Free T	t ime – Mystery Games *Possible 7	Гіте for filling ou	t Learning F	Plans
-	ry Word Digraphs, Mystery How M ry Word Patterns	ose a game based on the ar group.		
-	ng Group: Include Timeline Caler ies, Rhyming Game II * <i>Possible Tii</i>	•	1	0
Shared SW	How do mermaids keep in tou Shell phones What did one ca other? You can count on me W Because 7 "8" 9 What kind of bow can't be tied What did one plate say to the c	Focus Points: Have kids write the question and turn and talk about the answer. Buddy Check: Can you add sounds?		
Share the News	What do you do when you are word you don't know? Learning some things is hard. S do you do if your reread your r too many/few line? Compliment: I have fun with y is your favorite math center? N	Tips: At various times during the week, you want children to discuss their learning goals and how they are doing with it. It can be incorporated with Share the News, before centers, after contors oto		
Fundations	 Drill Sounds/ Warm- Up Introduce New Concept Sky Write/ Letter Formation Word Play Student Notebook Echo/ Letter Formation 	 7. Alphab Order 8. Echo/1 Letters 9. Make It 10. Storytic 	Find t Fun	centers, etc. Trick Words: be, me Storytime: See Manual pg. 321

Tools of the Mind Kindergarten Pacing Guide

Litera	cy Blo	ock – Ste	ory: M	idnight on th	ne Moon					
		Monday		Tuesda Wednesday			Thu	rsday	Friday	
ab	b0	Read Chpt 78 Prediction between 78		v	Read Chpt 9-10 Story Write		5	5		
Story Lab & Scaffolded	Writing			Write Chapter Summa ries				Chapter maries	Storyboards	
FRID	Bud	dy Read	ling ^{2 -}	g Plans should Teacher mee rences – mee	ts with 4 gro	ups per d	ay Mon	day-Thur	sday.	
Listening			Dra	amatization	Publishing & Penmanship		Creative Writing			
Listen to Story Story Lab: Inferences			to s to w	Dramatiz on't forget ignal group vrite 5 min ore center is r	Choice: Make a New Cover for the Midnight on the Moon book. Practice M, g, d		Create a Story Use Look and Remember Card, Role Cards or Write about a <i>Trip to the Moon</i>			
Comp & Vocab				Sounds & Letters	Decoding		Fluency			
Explori	ng Coll	ections		Elkonin II	Silly Sentences		IHWH Patterns I			
-	2 words	S	Sele	ect Cards	Limit word choices for			Can be played in group		
			based on levels in class		sentences.		of 4 to encourage peer scaffolding.			
			Теа	acher	Assistar	nt Teache	er	Inde	ependent	
	Mon	Kids		Memory Bank	Kids at L, IS, ES,					
Literacy Skill Bldg			Depos eaching	it Game g Memory tegies	Relay Games					
	Tues		Kids at MS Wr Thicke	IS, ES, iting		Kids AP or Higher Secret Decoder Game			ls at L-IS ters or Sounds	
	Wed				Kids at L-IS IHWH Sounds		Kids at IS, ES, MS IHWH Sounds Use Cheetah Mediator			
	Thur				Kids at IS, ES, MS Decoding Detectives with Teacher Support			Kids at AP or higher Decoding Detectives		
		Wr	ite Alor	ng Intensive				Messages	from 2 stories	
	Fri		Will do	next week and c	Review For Real and Pretend only done one other time prior. Tie to nonfiction learned.					

Tools of the Mind Kindergarten Pacing Guide

	Ja	ack an	d Annie's Secret Me	On Memo	On Memory Bank			
	Peanut w	ants to	write to you all by himself.		-	Editor's Eyes Begins this		
	to help hi	m. Will	you be his editor?		-	good, home		
	wil Jak an	d Annie	b back in time.		J & A Chart:		week on Tues & Thurs.	
					Annie, be,		& Thurs. Monday	
			ne, we think mom and dad	dad, mom, g	dad, mom, good, home, m			
		asleep. Goodnight Moon Man.				two this u		
X	i lik jack a	i lik jack and Ane and da moon man				J & A Chart: will, Jack, p		
loc	1471					Annie, be, like, the manual dad. mom. good. home. activity		
h B	Where will we go next? I think it will be we see animals, too.			t and we wil	-	dad, mom, good, home, too		
After Lunch Block		·		Reminder				
Ē.					l, ink, ight			
ter			ou will keep a list of revie					
Af	can com	e with t	he Monday Message from	Jack and An	nie. You can keep i	t near the M	emory Bank.	
				phics Pra	ctice:			
	Mon		Crenellations and Do		Tips: Reme			
	Tues		Tire or Ski Tracks	5	-	ivate speech		
	Wed		Center Line		Continue to char			
	Thurs		Bird Footprints in Snow			When music is fast, draw fast. When musi		
	Fri	*		13 SIUW, UIAW SIU		owly. Stop when the music		
		Pacin		stops.				
Math:	See Math Pacing Guide							
Counting Games		5	Fluency	Penmanship		Geometry, Measurement, Data		
Market Farm with Triangle		ith	I Have, Who Has Count by 5's	Write Numbers in count by 5 sequence			er Collage	
Blocks			Number Line	Puzzles		\bigcirc	Operations &Algebraic Thinking	
Block construction			Number Line Counting	Puzzles, tangrams, etc			h Magic	
Build a Moon Base modelby 5'sWith Triangle 13-14							iangle 13–14	
Social			ab and Write About					
	St	ory						
Choos	e addition	al non	fiction about Ice Age.					
	ocabulary							
what	5	-	or Connections Story	Lab Media	tor			
	was Intere	esting		Lab Media	tor			
Large Paired	was Intere Group Li Buddy Read or tubs: Leve	esting teracy	or Connections Story T: Buddy Reading th child should read with a ders, Jack and Annie Mess	nother child	at a similar level.	ad own writ	ting on	
Large Paired I Ideas fo Fridays	was Intere Group Li Buddy Read or tubs: Leve	esting teracy	r: Buddy Reading h child should read with a	nother child	at a similar level.	ad own writ	ting on	
Large Paired I Ideas for Fridays Closin	was Intere Group Li Buddy Read or tubs: Leve s. Ig Group	esting teracy ing: Eac eled Rea	r: Buddy Reading h child should read with a	nnother child sage Binders	at a similar level. Can continue to re			