

Albert Starts School

Printable Activity Page 1
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PIN THE DAY!

For the class you will need:

-  A Days of the Week cardboard poster
-  10 clothespins, labeled



Getting Ready

- ▶ Prepare a large rectangular cardboard poster strip with the seven days of the week printed vertically from top to bottom.
- ▶ Using a black marker, print the days of the week on seven different clothespins.
- ▶ Using a red marker, print the words **Today**, **Tomorrow**, and **Yesterday** on three different clothespins.

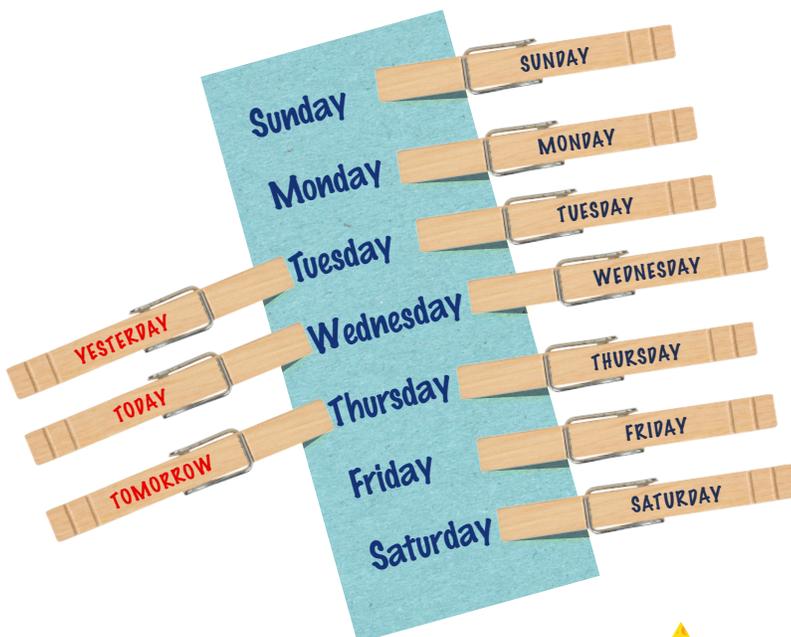
Using the Activity Daily

Present the cardboard poster of the days of the week and the labeled clothespins.

- ▶ Begin by reviewing the days of the week starting with Sunday.
- ▶ Have the children take turns pinning the days of the week on the right side of the strip. As each day is pinned, have the child announce the name of the day to the class.

- ▶ Ask the children, "What day is it today?" Have a volunteer place the clothespin marked **Today** on the left of the corresponding day.
- ▶ Repeat the same steps for tomorrow and yesterday.

Be sure to place the Days of the Week poster where children can see it every day.



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PICK-UP DAYS!

For each pair of players, you will need:

 14 craft sticks, 4 1/2 in. by 3/8 in.

 2 shoebox lids with labeled slots to hold the sticks in place

Getting Ready

For each game set, prepare these materials.

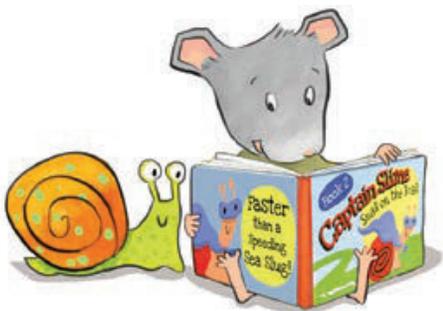
- ▶ Two sets of seven craft sticks. Use a black marker to label each craft stick with one of the days of the week.
- ▶ Two shoebox lids with seven slots in each lid. Label each slot with a day of the week.



Let's Play!

Divide players into groups of two. Present the cardboard poster of the days of the week and the labeled clothespins.

- ▶ Give each player a shoebox lid.
- ▶ Have one player gather up all 14 craft sticks in one hand and release them onto a tabletop.
- ▶ Players take turns picking up sticks to fill in the corresponding seven slots on their lids. The first player begins carefully picking up sticks one at a time. If another stick is moved while trying to pick up a stick, then that player's turn has ended and the next player takes a turn.
- ▶ The first player to pick up the sticks for all seven days of the week and place them in his or her lid in the correct order is the WINNER!



WHAT DAY IS MISSING? A GAME FOR DETECTIVES!

(You may play this with a large group on a rug or with a small group at a table.)

For the group you will need:

 7 large-size index cards



Getting Ready

- ▶ Using a black marker and printing as large as possible, write the name of one of the days of the week on each of the seven index cards.

How to Play:

- ▶ Begin by using the cards to review the days of the week. Be sure to keep them in their correct order.
- ▶ Place the seven cards, face up and in order from left to right, in front of the players.



- ▶ Tell the children to close their eyes. While everyone has their eyes closed, remove one card.



- ▶ Have children open their eyes. Ask: "Who can tell us what day is missing?" Repeat this three or four times.
- ▶ As a challenge, increase the number of missing cards to two. Repeat this several times.



Super Detective Bonus Fun

Take all seven flashcards away, mix them up, and have the children take turns putting them in their correct order. Be sure to reward everyone for their best efforts!

