

The programming options are provided to support a range of implementation based upon library staffing and community needs. The materials and activities in the Play K curriculum are meant to support Pennsylvania's Learning Standards for Early Childhood and promote school readiness.

### Playscape 5: Amazing Animals - Pets

This playscape explores the theme of animals as pets with preschoolers. The big idea for this theme is: Animals are living things that need food, water and air to live and grow. Two essential questions guide the programming options: Which animals make good pets? What do pets need to live and grow? A variety of key learning areas are reinforced as the children and parents play together and participate in the activities.

Playscape Contents & Key Learning Areas Reinforced from Pennsylvania's Learning Standards for Early Childhood	Programming Option 1: Passive	Programming Options 2 & 3: Circle Time & Storytime	Programming Option 4: Virtual Programming
<p><b><u>Playscape Materials</u></b></p> <p>Feed the Bunny</p> <p>Pet Vet Center</p> <p>Pets Cube Puzzle Set</p> <p><b><u>Books</u></b></p> <p><i>The Perfect Pet</i> by Margie Palatini</p> <p><i>Cookie's Week</i> by Cindy Ward</p> <p><i>May I Pet Your Dog? The How-to Guide for Kids Meeting Dogs (and Dogs Meeting Kids)</i> by Stephanie Calmenson</p> <p><b><u>Book-FLIX selections</u></b></p> <p>Fiction: <i>Bark, George</i></p> <p>Nonfiction: <i>Pets at the Vet</i></p>	<p><b><u>Playscape Set-Up</u></b></p> <p>Working with your available space, set out and arrange all or some of the materials and books to create an attractive "play corner" for parents and children. Also, display the following parent tips:</p> <p><b>Tips for Parents &amp; Children</b></p> <p><b>1,2,3, Play with Me!</b></p> <ol style="list-style-type: none"> <li>1. Follow your child's lead while exploring the different activities and use natural opportunities to extend language and concepts. For example, if your child chooses to start playing with the Pet Vet Center, "Look at the checklist for a vet to check a puppy dog's health! The vet should look at the puppy's eyes and tongue. What else does the picture show us?"</li> <li>2. Let your child choose one of the books for you to read</li> </ol>	<p><b><u>Circle Time: Playing Kindergarten!</u></b></p> <p>Gather children in a circle to simulate a kindergarten experience. Tell children that storytime today will be a chance to "Play Kindergarten!"</p> <ol style="list-style-type: none"> <li>1. Praise children for how nicely they are sitting with their eyes on you, and tell them that their kindergarten teacher will love to see this when they start school!</li> <li>2. Explain that in kindergarten there will be rules to follow during Circle Time. One rule we will practice today is to raise your hand and wait to be called on when you want to say something. Assure them that you will remind them if they forget, but that you are sure they will try their best!</li> <li>3. Go over the calendar with the children as they do in kindergarten, using the "My First Calendar" board. Talk about the day of the week,</li> </ol>	<p><b><u>Virtual – Play K at Home!</u></b></p> <p>Arrange your space for your virtual setting to resemble a kindergarten classroom. If possible, have a large chalkboard or whiteboard for sharing purposes. Have the book you will share and materials you will use at the ready and displayed as much as possible to look engaging onscreen.</p> <ol style="list-style-type: none"> <li>1. Welcome children and tell them that your program today will be a chance for them to "Play Kindergarten" at home! Tell them that even though you can't see them, you know that they are sitting up nicely with their eyes on you just like they will for their teacher in kindergarten!</li> <li>2. Show children the calendar board (Note: You may want to use a pocket chart calendar for a virtual program) and explain that you will have them help you</li> </ol>

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<p><b><u>Technology Connection</u></b></p> <p><a href="#">Toca Boca Apps</a></p> <p><b>tocaboca.com/apps</b></p> <p>Toca Pet Doctor</p> <p><b><u>Master Kit Materials (for Circle Time / Storytime)</u></b></p> <p>My First Calendar Board</p> <p>White drawing paper</p> <p>Markers</p> <p>Scissors</p> <p><b><u>Handouts</u></b></p> <p>Shapes handout for cutting practice</p> <p>Basic cutting practice handouts, if needed</p> <p>Take-Home Sheet for parents and caregivers</p>	<p>aloud. As you share the book, connect the story, characters, or concepts to the materials you have been playing with together. For example, "This book is about a cat named Cookie. Since the title is <i>Cookie’s Week</i>, I guess it will be about all the things she does in a week. I wonder if she will go to the vet in the story. Let’s find out!" Your child may also enjoy using the toys in this playscape to make up a story about pets.</p> <p>3. Build scissor skills with the animal shapes and other cutting practice activities we have provided. Help your child and “share the scissors” as needed to keep it fun!</p> <p><b><u>Optional Technology Extensions</u></b> Load the theme-related TOCA BOCA App on a tablet for children and parents to explore together. TOCA BOCA is an award-winning game development studio that makes popular child-friendly applications for tablets and</p>	<p>the date, the month, the season and the weather for the day and allow children to take turns placing each on the board, if appropriate for the group.</p> <p>4. Show picture of a dog from the Pet Vet Center and explain that a dog is an animal and a <b>living creature</b>. That means that it is different from something that is not alive, like a pencil (hold up a pencil). Animals have <b>needs</b> just like you! They need to eat and drink and have air to breathe so that they will grow and be healthy.</p> <p>5. Explain that some animals make good <b>pets</b> for people. A pet is an animal that people keep and take care of because they want the company and love that a pet can give. What are some other animals besides dogs that make good pets? Call on children to answer and perhaps tell you about their pets, if they have one.</p> <p>6. Share the book, <i>The Perfect</i></p>	<p>with this just as if they were here. Talk about the day of the week, the date, the month, the season, and the weather for the day as if the children were helping you select each one.</p> <p>3. Introduce the theme by showing the picture of a dog from the Pet Vet Center and explaining that a dog is an animal and a <b>living creature</b>. That means that it is different from something that is not alive, like a pencil (hold up a pencil). “Animals have <b>needs</b> just like you! They need to eat and drink and have air to breathe so that they will grow and be healthy.”</p> <p>4. Explain that some animals make good <b>pets</b> for people. “A <b>pet</b> is an animal that people keep and take care of because they want the company and love that a <b>pet</b> can give. What are some other animals besides dogs that make</p>

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<p><b><u>Key Learning Areas</u></b></p> <p>Approaches to Learning Through Play - Constructing, Organizing and Applying Knowledge</p> <p>Language and Literacy - English Language Arts</p> <p>Mathematical Thinking and Expression - Exploring, Processing and Problem-Solving</p> <p>Scientific Thinking and Technology - Exploring Scientific Inquiry and Discovery</p> <p>Social Studies Thinking – Connecting to Communities</p> <p>Creative Thinking and Expression – Communicating Through the Arts</p> <p>Health, Wellness, and Physical Development – Learning About My Body</p> <p>Partnerships for Learning – Families, Early Care and Education Programs, and Communities</p>	<p>smartphones (both Apple and Android). Go to <a href="http://tocaboca.com/apps">tocaboca.com/apps</a> and look for Toca Pet Doctor.</p> <p>Make the parents aware of the Book-Flix selections that support this theme.</p>	<p><i>Pet.</i> Tell children that this is a funny story about a girl who really, really wants a pet, but her parents don’t want her to have one. Have children look at the cover picture and make a prediction about whether or not she gets a pet and if so, which one she gets. Read to find out!</p> <ol style="list-style-type: none"> <li>7. Introduce the Pet Vet Center after reading the story. Explain that just like they need to get check-ups with the doctor to stay healthy, so do pets! A pet doctor is called a veterinarian, or vet, for short. Preview some of the activities in the kit and tell children and parents that this will be available to play with after Circle Time.</li> <li>8. Briefly show the Feed the Bunny Game and the Pets Cube Puzzle Set and state that these will be available after Circle Time, also.</li> <li>9. Close circle time with a song, praise the children for trying their best to remember to raise their hand today, and</li> </ol>	<p>good <b>pets</b>?” Pretend that the children are giving you answers, and talk about your <b>pet</b>, if you have one.</p> <ol style="list-style-type: none"> <li>5. Introduce the book, <i>Cookie’s Week</i> by Cindy Ward. Tell children that this is a funny story about a little kitten who gets into mischief every day! Ask them to think about what kind of naughty things little kittens do and listen to the story to find out if Cookie does any of those things!</li> <li>6. Pause periodically as you read to ask children to predict what happens each time Cookie gets into mischief. Also reinforce which day of the week will come next, as they just did the calendar with you.</li> <li>7. After reading, say that cats make good <b>pets</b> for some people even though baby cats or kittens usually get into mischief like Cookie! Ask them what a baby dog is called and answer as if they told you. “That’s right, </li></ol>

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<p><b><u>Circle Time &amp; Storytime</u></b></p> <p><b>All of the above, plus</b></p> <p>Social and Emotional Development - Student Interpersonal Skills</p>		<p>announce the next Play K.</p> <p><b><u>Storytime Option</u></b></p> <p><b>TALK</b></p> <p><b>Name That Pet...</b>                      Play this guessing game with the children. If they are catching on well, have them take the lead! (To scaffold for them, show child a picture of a pet and have them describe for the group.)  <i>I'm thinking of a pet that has 4 legs, 2 ears, and barks. Can you name that pet?</i>  <i>I'm thinking of a pet that has 4 legs, 2 ears, and meows. Can you name that pet?</i>  <i>I'm thinking of a pet that has fins and swims in water. Can you name that pet?</i></p> <p><b>SING:</b></p> <p><b>Love, Love, Love Your Pets</b>                      (sung to the tune of <i>Row, Row, Row Your Boat</i>)</p> <p>Love, love, love your pets                      Love them every day,</p>	<p>a puppy!” Say that dogs and puppies make good <b>pets</b> for some people, too. Some people like a <b>pet</b> that’s easier to take care of, like a bird or a fish. Explain that all <b>pets</b> have <b>needs</b>, though, and rely on us to take care of them!</p> <p>8. Close with a song, and praise children for learning so much about <b>pets</b> and their <b>needs</b> today. Tell them their kindergarten teacher is going to be so happy about how well they listen and learn! Invite them to retell the story about Cookie’s Week for their family!</p> <p><b>Note:</b> Have the Take-Home Sheet for this playscape available as a downloadable link after the virtual program. You may want to consider providing a take-home craft that families can pick up at the library, as well.</p>

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		<p>Give them food, and water too, And let them run and play!</p> <p><b>READ:</b></p> <p><b>Additional books to expand the playscape theme~</b></p> <p><a href="#">Books – Animals as Pets</a></p> <p><a href="http://www.prekinders.com/books-pets-kids">www.prekinders.com/books-pets-kids</a></p> <p><b>WRITE:</b></p> <p>Give children paper and markers and ask them to draw a picture of their pet or a pet they would like to have. Encourage parents to help with labeling the animal and "sharing the pencil" for the child to write a letter or two, if appropriate.</p> <p><b>PLAY:</b></p> <p><b>Cat, Cat, Dog</b> Teach children how to play this variation of Duck, Duck, Goose. Use different sets of pet words, such as: Bird, bird, cat Fish, fish, dog</p>	

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		<p><b>My Dog, Rags – Action Rhyme</b></p> <p>(Stand in a circle.)</p> <p>I have a dog and his name is Rags.                      He eats so much that his tummy sags.                      His ears flip-flop,                      And his tail wig-wags,                      And when he walks he goes zigzag.                      Flip-flop, wig-wag, zigzag. (Twice)                      (hands at either side of head for flip-flop, hips wiggle for wig-wag, arms cross for zigzag)                      My dog Rags he loves to play.                      He rolls around in the mud all day.                      (roll arms)                      I whistle but he won't obey.                      He always runs the other way.                      (turn back-to-back and run in place)</p>	