

LEARNING THROUGH STORIES



Ten in the Bed

Ten	in	the	Bed
by F	Per	nny I	Dale

Literacy

"There were ten in the bed, and the little one said, 'Roll over!" This fun and repetitive book is wonderful for beginning readers. Learn to read animal names, sound words, number words, and whole sentences!

Math

Beds, pillows, blankets, and animals! This week we are using all the different parts of the book to practice our math skills. Get ready for some bedtime fun!

Art

Let's really immerse ourselves in the theme of this week's book by making quilts, blankets, puppets, and even one-ofa-kind pajamas!

STEM & MakerSpace

Put on your thinking hats and turn your imagination dial all the way up, let's get to making! We will be experiencing all four parts of STEM this week: Science, Technology, Engineering, and Math

Gross Motor

"You can discover more about a person I n one hour of play than a year of conversation." -Plato Let's have fun and use our imagination to help our brains and bodies grow!

Sensory

When we engage our senses, we learn so much more! So, let's play, create, investigate and explore, and most importantly, have fun!

Monday

Pillow Dough Writing

Pillows on the Bed

Weave a Quilt

The Strongest Bed

Jump into Bed

Play Dough

Animals

Who Needs the Most Room?

Tuesday

Create a Picture

Quilt

Tear and Cut

Who Weighs More?

Bunny Hop

Wash the Sheets

Wednesday

Shaving Cream Letter and Shape Tracing

How Many in the Bed?

Character Puppets

How Many Can

Fit?

Leap Frog

Animal Rescue

Thursday

Dot the Letters

How Do You Sleep?

Tie Dye Doll

Giddy-Up Horsey

Scoop Them Up

Blanket Pajama Party!

Don't Break the Help Me Get to Bed Bed

Pillow Fight!

Friday

Find the

Vocabulary

Picture Cards

Roll and Cover

Animal Tracks

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Toddlers







Learning Outcome: The children will enhance literacy and language development. The children will strengthen their fine motor skills through these activities.

Monday	Tuesday	Wednesday	Thursday	Friday
	oll, fell, cold, hedgehog, zebra, mouse begin to recognize the number words (o			
Pillow Dough Writing	Creating a Picture Quilt	Shaving Cream Letters and Shapes Tracing	Dot the Letters	Find the Vocabulary Pictur Cards
Materials: cornstarch, hair onditioner, large bowl, spatula, ocabulary word cards	Materials: printable, scissors, glue, markers or crayons	Materials: shaving cream, tray	Materials: Bingo markers or dot stickers, paper, markers	Materials: alphabet cards (store- bought or make your own on sticky notes or index cards)
nstructions:	Instructions:	Instructions:	Instructions:	Instructions:
Step 1: Gather your materials. Step 2: Make your "pillow dough": 1. In a large bowl, mix together 1 cup of hair conditioner and 2 cups of cornstarch. • If the dough is too sticky, add more cornstarch • If the dough is too dry, add more conditioner 2. The dough should be stretchy and pliable, but not sticky. 3. Place it on a clean, dry surface and flatten it out so you can write your vocabulary words in it.	Step 1: Gather your materials and print the "Ten in The Bed Picture Quilt" printable. Step 2: Color the pictures. Step 3: Cut out the pictures and set them aside. Step 4: Pick up the first picture and say the word that it represents. Step 5: Glue it to the quilt. Step 6: Repeat the steps until you have finished your quilt	Step 1: Gather your materials Step 2: Spray shaving cream on the tray. Step 3: Model how to draw letters and shapes in shaving cream. Step 4: Encourage your child to keep going. Step 5: Have fun learning letters.	Step 1: Gather your supplies. Step 2: Write a letter on the page. Step 3: Say the letter out loud. Step 4: Dot the outline of the letter. Step 5: Have fun and share your letter with a friend!	Step 1: Grab your vocabulary picture cards. Step 2: Hide the cards around the room or the house. Step 3: Encourage the child to fins the cards. Step 4: Encourage the child to say the word of the card they find. Step 5: Keep looking for the cards! Challenge: Set a timer and try to beat the clock finding the cards!







Learning Outcome: The children will develop and strengthen their mathematical thinking, communication, and social skills.

M	on	day	

Pillows on the Bed Who Needs the Most Room?

Materials: playing cards, playdough, paper, markers or crayons

Tip: Remove the face cards

from the deck, leaving only

draw a large bed on a sheet

Step 3: Pick a playing card

and read the number.

Step 4: Roll out the

matching number of

playdough "pillows."

out of playdough.

Step 5: Clear the bed and

pick a new card, then make

the new number of pillows

Step 6: Keep playing and

counting and have fun!

Step 1: Gather your

the number cards.

Step 2: Get creative and

materials.

of paper.

Step 1: Print the "Who Needs More Room" printable

Materials: "Who Needs More

Room" printable packet, pencil

- Cards

paw prints tall each animal is.

Step 3: Write your measurements on the worksheet.

Step 4: Have fun learning how to measure!

Wednesday

How Many in the Bed?

Materials: "How Many in the Bed -Toddler Counting" printable,

How Do You Sleep?

Thursday

Materials: paper, pencil, markers or crayons

Friday

Roll and Cover

Materials: "Roll and Cover" printable, one die, cotton balls

Instructions: Instructions:

packet. This includes:

Tuesday

- Worksheet
- Paw Print Ruler
- 6 Animal Measurina

Step 2: Use the paw print ruler to measure how many

Instructions:

Step 1: Print the "How Many in the Bed - Toddler Counting" printable and get your pencil ready.

Step 2: Follow the directions on the worksheet to count how many animals are in each bed.

Step 3: When you're all done, try practicing your counting skills using your character puppets from today's Art activity!

Step 4: Have fun!

Instructions:

Step 1: Go around and ask your family members and friends how they like to sleep. Some options could

- With a stuffed animal
- With a blankie
- With a nightlight
- In the dark

Be sure to write down your survey answers as you go!

Step 2: Create a graph to show your findings.

- 1. Make columns for each of the categories.
- 2. Color in the number of boxes for each person who said yes to that category.
- 3. Give your graph a title!

Step 3: Share your graph with your family and friends!

Instructions:

Step 1: Gather your materials and print the "Roll and Cover" game printable.

Option: If you don't have a printer available, get creative and make your own bed grid!



Step 2: Roll the die and coul the number. Place the correct number of cotton ball "pillows" on the bed. (i.e. If you roll a 5, place 5 pillows on the bed on spots 1-5.)

Step 3: Continue rolling until you place all 20 pillows on the bed, counting on as you go.

Step 4: Have fun and play against a friend, taking turns to see who can cover their bed first!







Learning Outcome: The children will enhance their arts creativity by re-enacting the tale over and over, and then perform their versions of the story.

Monday

Weave a Quilt

Weave together strips of paper to make your own unique quilt.

Materials: different colored sheets of paper, scissors, glue

Tuesday

Trace and Cut

to their favorite bedtime snacks.

Materials: "Trace and Cut" printable, scissors, crayons or markers

Wednesday

Character Puppets

Make your own craft stick puppets to go along with the story.

Materials: paper, scissors, crayons or makers, 10 wood craft sticks, glue

Thursday

Tie Dye Doll Blanket

Make a beautiful tie dye blanket using a baby wipe and markers!

Materials: baby wipes, markers, rubber bands, paper towels

Friday

Pajama Party

Become a fashion designer and decorate your own pair of PJ's!

Materials: "Pajama Party" printable, crayons or markers, other crafty decorations (optional)

Instructions:

Step 1: Parents, cut strips of different colored paper approximately one inch wide. (*Tip: Fold the paper in half lengthwise 3 times to create 8 equal strips.*)



Step 2: Parents, turn a sheet of paper horizontally and draw 8 equal lines going up the paper, stopping about an inch from the top. Then have your child cut up the lines, being careful not to cut all the way through.



Step 3: Let your child weave the paper strips in and out of the cut sheet, alternating colors as they go. (*Tip: Glue the ends of each strip down after completing each row to help the strips stay in place.*)



Step 4: The quilt is done, great job!



Instructions:

Step 1: Gather your materials and print out the **"Trace and Cut" printable.**

Step 2: Follow the instructions on the worksheet (tracing first, then cutting).

Step 3: Try making your own trace and cut activities to build your fine motor skills, and as always, have fun!

Instructions:

Step 1: Gather your materials.

Step 2: Draw and color each of the ten characters from the story:

- 1. Hedgehog
- 2. Mouse
- 3. Nellie elephant
- 4. Zebra
- 5. Ted teddy bear
- 6. Rabbit
- 7. Croc crocodile
- 8. Bear
- 9. Sheep

10. "The Little One" - make this one look like YOU! ©

Step 3: Cut out your beautiful drawings.

Step 4: Glue them onto the ten craft sticks.

Step 5: Reread the story and act it out using your character puppets!

Step 6: Have fun!

Instructions:

Step 1: Gather your materials.

Step 2: Take one baby wipe and pinch the center and hold it in your hand.

Step 3: Twist the wipe.

Step 4: Carefully wrap a few rubber bands in different positions around your wipe to keep it twisted.

Step 5: Use the markers to color the different sections of the wipe.

Tip: The more the marker gets into the folds of the wipe, the more vibrant the colors will be.

Step 6: Gently remove the rubber bands and untwist the wipe.

Step 7: Lay the wet wipe flat on a paper towel until it has completely dried.

Step 8: Admire your beautiful little tie dye blanket!

Instructions:

Step 1: Gather your materials and print out the **"Pajama Party" printable.**

Option: If you don't have a printer available, draw your own pajama shirt and pants, or maybe a pajama dress! Get creative!

Step 2: Get creative and go crazy decorating your own, one-of-a-kind pajamas!

Try adding things like ribbons, buttons, pompoms, sequins, or glitter to make your PJ's really shine!

Step 3: Take a picture of your snazzy jammies and share it on social media so others can see your creativity!







Learning Outcome: The children	1 3	,		
Monday	Tuesday	Wednesday	Thursday	Friday
Play Dough Animals A fun way to develop fine motor skills	Wash the Sheets Some good clean sensory fun!	Animal Rescue Help the animals escape their tape cages	Scoop Them Up Use your coordination skills to rescue the animals	Animal Tracks Use your animal toys as stamps to make footprint tracks
Materials: playdough, Ten in the Bed book	Materials: large shallow plastic tub, fabric scraps, wash cloths, scrub brushes, sponges, soap, water	Materials: plastic toy animals, masking tape, open floor space	Materials: large shallow plastic tub, plastic toy animals, large soup ladle, water	Materials: paper, plastic toy animals, paint, disposable plates, newspaper
Instructions:	Instructions:	Instructions:	Instructions:	Instructions:
Step 1: Take a look at all the animals in the book. Step 2: Can you name each animal? Step 3: Describe what the animal looks like. Step 4: Which animal was the first to roll out of bed? Step 5: Make the animal out of playdough. Step 6: What was the next animal to roll out of bed? Step 7: Have fun and keep making all of the animals from the book. Are there any other animals you know how	Step 1: Parents, set up the soapy water sensory bin for your toddler. Use different types of scrub brushes, sponges, and fabrics. Step 2: Let your toddler enjoy the soapy sensory fun!	Step 1: Parents, pick an open area of floor. (Note: If you don't have a non-carpet area in the house, you can do this activity on a table or even on the wall!) Step 2: Tape an assortment of plastic toy animals to the floor. Use anywhere from one, two, or three pieces of tape to keep it challenging. Step 3: Show your toddler how to help the animals "escape" from their tape cages. Step 4: Enjoy this time with your toddler!	Step 1: Parents, fill the plastic tub with water and drop in a variety of plastic toy animals. Step 2: Show your toddler how to use the ladle to scoop the animals out of the water. Step 3: Hand them the ladle and let them have a splish-splashy good time!	Step 1: Lay out some newspaper on the floor to protect it. Step 2: Set out the paper, plastic toy animals, and pour some paint on the disposable plates. Step 3: Let them explore and use the animals and their hands to paint!



STEM & MAKERSPACE



Learning Outcome: The children will use their creativity and enhance their scientific thinking and communication skills. Children will learn to predict, observe, record, and analyze the data.

Monday

ENGINEERING

The Strongest Bed

Using only straws and tape, who can make the strongest bed?

Materials: straws, tape, stuffed animal/doll

Instructions:

Step 1: Gather all of your materials.

Step 2: Using only straws and tape, create the best bed you can that will fit your stuffed animal or doll.

Step 3: Test your bed's strength by placing your stuffed animal or doll on top.

Step 4: How strong was your bed? Did it hold your toy or did it break? How could you make it stronger?

Step 5: Keep designing and have fun!

Tuesday

MATH

Who Weighs More?

Make your own balance scale and see who weighs more.

Materials: clothes hanger, yarn, scissors, 2 disposable cups, small objects to weigh

Instructions:

Step 1: Gather all of your materials.

Optional: Print out the **"Who Weighs More" worksheet** to record your findings!

Step 2: To create your balance scale:

- Poke holes in the sides of the two cups and string the yarn through them.
- 2. String the cups on either end of the clothes hanger.
- Hang the hanger on a door knob and your scale is ready
 to use!

Tip: Make sure that the yarn to hang the cups is the same length so the scale is balanced.

Step 3: Find small objects around the house to place in your cups.

Step 4: Before you weigh your objects, make a prediction which will weigh more. Then, place one object in each cup to find out!

Step 5: If you printed the worksheet, record your results. You can draw pictures of the objects you weighed to record which weighed more and which weighed less

Step 6: Keep weighing and have fun!

Wednesday

SCIENCE

How Many Can Fit?

Ten could fit in the bed, but hov many water drops will fit on a plate?

Materials: turkey baster, cup of water, small plate or jar lid, napkin

Instructions:

Step 1: Gather all of your materials

Step 2: Place the plate on a flat surface with a napkin underneath.

Step 3: Using the turkey baster, suck up some water from the cup, then carefully place ONE drop of water on the plate.

Step 4: Now that you see how much space *one* drop takes up, how many drops do you think can fit on the plate before it overflows?

Step 5: Slowly add one drop at a time to your plate, counting as you go until your plate overflows.

Step 6: How many drops of water did your plate hold? Was your prediction close?

Step 7: Keep playing and have fun!

Thursday

ENGINEERING/SCIENCE

Don't Break the Bed
How much can the bed sheet hold

Materials: cup, tissue, rubber band, pennies (or similar small weights)

Instructions:

Step 1: Gather all of your materials

Step 2: To make your "bed":

- 1. Place the tissue on top of the cup.
- Carefully wrap the rubber band around the cup to secure the tissue in place. Make sure the surface of the tissue is tight.

Step 3: Make a prediction: How many pennies do you think you can put on the "bed sheet" before it rips?

Step 4: Carefully place one penny at a time on the sheet until it rips.

Step 5: How many pennies did it take to "break the bed"?

Step 6: Try the experiment again with different small weights!

Friday

TECHNOLOGY

Help Me Get to Bed

Practice your coding skills to help your animal get to bed.

Materials: stuffed animal, pillow, open space, a friend

Instructions:

Step 1: Have your friend stand on one side of the room holding the stuffed animal.

Step 2: Place the pillow "bed" on the other side of the room.

Step 3: Begin by giving them a one-step instruction (e.g. "take one step forward" or "turn to your left")

Step 4: Continue giving your friend one instruction at a time until they reach the "bod"

Step 5: Take turns and have fund



GROSS MOTOR



Learning Outcome: The children will have the opportunity to enhance and develop their gross motor skills by using large and small skills and using their imagination. Children will engage in outdoor and indoor play and learn to take turns.

Monday	Tuesday	Wednesday	Thursday	Friday
Jump Into Bed	Bunny Hop Scotch	Leap Frog	Giddy-Up Horsey	Pillow Fight!
Materials: open space, chalk or tape	Materials: open space, chalk, beanbag	Materials: Option 1: open space, at least two children Option 2: open space, chalk	Materials: open space, objects to use for obstacles	Materials: open space, pillows

Introduction:

Who says we always have to walk to bed each night?
Why not jump, hop, skip, or dance to bed?!

Instructions:

Step 1: Move to an open space where you can move freely without bumping into things.

Step 2: Make a line on the floor with chalk or tape.

Step 3: Start at one end of the line and <u>jump</u> your way to the end.

Step 4: Take turns trying each of the different moves: jump, hop, skip, and dance!

Step 5: Have fun and be silly!

Introduction:

Today we are going to hop like a bunny. So head outside, grab your chalk, and get ready to hop!

Instructions:

Step 1: Draw out a hopscotch course on the sidewalk.

Step 2: Number each of the spaces.

Step 3: Stand in front of the first space and toss the beanbag onto the course.

Step 4: Hop your way to the spot where your beanbag landed, counting as you hop.

Step 5: Pick up your beanbag and turn around and hop back to spot 1.

Step 6: Take turns and have fun!

Introduction:

Today let's stretch out legs and see if we can leap like frogs! If you don't have a friend to do traditional leapfrog with, you can try Option 2 below.

OPTION 1: (Traditional Leap Frog)

Step 1: One friend needs to squat down low like a little frog.

Step 2: The second friend is going to stand behind the first friend, place their hands on their back, and carefully push down and leap over them.

Step 3: Now the second friend squats down, and it's the first friend's turn to leap! Keep taking turns and have fun!

OPTION 2: (Alternative for One Person)

Step 1: Draw out 10 circles ("lily pads") on the sidewalk, making them about a foot or two apart.

Step 2: Squat down on the first circle like a little frog, then jump up and leap to the next lily pad. Be sure to stretch those legs!

Step 3: Keep leaping until you reach the end!

Introduction:

Grab your cowboy hat and hop on your imaginary horse! Today we are going to gallop like horse around our own obstacle course.

Instructions:

Step 1: Move to an open space where you can move freely without bumping into things.

Step 2: Find objects you can set up around the space to make an obstacle course.

Step 3: Once your course is set up, grab the reins of your imaginary horse and gallop around!

Step 4: Have fun! Practice going fast and slow, doing fancy turns and leaping over the obstacles!

Introduction:

What better way to end the week than with a pillow fight!

Instructions:

Step 1: Grab your pillows, a friend or two, and move to a wide open space.

Step 2: On your mark, get set, pillow fight!!

Step 3: Have fun, be safe, and exercise those arm muscles!



bed

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mouse

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sheep

Copyright © 2020 Young Innovators Technologies, Inc.



hedgehog



zebra

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rabbit

Copyright © 2020 Young Innovators Technologies, Inc.



bear

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cold



roll

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little

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fell

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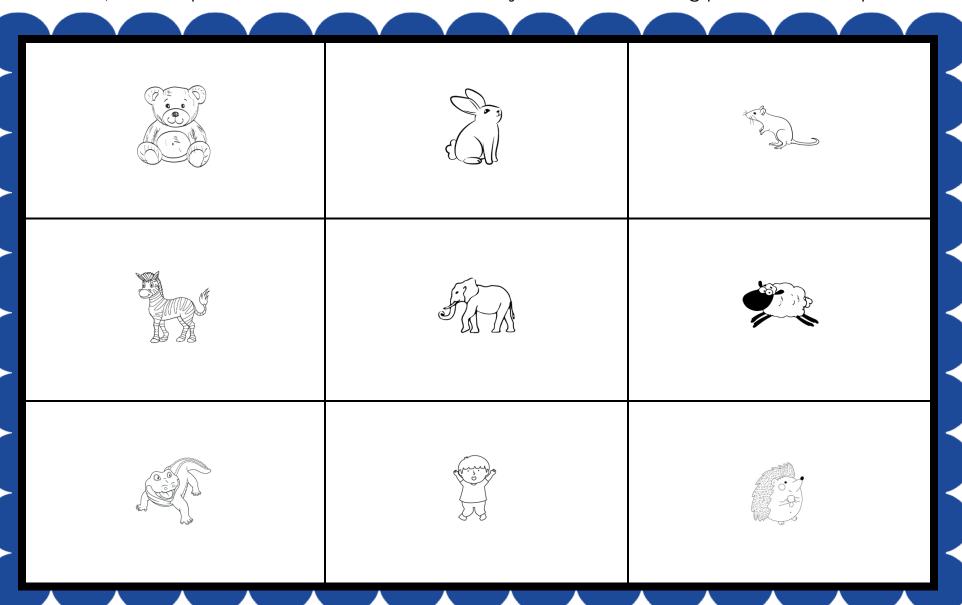


cold



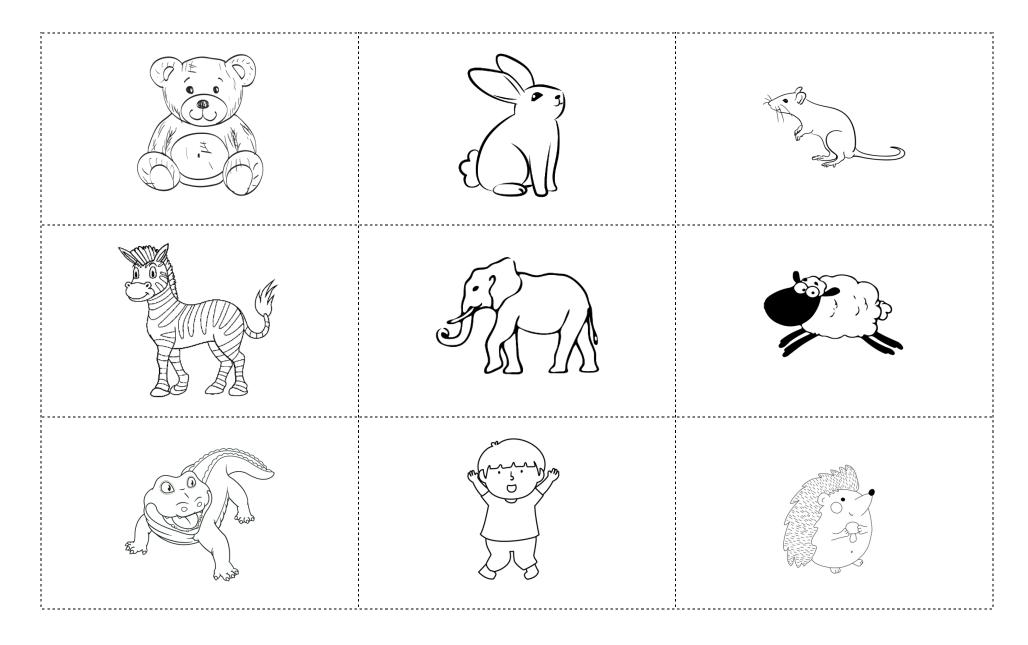
Picture Quilt

Color, cut and paste the characters from the story onto the matching pictures on the quilt.





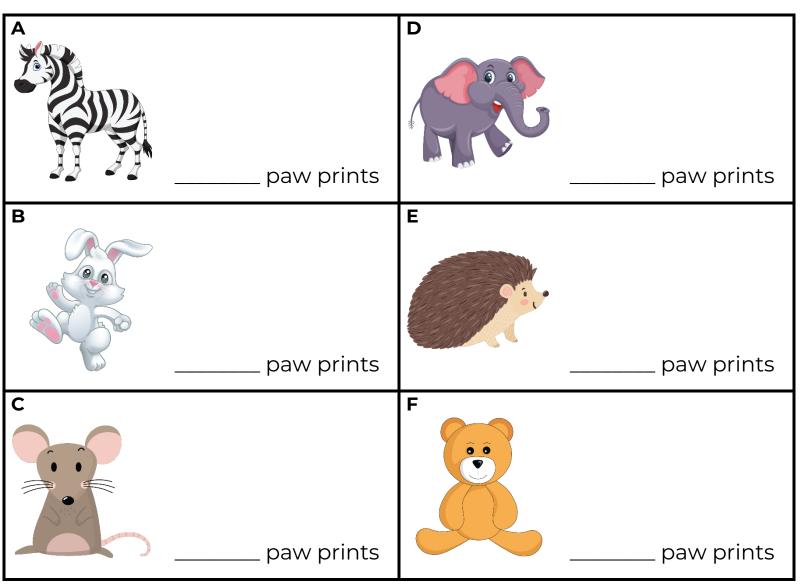






Who Needs More Room?

Measure the animals using your paw print ruler. Record your measurements below.











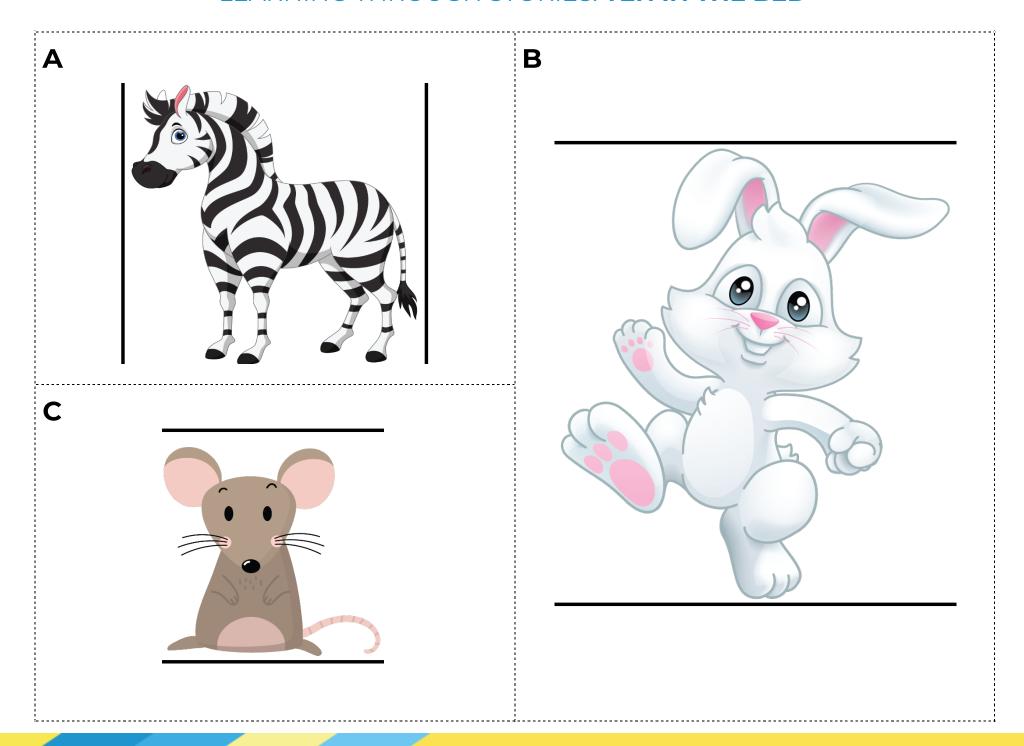


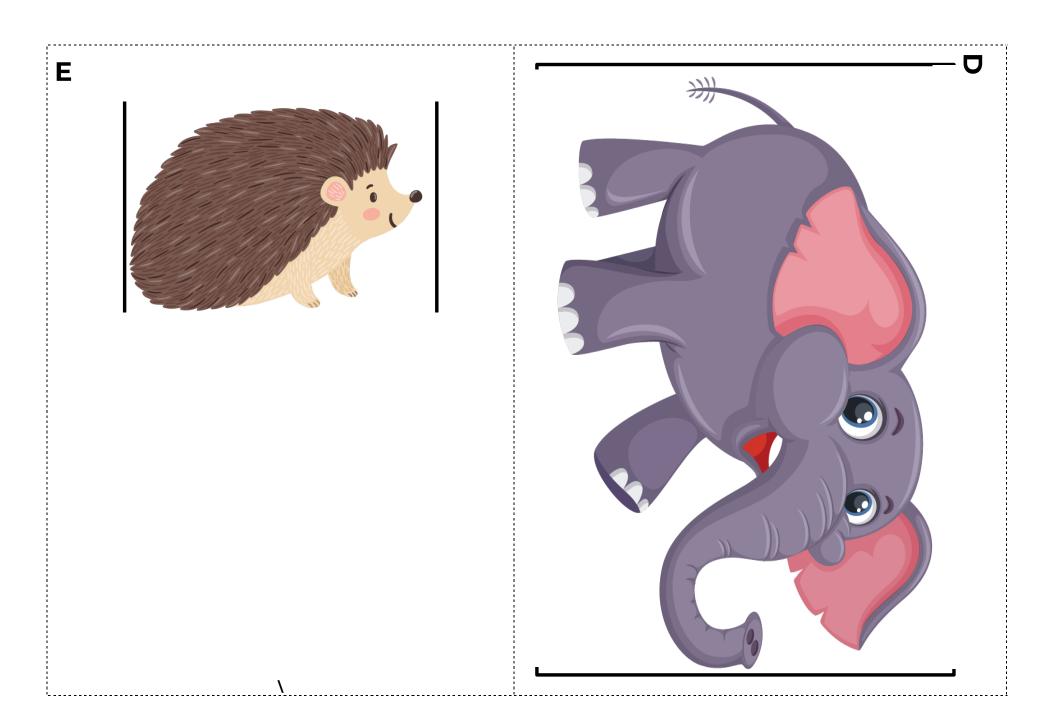


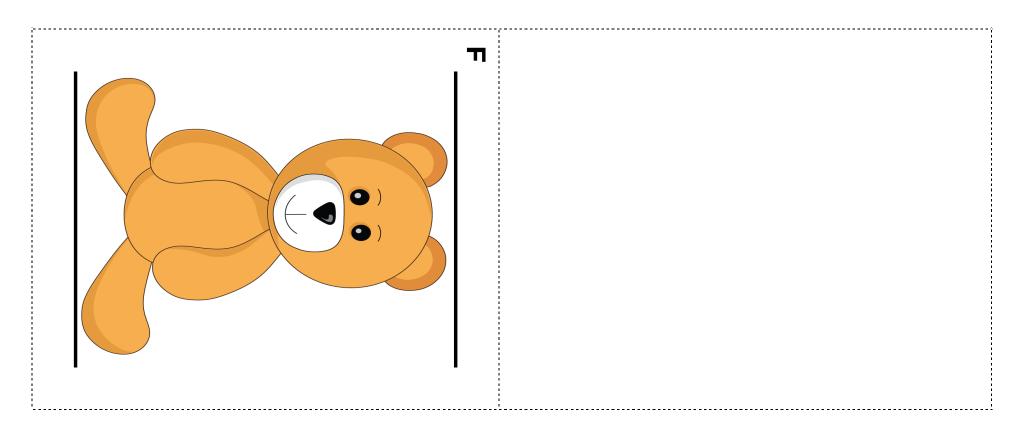








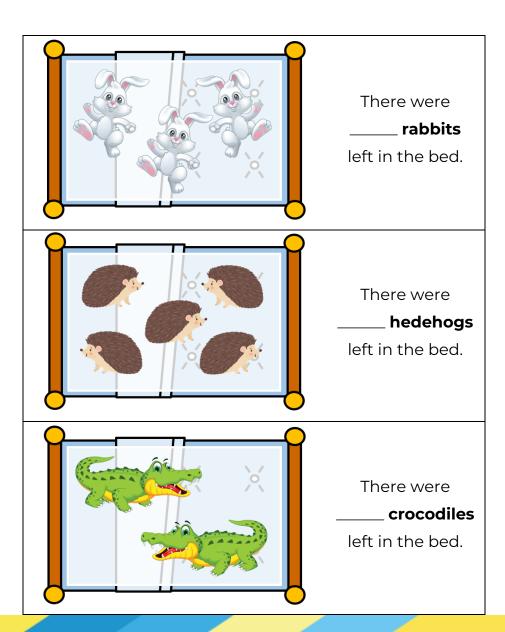


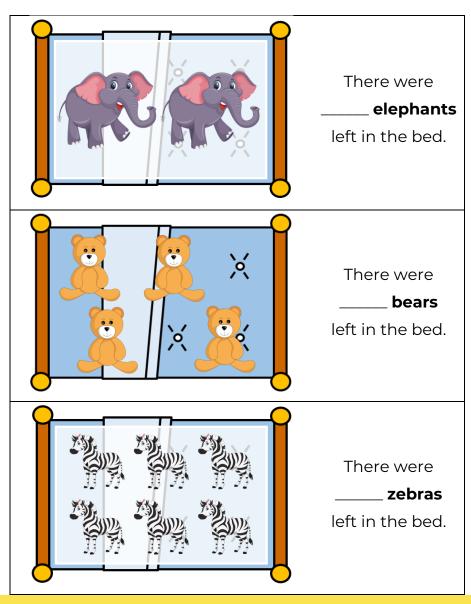




How Many in the Bed?

Use your counting skills to find out how many animals are left in the bed.







Roll and Cover

1	2	3	4	5	
6	7	8	9	10	
11	12	13	14	15	
16	17	18	19	20	

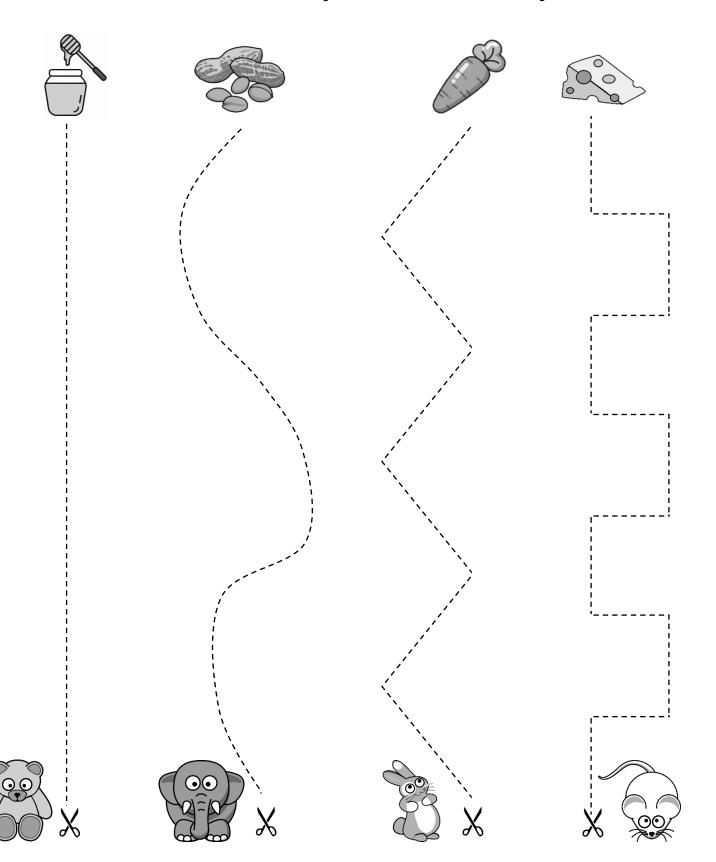




Trace - and - Cut

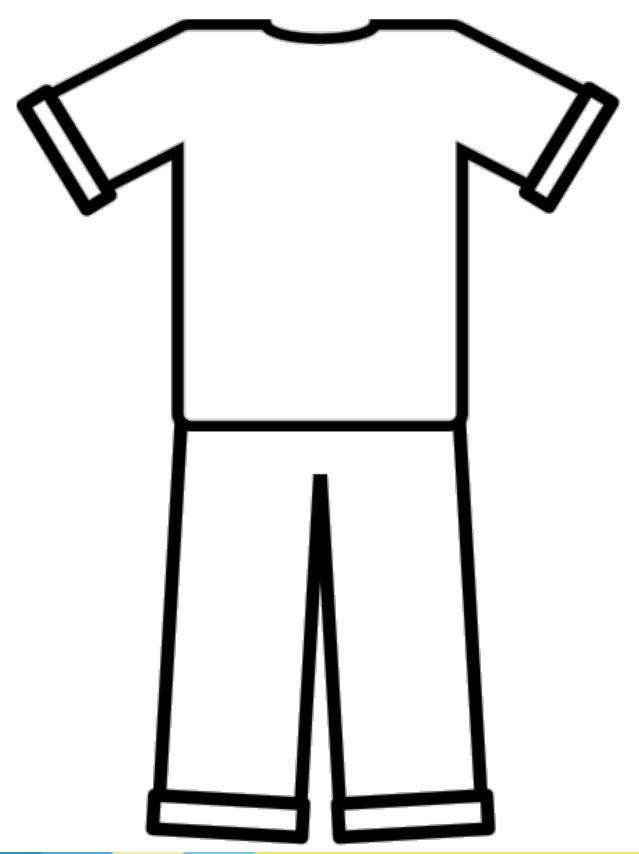


Use a marker or crayon to trace the lines to help each animal get to its favorite bedtime snack. Then use your scissors to carefully cut each line!





Pajama Party!





Make your own clothes hanger balance scale and compare the weights of different objects. Record your findings in the table below!

More	Less