Games Theme
While playing various games throughout the unit, we practiced good sportsmanship, cooperation, developing strategies and accepting challenges. During our unit we concentrated on Math games, Language Arts games, Science/Sensory Games and game Creations and Variations.

During our circle times, we brainstormed a list of our favorite games, learned new vocabulary, created new games and enjoyed stories about games and game playing. Some of the stories we read included, Sportsmanship by Lucia Raatma, Games by Samantha Berger, Sam is Not a Loser by Thierry Robberecht, Look Closer by Peter Ziebel, I’ve Won, No I’ve Won, No I’ve Won by Lauren Child, Playing Marbles by Julie Brinckloe, and Hopscotch Around the World by Mary Lankford.

Throughout our game playing fun, the friends were encouraged to practice fair play, follow the directions, teach others the rules of the game, understand strategies and, of course, remember to tell their opponents “good game” at the end of the experience, regardless of the outcome.

Along with the excitement of the game playing, the Green Room was also excited to welcome new friends to our Science Center. Lilly and Gilly, our tadpole friends, have joined the Green Room and the friends are anxiously watching their metamorphosis. Caterpillars have arrived also, and we are waiting and watching their transformation into Monarch butterflies. The friends have learned about the life cycles of the frog and butterfly, and they are learning about the responsibilities of caring for the tadpoles and the caterpillars.
Math Games

We began our unit focusing on Math games. We played some familiar games and learned new games. In addition to practicing game playing skills, our activities and games specifically supported our math skill development. Creating *I Spy* locker tags and building a tower with 10 blocks allowed the friends to practice counting 10 objects. Number identification and naming was reinforced during the Lego comparison game. Shape identification and naming was the goal during the geoboard *Create a Shape* game. Experimenting with measuring allowed the friends to measure the height and length of objects using standard and non standard measuring tools. The *Parking Lot Game* provided practice in one to one correspondence and sorting in various ways. *Go Fish, Uno, Count Your Chickens* and *Don’t Spill the Beans* were familiar games that added to the development of math skills.

Tyler, Roxy and Emma count and stack 10 cubes.

Jacob plays the counting game *Count your Chickens*.

Hudson and Sardor play the *Parking Lot Game*. They counted and sorted cars according to the parking space.

Gwendolyn and Nola combine various shapes and build with magnetic shapes.

Daniel and Sammy count 10 items to add to their *I Spy* locker tag.

Roxy and Jemma play *Don’t Spill the Beans* and count how many beans spilled.

Ryan, Campbell, Judah and Maeve measure using unifix cubes.
During our week of Language Arts games, we opened the Green Room Post Office. While working in the post office, the friends practiced communication skills, cooperation skills and developed plans and strategies for responsibilities in the post office. The *Rhyming Words Game* allowed the friends to hear the words and identify the rhymes. Writing skills were practiced when the friends wrote the identified rhyming words. Letter identification skills were reinforced during the *Alphabet Race Game*. Pre-reading and early reading skills were supported when playing the game *Zingo*. Sequence stories encouraged story telling skills and identification of beginning, middle and end. The *Beginning Sound Game* helped develop beginning sound recognition. Using water colors to paint the letters helped develop letter formation.

Nola traces the path of curvy and zig zag lines.

Judah identifies rhyming words puzzle pieces and writes the words.

Sahil, Sara and Emma collage letters with various art materials.

Brylie plays the *What Rhymes?* game.

Hudson and Sardor draw pictures of Lilly and Gilly and practice writing their name.

Maeve plays *Zingo*.

Marley collages a letter with various art materials.

Jack and Sahil work in the Green Room Post Office.
Science and Sensory Games

Experimenting and exploring was the name of the game this week! Our senses were alive as we played *The Touch Game*, explored the worms, color mixed with shaving cream and food coloring, and played *The Five Senses Game*. We listened as the friends experimented with various musical instruments. The *How Tall Am I? Game* helped the friends name body parts and then measure the finished body. The *Sink or Float Game* provided the friends opportunities to make predictions and experiment with various objects to discover the result. Using the balance scale during the *What’s Heavier? Game* allowed the friends to use their observational and reasoning skills and test their predictions when comparing the weight of 2 items. The friends played the *Living vs. Non Living Game* and sorted the pictures to add them to a graph.

Gwendolyn plays *Sink or Float*.

Nola, Jemma and Emma play *I Spy* in the sandbox.

Max and Hudson play *The Five Senses* game.

Owen explores a worm.

Daniel, Nick, Jacob and Marley play *The Touch Game*.

Jillian and Emma play the *What’s Heavier?* game.

Mira experiments with a xylophone.

Jacob, Beau, Daniel and Sammy play the *How Tall Am I?* game.
Game Creations and Variations

During our last week, each circle time group planned and created a new game. Throughout the week, each group created their game and developed the rules and materials needed to play the game. On Friday of that week, we had a “game day” and each original game was available for all the friends to play. Mrs. Bird’s circle friends created a music and movement game. Mrs. Opferman’s friends created a team variation of Tic Tac Toe using rocks that they painted as the markers. Mrs. Solomon’s friends created a Hopscotch board. Mrs. Wendolowski’s friends created The Green Room board game. Photographs of each afternoon friend were on the game board along with a direction to follow. Throughout the theme, the friends worked together to create a new set of Dominos for the Green Room. They sawed the wood, sanded the rectangular shape and added dots with markers to represent the number. The friends were introduced to their teachers’ favorite traditional games such as Marbles, Tiddly Winks, Jacks, Hopscotch, and Mousetrap. While learning these games, we discussed possible variations to try when playing. For example, after learning how to play Jacks, the friends were taught Korean Jacks or “Gonggi”, which is a variation of American Jacks. Creative changes were suggested while playing Marbles, Mousetrap, Tic Tac Toe, and Freeze Dance.
Charlotte sands the wood for the Green Room domino set.

Ethan saws the wood for the Green Room Domino set.

Owen, Finn, Mira and Emma play Marbles.

Roxy, Sardor and Tyler learn how to play Korean Jacks (Gonngi).

The friends play Protect the Pin, a variation of bowling.

Rhys and Hudson play Jenga and Build the Bones, a variation of Jenga.

Green Room Visitors

Irv Kaufmann, from the Pittsburgh Symphony visited with various instruments.

Roxy’s brother Zen, visited and shared a story with her circle time friends.

Nurse Ginny visited and reminded us about the importance of proper hand washing.

Jack’s sister, Anna visited and read to his circle time friends.

Ms Lauren visited and shared music and movement experiences with us.

Judah’s brother Ari, visited and read to his circle time friends.
Birthday Celebrations

Jemma’s Mom visited to celebrate her 4 1/2 birthday.

Matti celebrated his 5th birthday.

Max’s Mom visited to celebrate his 5th birthday.

Nick’s Parents visited to celebrate his 5th birthday.

Camryn celebrated her 5th birthday.

Sammy’s Mom and Aunt visited to celebrate his 5th birthday.