

### 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.

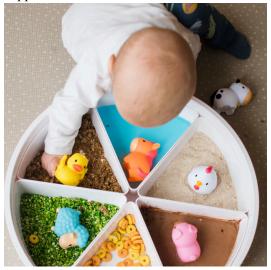
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- Soft scarecrow doll
- Fabric scraps (cotton, corduroy)
- Sealed bag with straw/hay

Key Vocabulary:

soft, rough, smooth, touch

#### Support:







# Month: October Week: 2 Subject: Science

Day 2	Topic(s)	Foundation(s)
	Theme: Scarecrows & Fall on the Farm Number: 11	SC3.1 Demonstrate awareness of life
	Letter: Ee Color: Tan Shape: Rectangle	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  • Potted plant	Key Vocabulary: living, not living, plant, tov	Support:
Toy block	toy	





# Month: October Week: 2 Subject: Science

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  • Shallow tray with water	Key Vocabulary: water, splash, wet, cup	Support:
Small cups or spoons		





# Month: October Week: 2 Subject: Science

Day 4	Topic(s)	Foundation(s)
	Theme: Scarecrows & Fall on the Farm Number: 11 Letter: Ee Color: Tan Shape: Rectangle	SC5.1 Demonstrate scientific curiosity
Indicators		
	Younger Infants	Older Infants
	May turn toward the sound.	May imitate or vocalize in response.

#### **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  • 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)	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
Indicators		
	Younger Infants	Older Infants
	May bat at or touch the toy.	May push buttons or levers to create sound/light.
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#### 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  • Cause-and-effect	Key Vocabulary: push, light, sound, toy,	Support:
toys (push, spin,	cause	
pull)		

