

Junior K Block Play

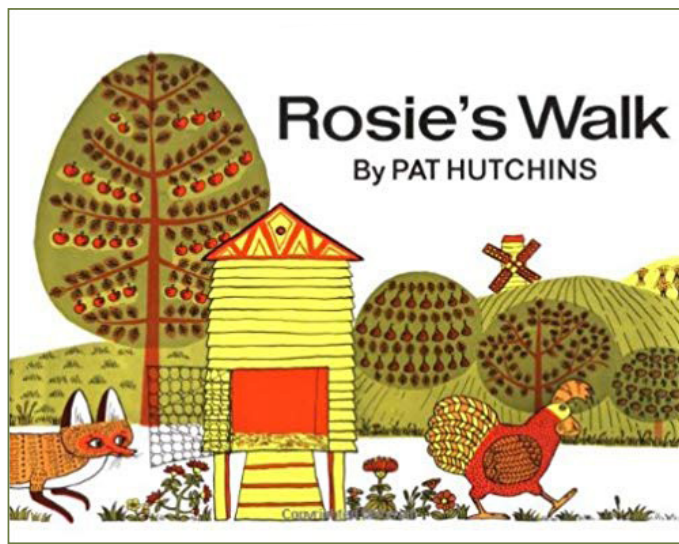
September

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Rosie's Walk

By Pat Hutchins



*“Rosie the hen
went for a walk.”*



Book Overview

Rosie's Walk is a delightful story about Rosie the hen who leaves her chicken coop. As she sets out on her walk, a sly fox follows closely behind trying, unsuccessfully, to catch her. Rosie unintentionally leads the fox on an obstacle course which eventually takes her safely back to the coop.



Vocabulary

across, around, over, through, under, beside



Mapping

Mapping Activity 01—Map Rosie’s Walk. The materials you will need for this activity are butcher paper, white school glue, adult and child scissors, a pencil, colored pencils, cardstock, and a popsicle /craft stick or two. Depending on which method you choose, you might need access to a copier and cardstock. In this activity, you will choose to either draw quick pictures of the places Rosie went on her walk directly onto the map with your child or photocopy the places from the book. If you copy them, do so in black and white, and have your child color them. They will look more individualized on the map that way. The goal for this activity is not to draw high quality pictures, but to use directional words, interact with the places Rosie went on a map, and to practice placing things spatially on a map.

Before beginning the activity, reread *Rosie’s Walk*. When you are done, turn back to the title page, and draw your child’s attention to the picture of Rosie’s farm. The author has included all the places Rosie visited, so see if your child can find each of them. For each place that Rosie went, ask your child if they remember what Rosie did when she got there. Once you have reviewed all the places, tell your child that they will be making a map of Rosie’s farm. Take out the butcher paper, cut off an approximately 2 foot piece, and lay it on the floor or table. Make sure to have the book handy so you can refer to it. Work with your child to decide where to put the first place Rosie visited. If you chose to draw the locations, ask your child to use a pencil to make the drawing and then the colored pencils to give it color. If you are using a copied picture, also give your child the colored pencils to color the picture before they cut it out and glue it to the proper location on the butcher paper map. When finding the locations on the map for the different places Rosie went, don’t forget to use the directional vocabulary words. Repeat this process with all of the places Rosie visited. Next, have your child draw a path connecting all the locations and make sure that the path ends back at her coop.

Now, it’s time to put Rosie on the map. Find a picture of Rosie to either draw or to make a copy of. If you chose to draw her, do so on a white sheet of cardstock so your child can color her in more easily. You are also welcome to let your child draw Rosie if they would like to. If you are copying, do so in black and white so that your child can also color Rosie. Either way, ask your child to cut Rosie out, and glue it on a popsicle stick for a puppet. Glue the stick so that the extra sticks up instead of down, that way your child can hold the top and make Rosie walk along her path. Invite your child to have Rosie walk along her path



as you give them directions on where Rosie should go. Your child might also wish to make a stick puppet of the fox. Feel free to have them add trees, rocks, bridges, streams, etc. for Rosie to have to walk around to practice more directional vocabulary.

Mapping Activity 02—Follow The Leader. This activity can be done either inside or outside. You do not need any materials, just a space that has things you can go over, under, across, around, and through. If it's a nice day and you live near a park, then pack a picnic and head on over. However if you need to stay inside, this activity can easily be adapted for that. Tell your child that they are going to take a walk like Rosie except that they won't be on a farm; their walk will take place either at a park, in a backyard, or inside a house or school. Tell your child they get to decide where to go and you will follow along. Remind them to use the directional words from the story as well as others, such as under, across, around, through, inside, outside, and over. Find a starting place together, and have your child mentally map out a route as they go. Tell them they can go inside the bathtub, climb over the bed, climb under the table, walk around the couch, etc. Have fun with this. When your child is finished, then it's your turn to lead your child on a path. After you have both had a chance to lead, revisit all the places your child had you go, and ask your child if they remember what they had you do in each place. Then, revisit the places you had your child go and see if they can remember what they had to do in each place. This is a fun game that you can play anytime you need a filler activity. Repeat it as often as you would like.



Building

Building Activity 01—Build Rosie's Coop. The materials you need for this activity are unit blocks and the book, *Rosie's Walk*. Before you begin, bring out the book and show your child Rosie's coop. Involve them in discussion about it and ask them to describe it. "Is it flat on the ground or elevated? How does Rosie get into her coop? What shape is the roof? What shape is the body of the coop?" Now, take out the unit blocks and look through them together. Tell your child that they are going to use the blocks to build Rosie's coop. Discuss with them which blocks they would like to start with. It is important for you to resist the urge to direct your child. Whether or not the end result looks like Rosie's coop is not important; it is the process that your child goes through that holds the value. Take a moment, sit back, and allow your child's creativity to take over.



When I did this with my son, I was amazed at what he came up with. In my wildest dreams, I never would have imagined being able to conceptualize the coop looking the way it did when he was complete. When he started building, it fell down several times, but instead of getting frustrated, it was a wonderful opportunity for him to push through and try something different. He went through a few different iterations of it, with the roof one way, then another, and then still another. When children are given an opportunity to wrestle with something, they learn to persevere, which is a skill that they will need as they get older. You are the one who knows your child and how far to let them wrestle, but often, we step in a little too early. I find it helpful to ask questions when my child is beginning to feel frustrated. Since my son is a little older than your child, the pictures that are included are meant to show you the progression of his coop, not something to model after or compare to.

Building Activity 02—Build Rosie's Farm. For this activity, you will need unit blocks and farm animals. Before you begin building, look through the book together, and ask your child some questions about what they would see on a farm. "What kinds of animals and buildings do you see? What makes a farm different from other places? Would you find a farm in the city or the country?" Now, invite your child to use their blocks and farm animals to build their very own farm. If you still have Rosie's coop up, they can build near that so the coop can be on the farm. Start by asking them to plan out where they will put everything. Where will their animals live? If the weather is nice, it might be fun to take this activity outside. As your child is





building, ask them to describe what they are doing. Stay connected and engaged while they are building, and you will marvel at the wonder and creativity in your child's mind.



Puzzles & Shapes

Puzzles & Shapes Activity 01—"I Spy" Shapes. The only material you need for this activity is the book of the month. *Rosie's Walk* is filled with many recognizable shapes. Find a comfy place to sit with your child while you open up the book and play a fun "I Spy" game of shapes. If you aren't familiar with the game "I Spy" it goes something like this: Say to your child, "I spy with my little eye a shape that is orange and has three sides." Then your child tries to find something that fits that description. If they need more clues, give them the clues by using the directional vocabulary words for the item's location on the page. After they find that shape, continue to give them more to find by using color, number of sides, and things like straight or curvy, tall or short. Take turns with your child playing the game. Ask a few questions per page, then turn to the next until you finish the book. This is a fun game that can be played almost anywhere.

Puzzles & Shapes Activity 02—Outline Puzzle. This activity requires you to make the puzzles in advance of the lesson. The materials you will need are the colorful wood blocks, construction paper, a pencil, and a Sharpie marker.

To prepare the first puzzle, lay a piece of paper on a table or hard surface. Decide what shape you would like to make, but keep it farm related, such as a coop, beehive, barn, etc. You are going to build the puzzle flat on the paper. Lay out the blocks directly on top of the paper, trying to keep the number of blocks you use to no more than 10. Once you are done, get your pencil and trace around the perimeter of your puzzle to make the outline. Once you move the blocks away, trace over the pencil in a Sharpie to make the outline stand out more. Repeat these steps to make a few more outline puzzles. Your child is going to recreate the coop (or what you built) by using the same blocks and making them fit in the outline. If you think this will be too tricky for your child, then you can trace each individual block inside the outline to help them know where to place the blocks. You can even make the paper reversible, where one side has each block traced and the other only has the outline. Sometimes, just tracing one whole block is enough to get them started. It also helps to only give them the blocks they need.



You might want to write on each paper which blocks to use so you don't forget. For longevity, you can laminate or use contact paper on both sides of these puzzle papers.

Now it is time for your child to play with the puzzles. Invite them to the table, and set out one of the traced puzzles. Hand your child the various blocks you used, and see if they can recreate the building by putting the blocks inside the shapes, making sure to match sides and corners. If it proves to be too tricky, you can flip it over to the side with the individual blocks, if you made them this way. You can also give them a clue by showing them where one block goes, then letting them work out the rest from there. Let your child work on each puzzle, and save them to use again and again.



Extension Activities

Extension Activity 01—Painting with Warm Colors. *Rosie's Walk* is full of warm colors. The materials you will need for this activity are tempera paints, paintbrushes, glass jars for paint, a paint palette or plate, a jar of water, and cardstock. Before beginning, pull out the book, *Rosie's Walk*, and ask your child what colors they see. With your child, discuss how Pat Hutchins, the author/illustrator, uses primarily warm colors for the illustrations. Take out the yellow, red, blue, white, and black paints. Tell your child they will be mixing the paints together to make the colors in the story. Invite your child to start by putting some yellow in a jar, and add a little bit of red to make the secondary color orange. Have them stir it up well so that it is fully mixed. Draw your child's attention to the different variations of orange in the book, from dark to light. Guide them to experiment mixing to see if they can make the different shades by putting blobs of orange paint from the jar onto a plate or palette and then adding bits of black or white to them to make the different shades. Have your child repeat these steps by mixing blue and yellow to make green. Ask them to add in either black or white to darken or lighten the green. Get out the cardstock and have your child use these new colors, along with the warm primary colors, to paint a picture of their choosing.

Extension Activity 02—Make a Ramp. Your child gets to explore the simple machine of an inclined plane with this activity. You will only need unit blocks for this activity. In the story, there is a coop with a ramp that Rosie walks up to get inside. Explain to your child that a ramp is a sloping surface that Rosie used to get from one level to the next.



Because Rosie's coop was on stilts, she needed a ramp to get inside. Discuss with your child other places or things that have ramps. Some examples are moving vans have ramps to get the furniture inside, stores have them to deliver heavy cargo, buildings have them for accessible access, parking garages have them for cars to drive on, etc. Tell your child that they get to build a ramp, and ask them where they want to make their ramp. Help them gather the blocks they want to use, and invite them to begin planning and building. Watch them first without offering any suggestions to see what they will make. If they ask you for help, try to encourage them to figure it out for themselves. Of course, there is a fine balance between encouraging support and putting your child in a stressful position. You know your child best and when to step in, but as stated before, sometimes we tend to step in too quickly. Allowing your child some time to grapple with a problem is good. It teaches them important problem-solving skills that they will draw on their whole life. If they do need your assistance, you can start by asking them questions to help lead them to figuring out the solutions on their own. Once your child has built a ramp, have them share with you how they built it.

Now, ask your child how they will use the ramp. If they have toy cars, they could drive the toy cars up up the ramps and let them roll down. Balls are also a fun toy to roll down a ramp. Invite your child to look around the house or room and collect things they think will go down a ramp. Suggest trying something that doesn't roll so they can make inferences from that. Ask them, "Can you roll a block down the ramp?" Continue experimenting with different objects. They can even make the ramp taller so that the block does slide down.

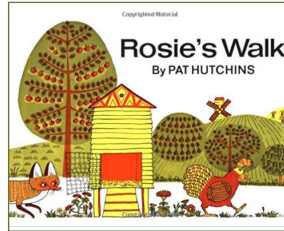
Extension Activity 03—How High Can You Build It? To practice building tall towers, you need the colorful wooden blocks and our book of the month. Have your child gather their colorful blocks and bring them to a table or the floor, but you want a stable surface to work on. Take out the book *Rosie's Walk* and flip through the pages, pointing out the various heights of the farm structures to your child. Tell your child that they will practice building a tall tower, like the mill or the grain silo, as high as they can build until it falls. It can be disappointing for children when towers fall, but letting them know up front that we are expecting them to fall will help them not be disappointed. Have them experiment with different foundations. Ask them to try building with a small block on the bottom and then work your way up to a large stable foundation. How high can they build the tower? What happens if they build starting with a large block? How high can they build then? Have your child build a few more towers with different bases before joining in to see who can build the tallest tower. After that, you can try building



one together, each taking turns adding a block. How high can you get it together before it falls? Ask your child what they noticed about the different towers? Have a discussion with your child about how to build tall towers and what they learned from this experimentation together.



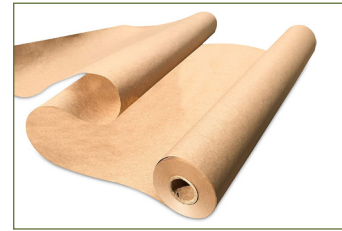
Materials



Rosie's Walk



Farm Animals



Butcher Paper

Cardstock
Colored Pencils
Colorful Wood Blocks
Construction Paper
Glass Jars for Paint
Jar of Water
Paint Palette or Plate

Paintbrushes
Pencil/Pen
Popsicle Sticks
Scissors, adult and child
Sharpie Marker
Standard Unit Blocks
Tempera Paints
White School Glue



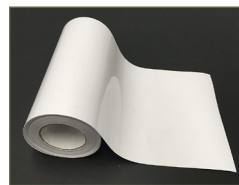
Recommended Products



Plush Hen



Folding Wooden Barn



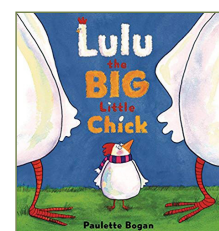
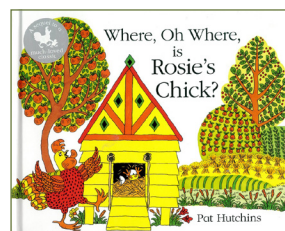
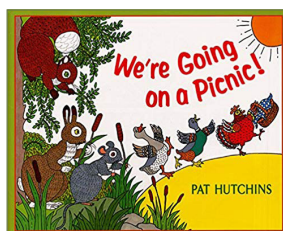
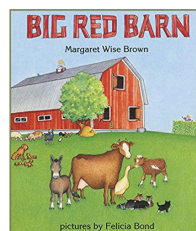
Clear Contact Paper



Playmobil Farm Animals



Recommended Books



Expressions of Gratitude

Thank you to my friend and colleague, Susie, who has steadfastly stood by giving me words of encouragement, a listening ear, and grace as I embarked on this journey.

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References

Blocks and Beyond by Mary Jo Pollman