

Unit 6 • Week 19

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.

Build A Snack

Children construct their own structures using graham crackers, bread, or toast squares as building blocks, and cream cheese, peanut butter, or softened cheese spread as cement. They share and discuss their creations with their neighbors. Encourage them to discuss the properties of the foods they chose and why they chose to use them before eating their snacks.



Materials

- Peanut butter or softened cheese spread
- Bread or toast squares
- Graham crackers
- Cream cheese

Science - Designs, builds, analyzes, and modifies structures using blocks or other classroom materials

Develops awareness of the properties of objects

Approaches to Learning
Demonstrates increasing independence and willingness to try new challenges

Fine Motor Skills
Demonstrates control, strength, and dexterity to manipulate objects

Tool Snacks

Children create their own tools using a variety of fruits and vegetables. Encourage them to share their creations with their neighbors, identifying the tools and discussing their uses before eating them.



Materials

- A variety of fruits and vegetables
- Pretzel rods

Speaking & Listening
Describes familiar people, places, objects, and events according to characteristics or attributes

Science - Designs, builds, analyzes, and modifies structures using blocks or other classroom materials

Approaches to Learning
Demonstrates flexibility, imagination, and inventiveness in approaching tasks and activities

Fine Motor Skills -
Demonstrates control, strength, and dexterity to manipulate objects