



Month: December Week: 2 Subject: Approaches to Play & Learning

Day 1	Topic(s)	Foundation(s)
	Theme: Reindeer Adventures Number: 18 Letter: Nn Color: White Shape: Square	APL1.1 Demonstrate initiative and self-direction APL1.2 Demonstrate interest and curiosity as a learner
Indicators	Younger Infants	Older Infants
	May reach toward or grasp one item from the basket and look at it while exploring with hands or mouth.	May choose from several items, explore them one at a time, and return to a favorite object.

Activity: “Treasure Basket - Natural Items”

Place a shallow basket on the floor with a few large, safe objects such as a wooden ring, big fabric squares, and a large spoon. Position infants close enough to reach in and choose what interests them, giving plenty of time for touching, mouthing, and banging. Sit nearby and quietly name each object as they explore, following their lead rather than directing the play. Rotate items during the week to keep curiosity high.

Resources/Materials <ul style="list-style-type: none"> • Large wooden ring or teether • Large fabric squares (cotton, silk, fleece) 	Key Vocabulary: basket, look, touch	Support:
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Day 2	Topic(s) Theme: Reindeer Adventures Number: 18 Letter: Nn Color: White Shape: Square	Foundation(s) APL1.2 Demonstrate interest and curiosity as a learner APL2.1 Demonstrate development of flexible thinking during play
Indicators	Younger Infants	Older Infants
	May watch closely as an adult presses a button or pulls a lever to make a toy light up or play music.	May try pressing buttons or moving parts themselves and repeat actions that produce a sound or light.
Activity: “Cause & Effect Toys” Offer one or two simple cause-and-effect toys, such as a pop-up box or a button toy that plays music. First, show the infant how the toy works—pressing, sliding, or turning while saying, “Push—pop!” Then place the toy within reach and let the baby experiment, offering gentle hand-over-hand support as needed. Celebrate any attempt to make something happen and describe their discoveries in simple words.		
Resources/Materials <ul style="list-style-type: none"> 1-2 simple cause-and-effect toys (pop-up toy, push-button toy, etc.) 	Key Vocabulary: push, pop, turn	Support:



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Day 3	Topic(s) Theme: Reindeer Adventures Number: 18 Letter: Nn Color: White Shape: Square	Foundation(s) APL1.2 Demonstrate interest and curiosity as a learner APL3.1 Demonstrate development of sustained attention and persistence
Indicators	Younger Infants	Older Infants
	May listen and look toward a rattle repeatedly when the sound is presented.	May continue shaking or exploring the rattle in different ways (high/low, fast/slow) before moving on.
Activity: “Repeat & Vary - Rattle Play” Sit face-to-face with the infant and shake a rattle slowly side to side, then up and down, pausing to let them watch and listen. Hand the rattle to the baby and encourage them to try, modeling new ways to explore such as tapping, rolling, or shaking it softly and then loudly. Repeat favorite movements several times so they can stay with the activity and notice small changes in sound and motion.		
Resources/Materials <ul style="list-style-type: none"> 1-2 baby-safe rattles or shakers 	Key Vocabulary: shake, loud, quiet	Support:



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Day 4	Topic(s)	Foundation(s)
	Theme: Reindeer Adventures Number: 18 Letter: Nn Color: White Shape: Square	APL1.1 Demonstrate initiative and self-direction APL2.1 Demonstrate development of flexible thinking during play
Indicators	Younger Infants	Older Infants
	May look back and forth between two toys and reach for one.	May move between toys, exploring each in different ways and returning to one they prefer.

Activity: “Floor Time Choice - Two Toys”

During floor play, place two different toys (for example, a soft block and a textured ring) within easy reach of the infant. Wait quietly while they decide which one to reach or roll toward, then comment on their choice: “You picked the ring.” After some play, gently slide the other toy closer to invite switching and new exploration. This simple choice-making builds initiative and flexible thinking without overwhelming them with too many options.

Resources/Materials <ul style="list-style-type: none"> Pair of contrasting toys for each baby (block & ring, rattle & cloth, etc.) 	Key Vocabulary: choose, toy, play	Support:
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Day 5	Topic(s) Theme: Reindeer Adventures Number: 18 Letter: Nn Color: White Shape: Square	Foundation(s) APL1.1 Demonstrate initiative and self-direction APL4.1 Demonstrate development of social interactions during play
Indicators	Younger Infants	Older Infants
	May gaze at their reflection and move arms or legs while watching themselves.	May pat or kiss the mirror, smile at their reflection, and look back and forth between their own face and the caregiver's.
<p>Activity: “Mirror Exploration”</p> <p>Place an unbreakable mirror on the floor or secure it low on the wall and position infants so they can see themselves. Allow them time to watch, reach, and make faces, commenting gently: “You see you! There’s your smile.” Join them in the mirror, appearing beside their reflection and greeting them with a simple “hi” or wave. This playful interaction encourages curiosity, early self-recognition, and social engagement.</p>		
Resources/Materials • Mirror	Key Vocabulary: mirror, hi, smile	Support: