

Month: June Week: 4 Subject: Approaches to Play & Learning

Day 1	Topic(s)		Foundation(s)
	Review We	ek	APL1.1 Demonstrate initiative and self-direction
Indicators			
	Younger In	fants	Older Infants
	May reach	or gaze toward new items.	May crawl toward or explore a new item.
Activity: Anir	•		
		aredded paper, scoops, and so: ate actions like "You found th	et zoo animals. Encourage exploration through ezebra!"
Resources/Materials • Shredded paper Key Vocabulary: zebra, scoop, find		, ,	Support:
• Stuffe anima			

Scoops or cups





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Day 2	Topic(s)	Foundation(s)
	Review Week	APL2.1 Demonstrate development of flexible thinking during play
Indicators		
	Younger Infants	Older Infants
	May repeat motions like banging or dropping.	May explore how tools or items work.

Activity:	Voonor	Dlax
ACHVIIV:	Keener	riav

Provide hats, bowls, and animal toys for pretend zookeeper play. Narrate care routines like "Let's feed the lion!" Encourage simple pretend actions.

Resources/Materials • Zookeeper hats	Key Vocabulary: feed, keeper, lion	Support:
Stuffed animals		
Bowls, pretend food		





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Day 3	Topic(s)	Foundation(s)
	Review Week	APL1.1 Demonstrate initiative and self-direction
Indicators		
	Younger Infants	Older Infants
	May observe or reach toward peer's toy.	May engage in brief turn-taking or show interest in others.

Activity: Animal Puzzle Ti Offer chunky zoo animal pu animals and encouraging pe	zzles. Support infants as they	explore and fit pieces, commenting on
Resources/Materials • Wooden or foam	Key Vocabulary: fit. puzzle, piece	Support:

animal puzzles





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Day 4	Topic(s)	Foundation(s)
	Review Week	APL3.1 Demonstrate development of sustained attention and persistence
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Indicators		
	Younger Infants	Older Infants
	May return to toy multiple times.	May try different ways to use a tool.

Activity: Animal Guessing Game

Hide an animal toy under a cloth. Say clues like "This animal has a long neck," then reveal the toy. Repeat with different animals.

Resources/Materials • Animal toys	Key Vocabulary: hide, neck, guess	Support:
Small cloth		





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Day 5	Topic(s)	Foundation(s)
	Review Week	APL4.1 Demonstrate development of social interactions during play
Indicators		
	Younger Infants	Older Infants
	May babble or smile at peer.	May mimic or play alongside a peer.

Activity: Animal Dance

Play upbeat animal-themed music and model movements like "stomp like an elephant." Encourage infants to bounce, wave arms, or sway to music.

Resources/Materials • Music player	Key Vocabulary: dance, move, stomp	Support:

