

# Activity Calendars :OPTIONAL GUIDES

Use these calendars to help structure a schedule where you complete 4 activities a day.

**OR create your own schedule!**

Supplies for gingerbread house	Sensory Bin Ideas
glue (liquid & stick)	glue (liquid & stick)
optional: powdered sugar	optional: powdered sugar
optional: laminator sheets	optional: laminator sheets
optional: additional fine motor brushes	optional: additional fine motor brushes
playdough (store-bought or store-bought)	playdough (store-bought or store-bought)
dots	dots
small items (dried beans, rice, etc.)	small items (dried beans, rice, etc.)
dot markers and/or dot stickers	dot markers and/or dot stickers
markers	markers
dot markers and/or dot stickers	dot markers and/or dot stickers
scissors (large/small/medium or all purpose)	scissors (large/small/medium or all purpose)
all purpose floor/salt/ice packs	all purpose floor/salt/ice packs
spoons for gingerbread playdough	spoons for gingerbread playdough
optional: rollers (strip with adhesive)	optional: rollers (strip with adhesive)
decorative tape (optional: masking tape)	decorative tape (optional: masking tape)
plastic/spin, cleaner/clothes, rollers	plastic/spin, cleaner/clothes, rollers
books: gingerbread man	books: gingerbread man
books: Hello, World! Arctic Animals	books: Hello, World! Arctic Animals
books: Reindeer	books: Reindeer
books: The Three Little Pigs	books: The Three Little Pigs
green/red blocks (dignos/legos)	green/red blocks (dignos/legos)
blue snow (stick up recipes on this one)	blue snow (stick up recipes on this one)
mini snowflakes	mini snowflakes
dry-erase balls	dry-erase balls

OR just pull out activities each day! This pack is **TOTALLY FLEXIBLE**- use it however fits your needs!

December Themes: fairy tales, snow, winter animals, reindeer

# Week One

December Themes: fairy tales, snow, winter animals, reindeer

**Move Like a Gingerbread Cookie**  
run in place, hop, bear walk, crab walk, walk backward

**Does it start with L? Sort**  
LI

**Gingerbread Bakery MENU**  
cupcake, tea

**The Gingerbread Man**  
1 2 3 4 5 6

**LI**  
X I T L F I L

**HOW TO MAKE A GINGERBREAD MAN**

**The Great Gingerbread Girl Race**

**DOT IT**  
5 6 7

**Hop & Stand: Gingerbread Man Characters**  
gingerbread, fox, pig, little old, horse

**Big L & Little l**  
Sticker Maze

**GINGERBREAD PLAYDOUGH**  
Combine salt and flour in a bowl. Slowly stir in oil and warm water. Add 2-3 drops of food coloring if desired. Stir until all ingredients are well mixed. Set dough on a flat surface and let sit for a few minutes. The salt will slowly absorb the extra moisture. Knead well. If your dough is still sticky after 5 minutes, add an additional 2 tablespoons flour at a time until you get the consistency you want.

**TAPE IT: 4**

**Create a Gingerbread Person**  
cookie cutters, googly eyes, plastic buttons, assorted small jewels, pipe cleaners, plastic beads, Play-Doh or clay, large sprinkles, glitter, string

**How many buttons?**  
2 4 3 5 1 0

**Find the 10s**  
8 7 7 9 7 8 7 9 7 10 7 8 7 9 7 10 7 9 7 9 8

**Count and Cover: GINGERBREAD MAN**  
Gingerbread Man Character Cards

**COLORFUL L: Find & Color**

**Q-TIP TRACING: L**

**GINGERBREAD SHAPES Count & Write**

**GRAHAM CRACKER GINGERBREAD HOUSE**  
gingraham crackers, frosting, gum drops, candy canes, sprinkles, assorted candies, paper plates

20 activities each week!



# Week Two

December Themes: fairy tales, snow, winter animals, reindeer

<h3>ROLL &amp; MOVE</h3> <p>Crawl like a polar bear. Fly like a snowy owl. Waddle like a snow goose. Clap like a northern fur seal. Hop like an arctic hare. Swim like a beluga.</p>	<h3>Marker TRACING: A</h3> <p>Marker TRACING: A A A A A A a a a a a</p>	<h3>TAPE IT: Aa</h3> <p>alligator, airplane, owl, mouse, net, arrow, astronaut, avocado, ant, snail, furo, apple, ruler</p>	<h3>WINTER ANIMAL MATCH</h3> <p>polar bear, snowy owl, moose, walrus, narwhal</p>	<h3>GLUE ME: A</h3> <p>H A Y A A K A T L P A Z A A A X D B A</p>	<h3>I LIVED IN THE SNOW...</h3>	<h3>SNOWFLAKE Cut &amp; Paste</h3> <table border="1"> <tr> <td>2</td> <td>3</td> <td>4</td> </tr> <tr> <td>5</td> <td>6</td> <td>7</td> </tr> </table>	2	3	4	5	6	7
2	3	4										
5	6	7										
<h3>Inside My Snow Globe</h3>	<h3>Hop &amp; Stand: Winter Things</h3> <p>Hop &amp; Stand: Fall Toys ice skates, igloo, shovel, sled</p>	<h3>Paint from 1-10 Watercolor Maze</h3> <p>start 2 3 4 2 1 6 5 3 1 2 9 6 7 8 3 4 5 1 9 5 10 2 8 10 3 8 4 9 finish</p>	<h3>ANIMAL Beginning Letter Match</h3> <table border="1"> <tr> <td>h</td> <td>p</td> <td>n</td> </tr> <tr> <td>r</td> <td>w</td> <td>m</td> </tr> </table> <p>husky, moose, narwhal, polar bear, reindeer, walrus</p>	h	p	n	r	w	m	<h3>My Snowy Owl Handprint</h3>	<h3>My Fluffy Polar Bear</h3>	<h3>Big A &amp; Little a</h3>
h	p	n										
r	w	m										
<h3>My Paper SNOWFLAKE</h3> <p>Pick a colorful paper, paint a piece of paper with winter colors (blue, light blue, purple, white, etc.), or use a plain white piece of paper.</p> <ol style="list-style-type: none"> <li>Take a piece of paper and use a grown-up to help you fold the paper in fourths.</li> <li>Using scissors, cut dots, cut off the corners, etc.</li> <li>Unfold your snowflake. How does it look?</li> <li>Hang up your snowflakes in the classroom or somewhere at home.</li> </ol> <p><b>Bonus Ideas:</b> -Paint your snowflake with wet glue and sprinkle glitter on top when you are finished. -Make more than one snowflake! -Punch a small hole or attach to string to hang and hang your snowflakes from places around the classroom or your home.</p>	<h3>Roll and Color: WINTER ANIMALS</h3>	<h3>PLAY SNOW</h3>	<h3>Roll &amp; Dot It: Letter Aa</h3>	<h3>Sticker Tracing Winter Animals</h3>	<h3>A SNOWY SCENE</h3>	<p><b>20</b> activities each week!</p>						

# Week Three

December Themes: fairy tales, snow, winter animals, reindeer

### REINDEER JUMPS

Count the number of jumps each reindeer makes. Write the number in the box.

13	13	15	15
11	11	7	7
10	10	15	15
4	4	3	3
9	9	6	6

### GLUE ME: N

Glue the letter N in the correct space on the number. Use the letters in the box to make the number.

N N N N N N N N

T N N N W Z A N N

### Does it start with N? Sort

Sort the items into the correct box.

N n

volleyball net anchor nose lamp doughnut nest narwhal

### REINDEER True or False

Reindeer are plant eaters.

A reindeer's antlers keep them warm.

Reindeer have antlers.

A reindeer's fur keeps them warm.

Reindeer live in the desert.

Reindeer lay eggs.

Draw something that you learned about reindeer below.

### N n

n N N N M m m w

### HOW TO TAKE CARE OF A REINDEER

Write the number of each item you need to take care of a reindeer.

### Reindeer Matching

Match the reindeer faces with the correct body.

### Reindeer Matching

Match the reindeer faces with the correct body.

### Marker TRACING: N

Trace the letter N with a marker.

Marker TRACING: N

### Hop & Stand: Counting Reindeer

Count the reindeer in each group.

Hop & Stand: Counting Reindeer

### Is it a 2? Sort

Sort the numbers into the correct box.

4 1 2 5

2 2 3 2

### COLORFUL N: Find & Color

Find and color the letter N.

Q-TIP NUMBERS

0 1 2 3 4 5

### Q-TIP NUMBERS

Use a Q-tip to color the numbers.

0 1 2 3 4 5

### LABEL A REINDEER

Label the parts of the reindeer.

ears tail antlers legs nose eyes

### Count and Cover: REINDEER SHAPES

Count and cover the reindeer shapes.

Reindeer Shape Cards

### Reindeer Number Order

Put the reindeer in order from 1 to 10.

Reindeer Number Order

### Roll & Dot It: Letter Nn

Roll a die and dot the letter Nn.

Roll & Dot It: Letter Nn

### REINDEER SNACKS

Make a list of reindeer snacks.

pretzels	Cheerios
M&M's	crunchy corn
raisins	raisin bread
Chex cereal	mini cheese puffs
Teddy Grahams	Chex-nuts
chocolate chips	
mini marshmallows	

OTHER IDEAS

Reindeer Snacks

### Q-TIP TRACING: 2

Trace the number 2 with a Q-tip.

Q-TIP TRACING: 2

### Build a Reindeer

Build a reindeer using the materials.

Build a Reindeer

sticks mini bells googly eyes Play-Doh or clay raw berries pom-poms pipe cleaners glitter pom-poms mini bows

### Reindeer Shape Puzzles

Put the reindeer shape puzzles together.

Reindeer Shape Puzzles

20 activities each week!



# Week Four

December Themes: fairy tales, snow, winter animals, reindeer

The collage features 20 distinct educational activities for the letter Hh:

- Colored Pig Skip:** A grid of pig characters for a skip-counting activity.
- Marker TRACING: H:** Tracing practice for uppercase H and lowercase h using a dry-erase marker.
- Does it start with H? color:** A matching and coloring activity for words starting with H (e.g., hat, house, hand).
- I CAN BUILD THE THREE PIG HOUSES!:** A drawing activity where children build houses for three pigs using different materials like sticks, straw, and bricks.
- WOULD BUILD MY HOUSE WITH...:** A matching activity connecting pig characters to their preferred building materials.
- FIND & COLOR: The Three Little Pigs:** A search and coloring activity for the characters in the fairy tale.
- DOT IT:** A dot-marker activity for the number 6 and the letter H.
- Big H & Little h:** A sticker maze activity for the letter H.
- RUN FROM THE WOLF:** A maze activity where a pig runs away from a wolf.
- Things That Begin With H:** A matching activity for words starting with H (e.g., hotdog, hippo, hand, hat).
- H is for HOME:** A coloring activity for houses.
- WOLF SPONGE PAINTING:** A painting activity for a wolf's face using a sponge.
- Create a Fairy Tale:** A writing prompt for creating a story.
- Build a PIG HOUSE:** A reading comprehension activity about the Three Little Pigs.
- DOT IT Letter Hh:** A dot-marker activity for the letter Hh.
- PIGGIE SHAPES:** A shape recognition activity using pig characters.

20 activities each week!

# Many Options for Differentiation!

**DOT IT** Number Dots 5-7

5 blue 6 green 7 yellow

6	7	5	5	5
5	5	5	7	6
6	6	7	6	5
7	7	6	7	7

**DOT IT** Number Dots 5-7

5 blue 6 green 7 yellow

6	7	5	7	5
7	5	5	6	5
5	7	7	6	7
6	5	6	5	6
5	7	5	5	7
6	6	5	7	6

**Big L & Little l** Slicker Maze

Help the lion get to the light house by sticking stickers on all the big Ls and little ls to make a path.

start	L	L	L	n
o	P	O	I	m
M	P	L	L	O
N	o	I	P	P
p	m	I	I	Finish

**Big L & Little l** Slicker Maze

Help the lion get to the light house by sticking stickers on all the big Ls and little ls to make a path.

start	n	O	M	o	m
I	m	n	n	N	P
I	o	I	L	I	I
L	L	L	P	M	L
N	p	o	N	P	L
p	M	m	O	P	Finish

**Find the 10s** Slicker Maze

Help the girl get to the gingerbread house by sticking stickers on all the 10s to make a path.

start	10	10	10
8	9	8	10
7	8	10	10
7	8	10	9
9	7	10	10
7	9	8	Finish

**Find the 10s** Slicker Maze

Help the girl get to the gingerbread house by sticking stickers on all the 10s to make a path.

start	8	7	7	9	7
10	10	10	9	8	8
9	7	10	9	9	7
7	8	10	10	10	8
8	7	9	7	10	10
7	8	7	9	7	10
7	9	7	9	8	Finish

**Q-TIP TRACING: L**

Trace each letter L with a Q-tip. Use the many different colors you can!

**Q-TIP TRACING: L**

Trace each letter L with a Q-tip. Use the many different colors you can!

**Marker TRACING: A**

Trace each letter A with a marker. Use the many different colors you can!

**Marker TRACING: A**

Trace each letter A with a marker. Use the many different colors you can!

**Reindeer Matching**

Using the reindeer faces cards, find each match below.

**Reindeer Matching**

Using the reindeer faces cards, find each match below.

**Marker TRACING: N**

Trace each letter N with a marker. Use the many different colors you can!

**Marker TRACING: N**

Trace each letter N with a marker. Use the many different colors you can!

**Q-TIP TRACING: 2**

Trace each number 2 with a Q-tip. Use the many different colors you can!

**Q-TIP TRACING: 2**

Trace each number 2 with a Q-tip. Use the many different colors you can!

**Reindeer Shape Puzzles**

Put all the puzzle pieces together. Make up your own reindeer shape puzzles. Use the same pieces to make a reindeer and a snowflake. Use the same pieces to make a reindeer and a snowflake. Use the same pieces to make a reindeer and a snowflake.

**Reindeer Shape Puzzles**

Put all the puzzle pieces together. Make up your own reindeer shape puzzles. Use the same pieces to make a reindeer and a snowflake. Use the same pieces to make a reindeer and a snowflake. Use the same pieces to make a reindeer and a snowflake.



# Many Options for Differentiation!

**Marker TRACING: H**

Tracing guide for uppercase H and lowercase h. Uppercase H is formed by three strokes: a vertical line down on the left, a vertical line down on the right, and a horizontal line across the top. Lowercase h is formed by two strokes: a vertical line down and a curved line starting from the middle of the vertical line, going up and then down to the right.

**Marker TRACING: H**

Tracing practice sheet for uppercase H and lowercase h. It features two rows of uppercase H's and two rows of lowercase h's, each with a small arrow indicating the starting point and direction of the stroke.

**DOT IT** Number Division G-9

Dot marker activity for uppercase H. The letter H is formed by a grid of dots. A legend at the top shows: 6 (green), 7 (yellow), 8 (blue), 9 (red). The grid contains numbers: Row 1: 6, 8, 7, 7, 6; Row 2: 6, 8, 9, 6, 7; Row 3: 7, 8, 9, 8, 8; Row 4: 7, 6, 8, 6, 6; Row 5: 6, 9, 9, 7, 9.

**DOT IT** Number Division G-9

Dot marker activity for lowercase h. The letter h is formed by a grid of dots. A legend at the top shows: 6 (green), 7 (yellow), 8 (blue), 9 (red). The grid contains numbers: Row 1: 7, 6, 8, 9, 6; Row 2: 6, 8, 9, 6, 7; Row 3: 7, 8, 6, 9, 6; Row 4: 7, 9, 9, 6, 7; Row 5: 9, 6, 8, 7, 8; Row 6: 7, 8, 8, 9, 7.

**Big H & Little h** Slicker Maze

Slicker maze for uppercase H and lowercase h. The maze is a 6x6 grid. The start is at the top-left corner (row 1, column 1) and the finish is at the bottom-right corner (row 6, column 6). The path is formed by uppercase H's and lowercase h's. The grid contains: Row 1: H, i, J, k; Row 2: j, H, I, K, J; Row 3: h, h, k, I, j; Row 4: H, J, i, K, i; Row 5: h, H, h, h; Row 6: h, H, h, h.

**Big H & Little h** Slicker Maze

Slicker maze for uppercase H and lowercase h. The maze is a 6x6 grid. The start is at the top-left corner (row 1, column 1) and the finish is at the bottom-right corner (row 6, column 6). The path is formed by uppercase H's and lowercase h's. The grid contains: Row 1: h, H, h, k, i; Row 2: J, i, J, H, I, j; Row 3: I, H, h, h, j, K; Row 4: J, h, k, K, J, I; Row 5: K, h, H, h, H, h; Row 6: k, i, J, i, k.

Illustration of a pink pig. The number 3 is written next to it, with the word "three" written vertically to its right.

Illustration of a pink pig. The number 3 is written next to it, with the word "three" written vertically to its right.

**DOT IT** Letter Hh

Dot marker activity for uppercase H and lowercase h. The letters are formed by a grid of dots. A legend at the top shows: Hh (blue), Hh (purple). The grid contains letters: Row 1: h, T, h, B, H; Row 2: H, h, h, H, D; Row 3: H, L, j, k, h; Row 4: Q, R, H, v, A.

**DOT IT** Letter Hh

Dot marker activity for uppercase H and lowercase h. The letters are formed by a grid of dots. A legend at the top shows: Hh (blue), Hh (purple). The grid contains letters: Row 1: h, a, H, n, H; Row 2: H, f, H, h, P; Row 3: H, O, X, h, z; Row 4: g, e, s, H, H; Row 5: y, h, H, U, I; Row 6: H, K, h, B, h.