- The frog is joyful.

Props for this book
- Blue construction paper or felt (Optional as water)
- Green Easter basket “grass” (Optional as grass)
- Fly
- Frog
- Fish
- Snake
- 2 tree twigs, different sizes (Optional as a tree and a log)
- Turtle
- Nylon or cotton netting
- Boat
- 3 toy or real boys
- Basket

Additional Books
- The Gingerbread Man, any version
- The Gingerbread Boy, any version
- Jack in the Beanstalk, any simple version
- Who Stole the Cookie From the Cookie Jar? by Jane Manning or any other version
- Giraffes Can’t Dance by Giles Andreae
- Peanut Butter and Jelly by Nadine Bernard Westcott
- Skippyjon Jones by Judy Schachner
- Five Little Monkeys Jumping on the Bed by Eileen Christelow
- Curious George and the Bunny by Margret Rey
- Walking Through the Jungle by Julie Lacome
We believe.

At Cochlear,™ we believe in the joy of sound.

We believe that our purpose is to bring the sounds of life to the ears of those who cannot hear by providing the tools and confidence they need to explore the world around them.

Our passionate dedication to providing the best hearing performance and most reliable technology has enabled our implant system to deliver the miracle of sound to over 100,000 individuals around the world. And we promise to continue this tradition, giving you the best possible sound. For life.