

Day 11	Day 12	Day 13	Day 14	Day 15
Books				
<ul style="list-style-type: none"> • <i>G is for Goat</i> • <i>Do You Know Which Ones Will Grow?</i> • <i>Big Red Barn</i> • <i>Blueprint Songbook</i> 	<ul style="list-style-type: none"> • <i>G is for Goat</i> • <i>Blueprint Songbook</i> 	<ul style="list-style-type: none"> • <i>G is for Goat</i> • <i>Senor Pancho Had a Rancho</i> • <i>Blueprint Songbook</i> 	<ul style="list-style-type: none"> • <i>Polly and Her Duck Costume</i> • <i>G is for Goat</i> • <i>Blueprint Songbook</i> 	<ul style="list-style-type: none"> • <i>Polly and Her Duck Costume</i> • <i>G is for Goat</i> • <i>Blueprint Songbook</i>
Charts				
<ul style="list-style-type: none"> • Unit Chart: "Words We Are Learning" • Unit Chart: "What Happens on a Farm?" 	<ul style="list-style-type: none"> • Unit 2 Food Alphabet Chart 	<ul style="list-style-type: none"> • Unit Chart: "What Happens on a Farm?" • Anchor Chart: "Readers Can Say" 	<ul style="list-style-type: none"> • Unit Chart: "Words We Are Learning" • Unit 2 Chart: "5 Senses" 	<ul style="list-style-type: none"> • Anchor Chart: "Power of 3" • Anchor Chart: "Feelings" • Unit Chart: "Words We Are Learning" • Unit Chart: "What Happens on a Farm?"
Downloads				
<ul style="list-style-type: none"> • Photo of a goat 	<ul style="list-style-type: none"> • "Goat" card • "Barn" card • "Flower Mound" card 	<ul style="list-style-type: none"> • "Which Kid Is It?" game images (bed with a lamp beside it, nest of hay in a barn, hoof, shoe) • "Get the Goat to the Flower Mound" grid • "Goat" cards • "Barn" cards • "Flower Mound" cards • Small direction cards 		<ul style="list-style-type: none"> • Blank obstacle cards
Other Materials				
<ul style="list-style-type: none"> • Senor Pancho puppet • Letter ring • Index cards • Painter's tape 	<ul style="list-style-type: none"> • Senor Pancho puppet • Paper plates • Letter ring • Large direction cards from Day 11 • Magnetic letters • 4x4 floor grid 	<ul style="list-style-type: none"> • Senor Pancho puppet • Numbered paper plates from Day 12 • Extra paper plate • Baggies 	<ul style="list-style-type: none"> • Paper bags • A collection of familiar items (plastic spoon, toy car, crayon, etc.) • Plastic fork • Letter ring • Index card • Items with zippers • Rock or other object that can act as an obstacle • Large direction cards • 4x4 floor grid • "Goat," "Barn," and "Flower Mound" cards 	<ul style="list-style-type: none"> • Classroom objects that children may want to nestle with (baby dolls, teddy bears, pillows, etc.) • Social emotional class puppets • "Get the Goat to the Flower Mound" grid • Game baggies from Day 13
Special Materials				
To Make				
<ul style="list-style-type: none"> • Write the uppercase <i>letter G</i> on one side of an index card and the lowercase <i>letter g</i> on the other side. • Make a 4x4 grid on the floor with painter's tape. • Create direction cards: use large index cards to create five cards for each direction: up, down, backward, and forward. • Create a "start" and a "finish" card: write the word "start" in green and the word "finish" in red on large index cards. 	<ul style="list-style-type: none"> • Label paper plates with numerals 1-10 and the corresponding number of dots. 	<ul style="list-style-type: none"> • Create baggies for each partnership with "Get the Goat to the Flower Mound" game materials. 	<ul style="list-style-type: none"> • Place familiar items inside mystery or paper bags. • Place a plastic fork inside a mystery or paper bag. • Write the uppercase <i>letter Z</i> on one side of an index card and the lowercase <i>letter z</i> on the other. 	