



## Clover Presbyterian Preschool

### Curriculum Highlights

Our purpose at Clover Presbyterian Preschool (CPP) is to provide an environment in which each child will grow socially, intellectually, emotionally, physically, and spiritually. We want to provide an exciting learning environment that meets each child's social, cognitive, and physical needs.

Our goal is to help each child:

- Develop confidence and a healthy self-image
- Get excited about learning; provide foundation for "academic learning"
- Be prepared for public kindergarten
- Learn to care, share, and help others
- Deal with emotions in a positive manner
- Learn about the Bible and God's love for everyone

Classroom curriculum at CPP is to be fun and developmentally appropriate, therefore, fostering academic learning. Activities provided will stimulate each area of the child's development. Our philosophy is that children learn best by doing; therefore, "hands-on" activities are planned. Activities planned will include:

- Group time (stories, books, poems, etc.)
- Creative art activities and craft projects (painting, collage, crayons, scissors, glue, play dough, etc.)
- Music (fingerplays, singing, instruments, records, creative movement)
- Outdoor play
- Indoor movement activities (inclement weather days)
- Field Trips (threes and fours)
- Science and nature studies (walk, growing cycle, weather, seasons, etc.)
- Snacks (nutrition, cooking, etc.)
- Play equipment and creative materials for independent or guided learning (blocks, puzzles, games, educational materials, toys, etc.)

Classrooms will be set up utilizing the learning center approach. A learning center is an area designed for specific learning to occur and an area where opportunities are presented for small groups to work together. Examples of learning centers are: art, block, home living, music, manipulative, science, computer, quiet reading area, listening center, etc. Learning center materials will be updated to coordinate with curriculum themes.

The children will also have opportunity to participate in curriculum enrichment opportunities such as:

- Daily chapel time or bible moment for all classrooms
- Special visitors or programs for all classrooms
- PE and creative movement activities for all classrooms
- **One Day Fun Days** for all classrooms (Rainbow Day, Hibernation Day, etc.)
- **Clifford** Club for 3 year olds
- Field trips for 3, 4, and 5 year olds
- **ABC Music & Me** class for 3, 4, and 5 year olds
- **Get Set for School curriculum** for 3, 4, and 5 year olds  
**Get Set for School includes activities for Reading and Writing, Language and Literacy, and Numbers and Math**
- Health and nutrition curriculum activities for 3, 4, and 5 year olds
- **Alphabet Antic** Mondays for 3, 4, and 5 year olds
- **Froggy** or **Franklin** Fridays for 4 and 5 year olds
- **Hands on Standard** and **Everyday Math** curriculum fun for 3, 4, and 5 year olds
- **The Quirkles** Science curriculum for 4 and 5 year olds
- **Zoo-phonics: An Adventure in Learning** for 4 and 5 year olds

At each age level, we will provide children with topics, themes, and concepts within the framework of CPP's overall goals and according to appropriate development expectations. While not exhaustive or limiting, the following summarizes minimum program offerings for each age group:

### Toddlers

Christian ideals – sharing, caring, giving thanks, showing love  
Gain body control – fine and large motor skill  
Self-awareness - body parts  
Socialization skills (sharing)  
Eye-hand coordination  
Learn about rules and follows simple directions  
Language development – model correct pronunciation of words; expand on their own words; share books, nursery rhymes, fingerplays, music opportunities  
Counting 1 - 10  
Foster parallel play

### Two Year Olds

Christian ideals – sharing, caring, giving thanks, showing love  
Self-awareness: body parts  
Family relationships  
Fine motor skills  
Shapes and colors  
Five senses  
Animals  
Eye-hand coordination

Promote self-esteem  
Socialization skills  
Large motor skills  
Numbers 1 -5/ Counting 1 - 20  
Seasons  
Transportation  
Community helpers

## Two Year Olds cont'd

Learn about rules and follows simple directions  
Foster parallel play, introduce cooperative play  
Language development – model correct pronunciation of words; expand on their own words; share books, nursery rhymes, finger plays, music opportunities

## Three Year Olds

Self-awareness – body parts, growth, feelings, etc.  
Christian ideals – sharing caring, giving thanks, showing love  
Family relationships  
Health & safety habits  
Shapes and colors  
Sizes  
Seasons and weather  
Number Recognition 1 – 12  
Emotions  
Plants and planting  
Animals and habitats  
Large and fine motor skills  
Fairy tales, nursery rhymes, and other children's literature  
Foster pretend play  
Cutting skills – holding scissors correctly

Conflict resolution  
First name recognition  
Writing first name  
Five senses  
Calendar – simple concepts  
Counting 1 - 31  
Community helpers  
Transportation  
Holidays  
Foster cooperative play  
Bible stories/Bible verses  
Letter Recognition

## Four Year Olds

Self-awareness – body parts, growth, feelings, personal information  
Christian ideals – sharing, caring, giving thanks, showing love  
Family relationships  
Seasons and weather  
Name recognition (first and last)  
Writing name  
Health, nutrition, and food  
Safety – community, school, and home  
Transportation, machinery, and tools  
Magnets  
Emotions – explore and discover ways to cope  
Shapes, colors, sizes, five senses – review and expand  
Holiday – include culture awareness  
Numbers (1 – 20) – recognition and one-to-one correspondence  
Counting 1 – 31; exposure of counting by 5's and by 10's  
Fairy tales, nursery rhymes, and other children's literature  
Bible stories and prayer  
Conflict resolution  
Cutting Skills  
Kindergarten Readiness

Cooperative play  
Calendar – time concepts  
Spelling first name  
Addresses and phone numbers  
Growing cycles, life cycles  
Community helpers  
Weights and measurement  
Animals and habitats  
Large and fine motor skills  
Foster pretend play  
Holidays  
Letters and sounds