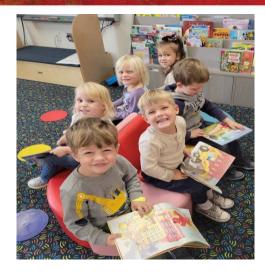


3 Pre-K Program



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

Christ-Light for Three Year Olds by Northwestern Publishing House 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, 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 problemsolving 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
- ♦ Pumpkin Farm

- ♦ Dairy Farm
- ♦ Community helpers and classroom visitors