



Month: October Week: 2 Subject: Science

Day 1	Topic(s)	Foundation(s)
	Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle	SC1.1 Demonstrate ability to explore objects in the physical world SC5.1 Demonstrate scientific curiosity
Indicators		
	Younger Infants	Older Infants
	May touch or look at one texture.	May explore multiple textures and show their preference.

Activity: Texture Basket (Farm Theme)

Teachers will provide a basket with safe items representing farm textures, soft hay (in a sealed bag), fabric, and a soft scarecrow doll. Younger infants may touch or pat one object, while older infants will compare several textures. Teachers will name the textures (“soft,” “rough”) as babies explore.

Resources/Materials <ul style="list-style-type: none"> • Soft scarecrow doll • Fabric scraps (cotton, corduroy) • Sealed bag with straw/hay 	Key Vocabulary: soft, rough, smooth, touch	Support: 
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Day 2	Topic(s)		Foundation(s)	
	Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle		SC3.1 Demonstrate awareness of life SC6.1 Demonstrate decomposition of larger tasks into smaller steps	
Indicators	Younger Infants		Older Infants	
	May look at and track one item.		May reach for or point to living vs. nonliving items.	
Activity: Living vs. Nonliving Show & Tell Teachers will show infants a real plant and a toy block. Younger infants will watch closely as teachers point and name the objects. Older infants will begin to recognize differences and may reach for one when asked. Teachers will repeat, “Plant is living, block is not living.”				
Resources/Materials <ul style="list-style-type: none">Potted plantToy block		Key Vocabulary: living, not living, plant, toy		Support:



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Day 3	Topic(s)	Foundation(s)
	Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle	SC1.1 Demonstrate ability to explore objects in the physical world SC5.1 Demonstrate scientific curiosity
Indicators	Younger Infants	Older Infants
	May pat the water with hands.	May splash, scoop, or pour with small toys.

Activity: **Water Play (Splash & Explore)**

Infants will explore a shallow water bin with supervision. Younger infants will pat or swish their hands in the water, while older infants may splash or scoop with small cups. Teachers will use words like “splash” and “wet” while infants explore cause-and-effect.

Resources/Materials <ul style="list-style-type: none"> Shallow tray with water Small cups or spoons 	Key Vocabulary: water, splash, wet, cup	Support:
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Day 4	<table><tr><th>Topic(s)</th><th>Foundation(s)</th></tr><tr><td>Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle</td><td>SC5.1 Demonstrate scientific curiosity</td></tr></table>		Topic(s)	Foundation(s)	Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle	SC5.1 Demonstrate scientific curiosity
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Indicators	<table><tr><th>Younger Infants</th><th>Older Infants</th></tr><tr><td>May turn toward the sound.</td><td>May imitate or vocalize in response.</td></tr></table>		Younger Infants	Older Infants	May turn toward the sound.	May imitate or vocalize in response.
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Activity: **Animal Sounds Listening**

Teachers will play recordings or make animal sounds (cow, chicken, horse). Younger infants will turn toward the sound, while older infants may smile, vocalize, or try to imitate. Teachers will pair each sound with a picture or toy of the animal.

Resources/Materials <ul style="list-style-type: none"> Animal sound recordings Farm animal toys or pictures 	Key Vocabulary: cow, moo, chicken, cluck, horse, neigh	Support:
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Month: October Week: 2 Subject: Science

Day 5	Topic(s) Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle	Foundation(s) SC1.1 Demonstrate ability to explore objects in the physical world
Indicators	Younger Infants	Older Infants
	May bat at or touch the toy.	May push buttons or levers to create sound/light.
Activity: Cause & Effect Toys Infants will explore toys where actions (pushing a button, pulling a lever) create a result like light, music, or movement. Younger infants will enjoy batting at the toy and watching the response, while older infants will begin to push intentionally to cause the effect. Teachers will describe the action aloud: "You pushed the button, now it lights up!"		
Resources/Materials <ul style="list-style-type: none"> Cause-and-effect toys (push, spin, pull) 	Key Vocabulary: push, light, sound, toy, cause	Support: