



Giants

Week 1	Big and Little
Week 2	Nature's Giants
Week 3	Giants Made by People
Week 4	Make-Believe Giants



Our character education focus will be on developing the concepts of **courage** and **humor**.

Dear Family,

During the next four weeks, we will be learning about giants! Before children can comprehend the concept of giant, they need to understand the differences between big and little. So we will begin by comparing all kinds of big and little things from animals to toys to words. Then we will explore giants in nature, such as mountains, glaciers, trees, waterfalls, oceans, and big animals. We will also explore giants that have been made by people, such as skyscrapers, bridges, ships, planes, trains, and roller coasters. Finally, we will explore make-believe giants from fairytales and fables.

Literacy

Many dinosaurs were mighty giants. Enjoy singing this song about dinosaur movements as you and your child pretend to be giant dinosaurs.

The Dinosaurs

Tune: "She'll Be Coming 'Round the Mountain"

Oh, the dinosaurs are trudging all around—stomp, stomp.
Oh, the dinosaurs are trudging all around—stomp, stomp.
See them wobbling here and there
Mighty heads up in the air.
Oh, the dinosaurs are trudging all around—stomp, stomp.

Oh, the dinosaurs are bellowing everywhere—growl, growl.
Oh, the dinosaurs are bellowing everywhere—growl, growl.
Hear them screeching high and low
As they sniff and snort and blow.
Oh, the dinosaurs are bellowing everywhere—growl, growl.

Oh, the dinosaurs are swimming here and there—splash, splash.
Oh, the dinosaurs are swimming here and there—splash, splash.
See them diving in and out
Splashing water all about.
Oh, the dinosaurs are swimming here and there—splash, splash.

Math

Children will be learning about perspective and measuring. They will practice ordering sets of similar items by size. At home, enjoy a variation of the traditional game "Mother, May I?" with a giant twist. Play the game with several players. Name a player and give simple directions that require counting and big or little movements. For example, say: *Maria, take three baby steps.* or *Ivan, move forward five giant jumps.* When the player asks, "Giant, Giant, may I?" roar a positive response and help count the movements.



Notes