



Mrs. Drake's March Newsletter



S

science

-Clifford Magazines: Baby Animals: Change and Growth
 Changing Weather: Changes in Earth And Sky

-spring weather

-wind science: weighing objects with a balance and predicting which objects will be the easiest and hardest to move with "wind" created by blowing through straws to test our predictions

Handwriting Without Tears:
 March 1-5: Letter V and #18
 (I pushed this back a week)

T

technology

-cutting with scissors
 - Playdough tools
 -Bill Nye the Science Guy: "Wind"

March 8-12: Letter M and #19

March 15-17: Letter N and #20

March 29-April 2: Letter W

Show and Tell is April 2. Please have your child bring one thing from home that starts with Letter V,M,N or W

R

religion

-daily prayer

-Bible Stories: The Lost is Found
 The Rich Man and Lazarus
 Zacchaeus
 Holy Week

Important Dates:
 March 5: No School
 Conferences
 I plan to do our spring conferences via phone call like we did in the fall. If you prefer Facetime or a Zoom meeting instead please let me know. The hardcopy of our conference schedule came home with your child. I will send the schedule via Brightwheel as well.

E

engineering

-building shapes, letters and numbers with our Handwriting Without Tears big lines, little lines, big curves and little curves

-building blocks, Lincoln Logs and Legos

-tool bench

-train table

-marble run

-building rainbows with pipe cleaners, Froot Loops and marshmallows

March 19-26: No School
 Spring Break

<p>A</p> <p>arts</p>	<ul style="list-style-type: none">-Handwriting Without Tears-journaling-shamrock art-Where's the Gold": identifying and matching letter game-"If You Give a Moose a Muffin" class book-rainbow names: introduction to writing our names with a capital at the beginning and the rest lowercase-pot of gold art: "If I found a pot of gold I would..."	
<p>M</p> <p>math</p>	<ul style="list-style-type: none">-daily calendar-sorting and graphing M&Ms-"The Sneaky Leprechaun" game: finding coins and identifying them-shamrock number line 1-20-puddle jump #s 1-20	