

CLASSROOM GOALS

Three-year-olds

These classroom/curriculum goals have been developed to make you aware of some of what your child will be exposed to throughout the year. This is not a guarantee that every child will fully master all concepts. Each child has their own individual developmental time table.

BIBLE

- To know God loves and cares for us
- To know God created all things
- To know God made them and they are special
- To realize that the Bible is God's Word and is true
- To learn that prayer is talking to God just like talking to a friend
- To teach and model Godly character through stories, experiences and daily life situations



SOCIAL

- To help parent & child separate easily
- To work and play cooperatively, sharing and taking turns
- To know there is a time to talk and a time to listen
- To sit and listen for short group time
- To follow simple directions
- To learn and practice good manners
- To verbally express feelings



PRACTICAL CLASSROOM & LIFE SKILLS

- To show respect for teachers and fellow students
- To encourage responsibility for self and things and age-appropriate independence
- To have a very positive first-time school experience (one where they are eager to come and learn)
- To develop self-help skills
- To cooperate in classroom routines
- To recognize personal space

FINE MOTOR

- To work on developing and strengthening eye-hand coordination
- To work on developing and strengthening small muscles of fingers and hands
- To work on pre-writing skills of tracing
- To learn and practice basic scissor skills
- To learn how to hold pencil
- To complete a 6-8 piece puzzle

ART

- To identify & name 8 basic colors
- To expose children to a variety of art experiences
- To encourage creativity

GROSS MOTOR

- To exercise muscles in many fun large motor activities
- To throw a ball overhand with two hands
- To catch a 10" ball
- To throw a small object overhand with one hand
- To balance on one foot
- To practice jumping
- To walk up and down stairs



PRE-READING/LANGUAGE

- To recognize name (concept of upper/lower case letters in name)
- To cultivate the love of stories & reading
- To introduce upper case letters
- To introduce rhymes
- To introduce syllables and beginning sounds in alphabet letters
- To introduce opposites
- To introduce positional words
- To build language and vocabulary

MATH

- To identify and name 8 basic shapes
- To introduce numbers and rote counting 0 to 10
- To build with blocks
- To begin sorting and matching skills
- To build math language and vocabulary
- To recognize more and less in groups of objects
- To introduce patterns



SCIENCE

- To realize that God created everything
- To name major body parts
- To have numerous hands-on opportunities
- To provide sensory experiences
- To introduce the concept of seasons
- To name and classify common farm & zoo animals
- To build science language and vocabulary

MUSIC

- To expose children to singing and music
- To foster listening skills and rhythm
- To encourage movement and enjoyment of music
- To practice memorization & language

