

Unit 5 • Week 14

Prior to snack, model proper hand washing or sanitizing techniques, and discuss how washing our hands removes germs that can make us sick. Remind the children to discard their used paper products in the classroom recycle container. Washing or sanitizing their hands and recycling used paper products should become part of the children's daily snack routine.

Allow the a different group of children to "set the table" for snack each day. They should make sure each place at the table has one napkin, one cup, one snack, etc.

"Puppy Chow" or "Pupcorn"

Make "Puppy Chow" by mixing together a rice or corn square cereal, raisins, and small pretzels or prepare "Pupcorn" (popcorn). Display the words Puppy Chow or Pupcorn and allow the children to assist passing out paper bowls and markers. They copy the words on their bowls. Assist as needed. Children distribute the snacks.

Lead the children to discuss ways they care for their pets and other animals as they enjoy their snacks.



Materials

- Rice or corn square cereal
- Small pretzels
- Paper bowls
- Markers
- Raisins

Science - Recognizes living things have similar needs for water, food, and air

Describes characteristics in the appearance, behavior, and habitats of animals

Social Studies - Recognizes that people share the environment with other people, animals, and plants

Writing - Independently writes some letters and words

Cat Snacks (fish crackers)

Prepare individual bags of Cat Snacks (fish crackers). Children assist to distribute Cat Snacks and a paper plate to each child. Before children eat their snacks, have them use them to solve story problems you create. Example: There were 5 fish swimming in the lake. A sneaky cat came along and caught 1. How many fish were left?



Materials

- Small plastic bags
- Fish crackers
- Paper plates

Health, Safety &

Nutrition - Demonstrates personal hygiene and emerging self-care skills

Math - Understands addition as adding to and understands subtraction as taking away from

Uses concrete objects to solve problems

Uses one-to-one correspondence to determine "how many"