

Each Infant's schedule is individual based on their sleeping, eating and diaper schedules

Learning Domains	Week 1 Showing Manners	Week 2 Labor Day	Week 3 Parts of Leaf	Week 4 Parts of Body	Week 5 Parts of an Apple	Every Week
Physical Health and Motor Development - Health and Well-being - Gross Motor Skills - Fine Motor Skills	Instruments- Rhythm sticks for practicing polite words Baby Games- Pass a toy to a friend and practice saying "please" and "thank you."	Instruments- Community Helpers Drum Parade Baby Games- Pretend Community Helpers	Instruments- Leaf Shakers Baby Games- Hunt and Touch	Instruments- Body Percussion Baby Games- Touch and Move	Instruments- Apple Shakers Baby Games- Rolling Apples	Music/Movement- rattles & shakers Baby Games- peek a-boo Tummy Time
Language & Communication Development - Listening and Understanding - Communication & Speaking - Emergent Literacy	Activity: Practice using "please," "thank you," "excuse me," and "sorry" during simple classroom routines.	Activity: Explore different jobs by pretending to sweep, build, cook, garden, and help others.	Activity: Explore a real leaf and identify its parts, including the leaf blade, stem, and veins.	Activity: Explore simple body systems by learning how the heart, lungs, brain, and digestive system help our bodies.	Activity: Explore the parts of an apple, including the skin, flesh, seeds, stem, and core.	School Family Book with pictures of children
	Sign Language: Please	Sign Language: Work	Sign Language: Leaf	Sign Language: Body	Sign Language: Apple	
Reading time	Book: <i>Do Unto Otters</i>	Book: <i>Whose Tools?</i>	Book: <i>Leaf Man</i>	Book: <i>My Body</i>	Book: <i>The Apple Pie Tree</i>	Work on individual Infants goals
Social and Emotional Development - Trust and Emotional Security - Self-Awareness - Self-Regulation - Relationships with Others	Song: "Please and Thank You" Song	Song: "Community Helpers" Song	Song: "Leaves Are Falling" Song	Song: "Head, Shoulders, Knees and Toes"	Song: "Five Little Apples" Song	Repeat/Recall
	Modeling Emotions: Model kindness and respect by showing how polite words make others feel happy.	Modeling Emotions: Show appreciation and gratitude for people who work hard to help our community.	Modeling Emotions: Model curiosity and excitement while exploring leaves and nature.	Modeling Emotions: Model calm breathing and help children recognize and express different feelings.	Modeling Emotions: Model sharing and taking turns while exploring and tasting apples.	Labeling- objects and emotions
Cognitive Development - Exploration and Discovery - Problem Solving - Memory - Imitation and Make Believe	Activity: Practice sharing, taking turns, helping friends, and using kind words.	Activity: Match community helpers with their tools and imitate different jobs.	Activity: Observe, touch, and compare leaves by their shapes, sizes, colors, and textures.	Activity: Match body-part pictures and imitate movements such as clapping, jumping, breathing, and touching toes.	Activity: Examine a whole and cut apple, identify its parts, and sort apple pieces and seeds.	Teachers will work on problem solving

Activity/Lesson	Items needed	Need support?	Date Needed?

Reflection:

What did the infant learn/enjoy, what did they master? _____

What would you do differently or what developmental goals to add to the Lesson Plan?
