

OCTOBER SKILLS SHEET



THIS MONTH IN PRESCHOOL, WE WILL FOCUS ON:

THEMES, HOLIDAYS & EVENTS (CULTURE, HISTORY & SOCIAL SCIENCES)

THEMES: Harvest, Pumpkins/Apples, My Family, 5 Senses
HOLIDAYS: Harvest, Columbus Day
EVENTS: Fall Family Festival, Pumpkin & Apple Day

LANGUAGE & LITERACY

LETTERS OF THE MONTH: Cc, Dd, Ee, Ff

INTEREST IN LITERACY: Participate in stories, songs, and music

COMPREHENSION: Recall events (“what happened”) and characters (“who”) in a story, Identify important ideas in a story

PRINT: Handles books appropriately;
PK-Discriminate between sizes

PHONICS: Identify and copy familiar sounds in environment; PK- letter sounds Cc & Dd

LETTERS & WORDS: Identify own name in print; PK – Recognize Cc & Dd

WRITING: Make marks to represent *objects*; PK– Draw a circle; copy letters in name, write letters in standard format: Cc & Dd



PERSONAL DEVELOPMENT

Students will begin to develop the following skills (and more!) through routines, interactions and activities:

- Engagement and persistence
- Focus and attention
- Independence
- Shared use of space and materials
- Conflict negotiation
- Personal conduct
- Social understanding and citizenship
- Identity of self and relationships with others

MATH & COGNITION

UNIT: COUNTING & SETS

SHAPE: Circle

COLOR(S): Orange, Black

SKILL(S): Counting, one-to-one correspondence, form/compare sets (equal, same, less, more)



SPIRITUAL DEVELOPMENT

FRUIT of the SPIRIT: Patience

BIBLICAL UNDERSTANDING (BIG IDEA):

The Bible is God’s Word

- † The Bible Tells the Truth
- † The Bible is God’s Own Words, Written by People of His Choosing
- † The Bible Helps Us Understand Right from Wrong



SCIENCE & INVESTIGATION

INVESTIGATION: Pursue knowledge

DOCUMENTATION & OBSERVATION: Use multiple senses in an investigation

NATURAL WORLD: Use 5 senses to investigate plants (i.e. pumpkins and gourds)

SEASON: Characteristics of fall

ECOLOGY: Ongoing care of pets and plants; participation in recycling and conservation



PHYSICAL DEVELOPMENT

HEALTH: Basic needs (food, shelter, water, clothes)

GROSS MOTOR: Start and stop, throw an object at a target

FINE MOTOR: Pickup and relocate objects using tools (spoons, tongs, fingers, etc.); **draw a circle**