

# 3 Pre-K Program



## PURPOSE OF 3 PRE-K PROGRAM

The purpose of St. Paul Lutheran Pre-Kindergarten is to provide a Christ-centered learning environment in which children and their families can hear the good news of Jesus and grow spiritually, intellectually, socially, emotionally and physically.

## BIBLE LESSONS

“Voyages: Exploring God’s Word (Preschool A)” by CPH is the curriculum used daily. Through these lessons we:

- ◆ Know God created everything
- ◆ Know the Bible is God’s Word
- ◆ Know Jesus is God’s Son. He is our Savior who died and rose for us
- ◆ Know that daily prayer is important communication with God
- ◆ Learn godly character through stories, experiences and daily life situations

## SCIENCE

Opportunities are provided to explore and discover God’s creation through:

- ◆ Estimating, predicting, experimenting, and observing
- ◆ Cause and effect
- ◆ Classifying

## SOCIAL INTERACTION AND CREATIVE EXPRESSION

Small group, large group, and independent play are incorporated into each class time giving children a variety of learning experiences to help the children:

- ◆ Separate from parents and interact with peers in a positive way
- ◆ Learn listening skills, class routines and self-help skills

## PHYSICAL EDUCATION

Weekly gross motor activities enhance the child’s coordination, agility, strength and balance. A variety of materials such as beanbags, streamers, balls, parachute, and music are used. The children will learn:

- ◆ Basic ball skills
- ◆ Dance and musical activities
- ◆ Tumbling
- ◆ Balance, hop, jump, gallop

## FINE MOTOR SKILLS

Small muscle opportunities are provided to:

- ◆ Develop and strengthen hand-eye coordination
- ◆ Introduce and strengthen manipulation skills of writing, painting, scissors and other art tools

## LITERACY

Literacy is developed through activities including:

- ◆ Exposure to a variety of literature while introducing and reinforcing rhyming and comprehension skills
- ◆ Introduce and reinforce upper and lower case alphabet, along with phonemic awareness
- ◆ School library opportunities including story time activities and checking out books

## MATH

Activities and experiences in basic math concepts and problem-solving skills are introduced to develop:

- ◆ Recognizing shapes and colors
- ◆ Sorting, matching, graphing skills and identifying/creating patterns
- ◆ Rote counting to 10, numerals 0-10 and one to one correspondence

## FIELD TRIPS

- ◆ Horse Farm
- ◆ Apple Orchard
- ◆ Grocery Store
- ◆ Dairy Farm
- ◆ Pumpkin Farm
- ◆ Frog Pond

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