

## FEBRUARY TEACHER GUIDE FRIENDLY TRAITS

Weeks 21–24 Themes: Real-Life Heroes • Communicating With Others Dental Health • Instrument Exploration © Highlights for Children. All rights reserved.

## FEBRUARY COLLECTION Real-Life Heroes

This week's theme, **Real-Life Heroes**, will introduce the children to an array of individuals who inspire and make a positive impact on our world. From doctors, teachers, sports figures, community helpers, and more, your preschoolers will discover that not all heroes wear capes, inspiring them to dream big and make a difference!

Emotions play a significant role in a child's social and emotional development, and teaching young children about emotions is not just about recognizing happy and sad faces; it is about helping children understand, express, and manage their feelings in a healthy and constructive way. Your students will learn how to express the ways they care for their friends, family, and community around them.

The concept of voting will also be introduced this week and throughout the month ahead. Voting may seem complicated for preschoolers, but by making it a fun and interactive process, you can help your preschoolers understand the value of democracy, cooperation, and decision-making in a way that resonates with their young minds.

This week is packed with a lot of exciting topics to share with your students, so grab your cape and fly into this week's fun!

### Materials to Gather

- Cardboard box
- □ The children's baby photos
- Magazines
- Brass fasteners
- Assorted beans

- Construction paper in diverse skin-tone colors
- □ Ice-cube tray
- Pipettes
- Small plastic hearts

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# Free Trial REAL-LIFE HEROES



#### Imagination



#### **Community Heroes Dress-Up**

The children put on costumes of different community heroes and engage in role-play scenarios related to each hero's role.

#### Sports Heroes Dress-Up

The children dress up as various sports heroes, engage in imaginative play related to each sport, and discuss the inspiring impact of these figures.



**Developmental Objectives:** CE 4

## Creativity



#### **Hearts for Heroes**

The children decorate a heart card for a hero in their life.

#### Peace With Martin Luther King Jr.

The children paint paper plates using various skin-

tone colors, and after the plates dry, they remove masking tape to reveal a peace sign.



Developmental Objectives: CE 1, CC 1

### Sensory & Nature



#### Learning About Sharks With Eugenie "Shark Lady" Clark

The children learn about Eugenie Clark, observe "shark" balloons floating in water,

and discuss sharks' ability to float.

#### All Kinds of Heroes

The children play in a sensory bin and discuss the beauty of our differences and our shared qualities.



Developmental Objectives: S 2, S 3, S 1, CC 2, PD 1

## Design & Build

#### Animal Rescue

The children use blocks and toy vehicles to "rescue" stuffed animals, discussing ways to help the animals in their pretend rescue center.

#### **Everyday Heroes**

The children build scenes with colorful plastic bricks and use figurines to role-play scenarios where everyday heroes help others.



Developmental Objectives: M 2, LR 3

## LEARNING LAB

# Animal Rescue

DESIGN AND BUILD

What hidden objects can you find in this Hidden Pictures puzzle?



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## **LEARNING LAB**

**DESIGN AND BUILD** 



## **Animal Rescue**

## Materials:

stuffed animals, blocks, toy vehicles

## **Independent Play:**

- 1. Encourage imaginative play where the children are heroes who rescue animals, represented by the stuffed animals, using the blocks and vehicles.
- 2. Engage the children in discussions with open-ended questions, such as, "How can you help the animals?"
- 3. Optional: Encourage the children to try the activity on the front of this card.

### Nurture:

Provide a simple story prompt to give direction. For example, "The teddy bear is stuck on top of a tall block tower. How can we help him get down?"

### **Enhance:**

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Introduce multi-step problems. For instance, "The cat is stuck in a tree, but there's a river blocking the way. How can you first cross the river and then save the cat?"



**Developmental Objectives** M 2, LR 3

#### Card W21 LL15