

Ten in the Bed
by Penny Dale

LEARNING THROUGH STORIES



Ten in the Bed

Monday

Tuesday

Wednesday

Thursday

Friday

Literacy

"There were ten in the bed, and the little one said, 'Roll over!'" This fun and repetitive book is wonderful for beginning readers. Learn to read animal names, sound words, number words, and whole sentences!

Pillow dough writing

Phonics quilt

Reading readiness

Draw the word

Find the alphabet

Math

Beds, pillows, blankets, and animals! This week we are using all the different parts of the book to practice our math skills. Get ready for some bedtime fun!

Pillows on the bed

Who needs the most room?

How many in the bed?

How do you sleep?

Roll and cover

Art

Let's really immerse ourselves in the theme of this week's book by making quilts, blankets, puppets, and even one-of-a-kind pajamas!

Weave a quilt

Trace and cut

Character puppets

Tie dye doll blanket

Pajama party

STEM & Makerspace

Put on your thinking hats and turn your imagination dial all the way up, let's get to making! We will be experiencing all four parts of STEM this week: Science, Technology, Engineering, and Math

The strongest bed

Who weighs more?

How many can fit?

Don't break the bed

Help me get to bed

Gross Motor

"You can discover more about a person in one hour of play than a year of conversation." -Plato

Let's have fun and use our imagination to help our brains and bodies grow!

Jump into bed

Bunny hopscotch

Leap frog

Giddy-up horsey

Pillow fight!



LITERACY

Learning Outcome: The children through the following activities will enhance literacy and language development. The children will strengthen their fine motor skills through these activities.

Monday

Tuesday

Wednesday

Thursday

Friday

Vocabulary Words: bed, little, roll, fell, cold, hedgehog, zebra, mouse, bear, sheep, rabbit
Note to Parents: Help your child also begin to recognize the number words (one through ten) in this book.

Pillow dough writing

Phonics quilt

Reading readiness

Draw the word

Find the alphabet

Materials: cornstarch, hair conditioner, large bowl, spatula, pencil, vocabulary word cards

Materials: "Phonics quilt" printable, scissors, glue, markers or crayons

Materials: "Reading readiness" printable

Materials: vocabulary word cards, paper, crayons or markers

Materials: alphabet cards (store-bought or make your own on sticky notes or index cards)

Instructions:

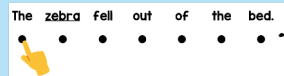
- Step 1:** Gather your materials.
- Step 2:** Make your "pillow dough":
- In a large bowl, mix together 1 cup of hair conditioner and 2 cups of cornstarch.
 - If the dough is too sticky, add more cornstarch
 - If the dough is too dry, add more conditioner
 - The dough should be stretchy and pliable, but not sticky.
 - Place it on a clean, dry surface and flatten it out so you can write your vocabulary words in it.
- Step 3:** Have fun using the pencil to write each of your vocabulary words in the pillow dough! Don't forget to store the dough in a zip-top bag when you are done!

Instructions:

- Step 1:** Gather your materials and print the "Phonics quilt" printable.
- Step 2:** Color the pictures.
- Step 3:** Cut out the pictures and set them aside.
- Step 4:** Pick up the first picture and say the word that it represents.
- Step 5:** Listen to the beginning sound of that word. What letter makes that sound?
- Step 6:** Find the matching letter on the quilt and glue the picture on top.
- Step 7:** Keep going until you match all the pictures to their beginning letter sounds.

Instructions:

- Step 1:** Print the "Reading readiness" printable and sit down with a parent.
- Step 2:** Point to the first sentence and place your finger on the dot under the first word.
- Step 3:** Say the sentence one word at a time, pointing to each dot as you read each word.
- Step 4:** Notice that the animal word changes in each sentence. Use the picture clue to help you read the word.
- Step 5:** Have fun learning to read!

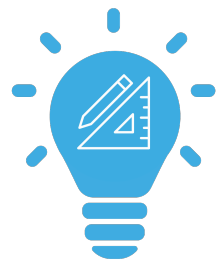


Instructions:

- Step 1:** Gather your supplies.
- Step 2:** Read the first vocabulary word card.
- Step 3:** Say the word out loud.
- Step 4:** Draw a picture that represents the word on a piece of paper.
- Step 5:** Have fun and share your picture words with a friend!

Instructions:

- Step 1:** Grab your alphabet cards.
- Step 2:** Pick up the first letter card and read it out loud.
- Step 3:** Go hunt the house for an object that starts with that letter.
- Step 4:** Place your object with its matching letter card.
- Step 5:** Pick the next letter card and find the next object!
- Step 6:** Keep finding objects for all the letters in the alphabet. Were there any letters you could not find?
- Challenge:** Set a timer for each letter card and try to beat the clock finding objects!



MATH

Learning Outcome: The children will develop and strengthen their mathematical thinking, communication, and social skills.

Monday

Pillows on the Bed

Use playing cards to find out how many playdough pillows need to go on the bed.

Materials: playing cards, playdough, paper, markers or crayons

Instructions:

Step 1: Gather your materials.

Tip: Remove the face cards from the deck, leaving only the number cards.

Step 2: Get creative and draw a large bed on a sheet of paper.

Step 3: Pick a playing card and read the number.

Step 4: Roll out the matching number of playdough "pillows."

Step 5: Clear the bed and pick a new card, then make the new number of pillows out of playdough.

Step 6: Keep playing and counting and have fun!

Tuesday

Who Needs the Most Room?

Help the little one measure the animals to see who needs the most room in the bed.

Materials: "Who Needs More Room" printable packet, pencil

Instructions:

Step 1: Print the "Who Needs More Room" printable packet. This includes:

- Worksheet
- Paw Print Ruler
- 6 Animal Measuring Cards

Step 2: Use the paw print ruler to measure how many paw prints tall each animal is.

Step 3: Write your measurements on the worksheet.

Step 4: Have fun learning how to measure!

Wednesday

How Many in the Bed?

Practice your subtraction skills to complete the number problems to see how many animals are left in bed.

Materials: "How Many in the Bed - PreK Math" printable, pencil

Instructions:

Step 1: Print the "How Many in the Bed - PreK Math" printable and get your pencil ready.

Step 2: Follow the directions on the worksheet and solve the math problem.

Option: Use your character puppet sticks (Wednesday's Art project) to help you count!

Step 3: When you're all done, try practicing your addition skills using your character puppets!

Step 4: Have fun!

Thursday

How Do You Sleep?

Survey your family and friends to find out how they like to sleep, then create a graph to show your data.

Materials: paper, pencil, markers or crayons

Instructions:

Step 1: Go around and ask your family members and friends how they like to sleep. Some options could be:

- With a stuffed animal
- With a blankie
- With a nightlight
- In the dark

Be sure to write down your survey answers as you go!

Step 2: Create a graph to show your findings.

1. Make columns for each of the categories.
2. Color in the number of boxes for each person who said yes to that category.
3. Give your graph a title!

Step 3: Share your graph with your family and friends!

Friday

Roll and Cover

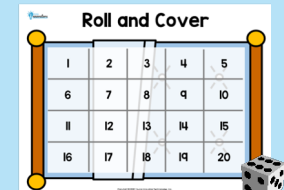
The little one told the others to roll over, but this time you are going to roll the dice to see who can cover their bed with pillows first.

Materials: "Roll and Cover" printable, one die, cotton balls

Instructions:

Step 1: Gather your materials and print the "Roll and Cover" game printable.

Option: If you don't have a printer available, get creative and make your own bed grid!



Step 2: Roll the die and count the number. Place the correct number of cotton ball "pillows" on the bed. (i.e. If you roll a 5, place 5 pillows on the bed on spots 1-5.)

Step 3: Continue rolling until you place all 20 pillows on the bed, counting on as you go.

Step 4: Have fun and play against a friend, taking turns to see who can cover their bed first!



ART

Learning Outcome: The children will enhance their arts creativity by re-enacting the tale over and over, and then perform their versions of the story.

Monday

Weave a Quilt

Weave together strips of paper to make your own unique quilt.

Materials: different colored sheets of paper, scissors, glue

Instructions:

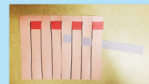
Step 1: Parents, cut strips of different colored paper approximately one inch wide. (Tip: Fold the paper in half length-wise 3 times to create 8 equal strips.)



Step 2: Parents, turn a sheet of paper horizontally and draw 8 equal lines going up the paper, stopping about an inch from the top. Then have your child cut up the lines, being careful not to cut all the way through.



Step 3: Let your child weave the paper strips in and out of the cut sheet, alternating colors as they go. (Tip: Glue the ends of each strip down after completing each row to help the strips stay in place.)



Step 4: The quilt is done, great job!



Tuesday

Trace and Cut

Help the animals from the story get to their favorite bedtime snacks.

Materials: "Trace and Cut" printable, scissors, crayons or markers

Instructions:

Step 1: Gather your materials and print out the "Trace and Cut" printable.

Step 2: Follow the instructions on the worksheet (tracing first, then cutting).

Step 3: Try making your own trace and cut activities to build your fine motor skills, and as always, have fun!

Wednesday

Character Puppets

Make your own craft stick puppets to go along with the story.

Materials: paper, scissors, crayons or makers, 10 wood craft sticks, glue

Instructions:

Step 1: Gather your materials.

Step 2: Draw and color each of the ten characters from the story:

1. Hedgehog
2. Mouse
3. Nellie - elephant
4. Zebra
5. Ted - teddy bear
6. Rabbit
7. Croc - crocodile
8. Bear
9. Sheep
10. "The Little One" - make this one look like YOU! ☺

Step 3: Cut out your beautiful drawings.

Step 4: Glue them onto the ten craft sticks.

Step 5: Reread the story and act it out using your character puppets!

Step 6: Have fun!

Thursday

Tie Dye Doll Blanket

Make a beautiful tie dye blanket using a baby wipe and markers!

Materials: baby wipes, markers, rubber bands, paper towels

Instructions:

Step 1: Gather your materials.

Step 2: Take one baby wipe and pinch the center and hold it in your hand.

Step 3: Twist the wipe.

Step 4: Carefully wrap a few rubber bands in different positions around your wipe to keep it twisted.

Step 5: Use the markers to color the different sections of the wipe.

Tip: The more the marker gets into the folds of the wipe, the more vibrant the colors will be.

Step 6: Gently remove the rubber bands and untwist the wipe.

Step 7: Lay the wet wipe flat on a paper towel until it has completely dried.

Step 8: Admire your beautiful little tie dye

Friday

Pajama Party

Become a fashion designer and decorate your own pair of PJ's!

Materials: "Pajama Party" printable, crayons or markers, other crafty decorations (optional)

Instructions:

Step 1: Gather your materials and print out the "Pajama Party" printable.

Option: If you don't have a printer available, draw your own pajama shirt and pants, or maybe a pajama dress! Get creative!

Step 2: Get creative and go crazy decorating your own, one-of-a-kind pajamas!

Try adding things like ribbons, buttons, pompoms, sequins, or glitter to make your PJ's really shine!

Step 3: Take a picture of your snazzy jammies and share it on social media so others can see your creativity!



STEM & MAKERSPACE

Learning Outcome: The children will use their creativity and enhance their scientific thinking and communication skills. Children will learn to predict, observe, record, and analyze the data.

Monday	Tuesday	Wednesday	Thursday	Friday
The strongest bed	Who weighs more?	How many can fit?	Don't break the bed	Help me get to bed
<i>Materials:</i> straws, tape, stuffed animal/doll	<i>Materials:</i> clothes hanger, yarn, scissors, 2 disposable cups, small objects to weigh	<i>Materials:</i> straw or eye dropper, cup of water, coin, napkin	<i>Materials:</i> cup, tissue, rubber band, pennies (or similar small weights)	<i>Materials:</i> Coding Grid printable, small animal figurine, pencil, markers or crayons
<p>Instructions:</p> <p>Step 1: Gather all of your materials.</p> <p>Step 2: Using only straws and tape, create the best bed you can that will fit your stuffed animal or doll.</p> <p>Step 3: Test your bed's strength by placing your stuffed animal or doll on top.</p> <p>Step 4: How strong was your bed? Did it hold your toy or did it break? How could you make it stronger?</p> <p>Step 5: Keep designing and have fun!</p>	<p>Instructions:</p> <p>Step 1: Gather all of your materials. Optional: Print out the "Who Weighs More" worksheet to record your findings!</p> <p>Step 2: To create your balance scale:</p> <ol style="list-style-type: none"> 1. Poke holes in the sides of the two cups and string the yarn through them. 2. String the cups on either end of the clothes hanger. 3. Hang the hanger on a door knob and your scale is ready to use! <p><i>Tip: Make sure that the yarn to hang the cups is the same length so the scale is balanced.</i></p> <p>Step 3: Find small objects around the house to place in your cups.</p> <p>Step 4: Before you weigh your objects, make a prediction which will weigh more. Then, place one object in each cup to find out!</p> <p>Step 5: If you printed the worksheet, record your results. You can draw pictures of the objects you weighed to record which weighed more and which weighed less.</p> <p>Step 6: Keep weighing and have fun!</p>	<p>Instructions:</p> <p>Step 1: Gather all of your materials.</p> <p>Step 2: Place the coin on a flat surface with a napkin underneath.</p> <p>Step 3: Using the straw or eye dropper, carefully place ONE drop of water on the coin.</p> <p>Step 4: Now that you see how much space one drop takes up, how many drops do you think can fit on the coin before it overflows?</p> <p>Step 5: Slowly add one drop at a time to your coin, counting as you go until your coin overflows.</p> <p>Step 6: How many drops of water did your coin hold? Was your prediction close?</p> <p>Step 7: Try the experiment again with a different type of coin, and remember to have fun!</p>	<p>Instructions:</p> <p>Step 1: Gather all of your materials.</p> <p>Step 2: To make your "bed":</p> <ol style="list-style-type: none"> 1. Place the tissue on top of the cup. 2. Carefully wrap the rubber band around the cup to secure the tissue in place. Make sure the surface of the tissue is tight. <p>Step 3: Make a prediction: How many pennies do you think you can put on the "bed sheet" before it rips?</p> <p>Step 4: Carefully place one penny at a time on the sheet until it rips.</p> <p>Step 5: How many pennies did it take to "break the bed"?</p> <p>Step 6: Try the experiment again with different small weights!</p>	<p>Instructions:</p> <p>Step 1: Gather all of your materials and print out the "Coding Grid" printable.</p> <p><i>Option 1: You can draw your own if you do not have a printer available.</i></p> <p><i>Option 2: Have even more fun and make a life-size grid using the floor tiles and some masking tape!</i></p> <p>Step 2: Draw three or four "obstacles" on your grid that your animal will have to avoid before it can get to its bed.</p> <p>Step 3: Place the animal figurine on the START space on the grid.</p> <p>Step 4: Begin giving your animal its code instructions to make its way through the grid to get to its bed. Draw arrows in the boxes to tell the animal which way it needs to go.</p> <p>Challenge: Make an identical grid (without the arrows) and give it to a friend. Now, read them your "code instructions" one arrow at a time and see if their animal makes it to bed safely!</p>



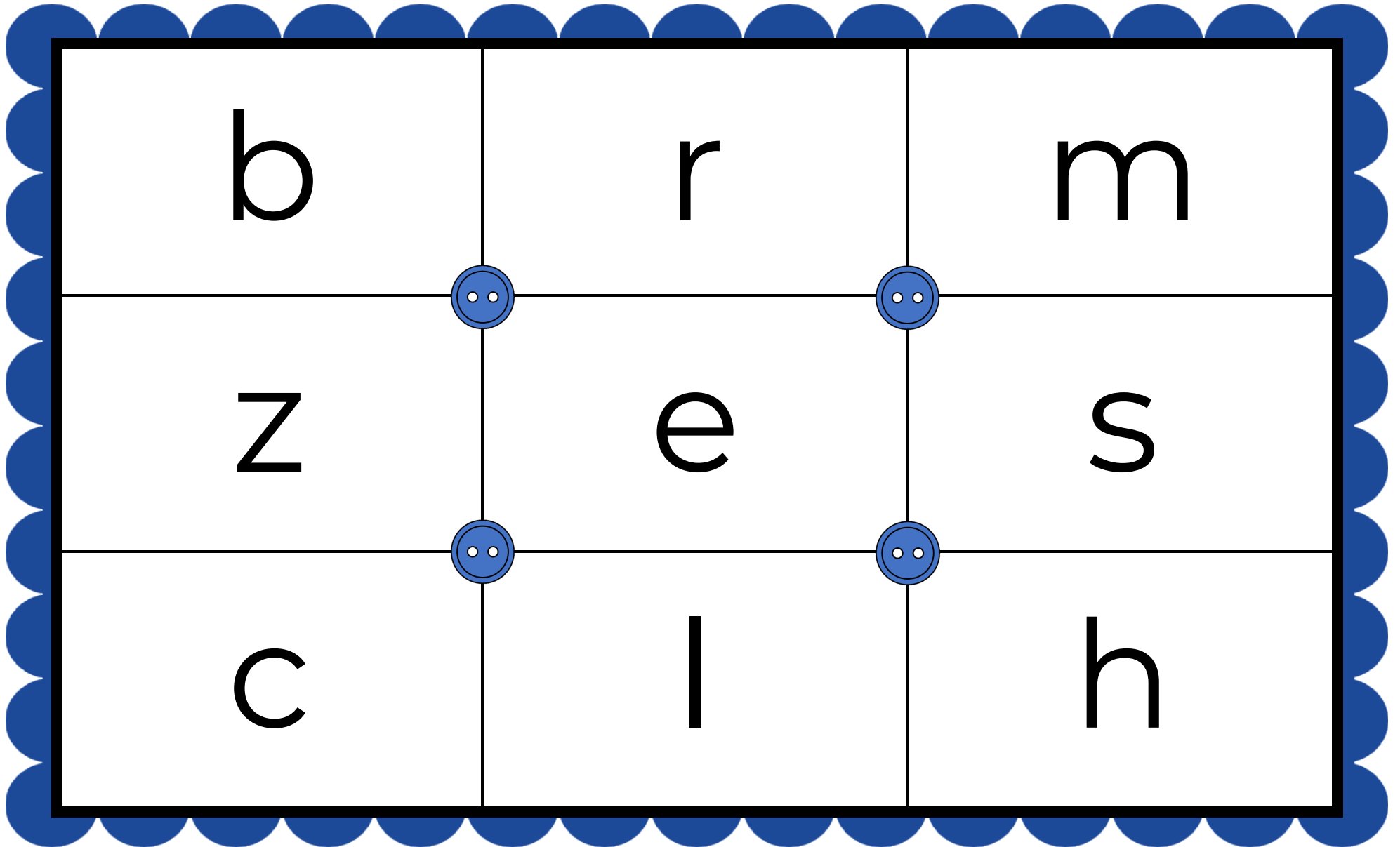
GROSS MOTOR

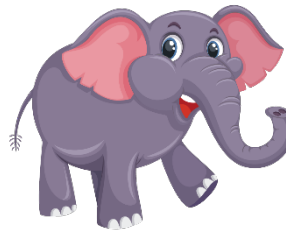
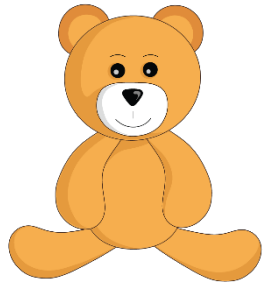
Learning Outcome: The children will have the opportunity to enhance and develop their gross motor skills by using large and small skills and using their imagination. Children will engage in outdoor play and learn to take turns.

Monday	Tuesday	Wednesday	Thursday	Friday
Jump into bed	Bunny hopscotch	Leap frog	Giddy-up horsey	Pillow fight
<i>Materials:</i> open space, chalk or tape	<i>Materials:</i> open space, chalk, beanbag	<i>Materials:</i> open space, at least two children (option 1), open space, chalk (option 2)	<i>Materials:</i> open space, objects to use for obstacles	<i>Materials:</i> open space, pillows
<p>Introduction:</p> <p>Who says we always have to walk to bed each night? Why not jump, hop, skip, or dance to bed?!</p> <p>Instructions:</p> <p>Step 1: Move to an open space where you can move freely without bumping into things.</p> <p>Step 2: Make a line on the floor with chalk or tape.</p> <p>Step 3: Start at one end of the line and <u>jump</u> your way to the end.</p> <p>Step 4: Take turns trying each of the different moves: jump, hop, skip, and dance!</p> <p>Step 5: Have fun and be silly!</p>	<p>Introduction:</p> <p>Today we are going to hop like a bunny. So head outside, grab your chalk, and get ready to hop!</p> <p>Instructions:</p> <p>Step 1: Draw out a hopscotch course on the sidewalk.</p> <p>Step 2: Number each of the spaces.</p> <p>Step 3: Stand in front of the first space and toss the beanbag onto the course.</p> <p>Step 4: Hop your way to the spot where your beanbag landed, counting as you hop.</p> <p>Step 5: Pick up your beanbag and turn around and hop back to spot 1.</p> <p>Step 6: Take turns and have fun!</p>	<p>Introduction:</p> <p>Today let's stretch out legs and see if we can leap like frogs! If you don't have a friend to do traditional leapfrog with, you can try Option 2 below.</p> <p>OPTION 1: (Traditional Leap Frog)</p> <p>Step 1: One friend needs to squat down low like a little frog.</p> <p>Step 2: The second friend is going to stand behind the first friend, place their hands on their back, and carefully push down and leap over them.</p> <p>Step 3: Now the second friend squats down, and it's the first friend's turn to leap! Keep taking turns and have fun!</p> <p>OPTION 2: (Alternative for One Person)</p> <p>Step 1: Draw out 10 circles ("lily pads") on the sidewalk, making them about a foot or two apart.</p> <p>Step 2: Squat down on the first circle like a little frog, then jump up and leap to the next lily pad. Be sure to stretch those legs!</p> <p>Step 3: Keep leaping until you reach the end!</p>	<p>Introduction:</p> <p>Grab your cowboy hat and hop on your imaginary horse! Today we are going to gallop like horse around our own obstacle course.</p> <p>Instructions:</p> <p>Step 1: Move to an open space where you can move freely without bumping into things.</p> <p>Step 2: Find objects you can set up around the space to make an obstacle course.</p> <p>Step 3: Once your course is set up, grab the reins of your imaginary horse and gallop around!</p> <p>Step 4: Have fun! Practice going fast and slow, doing fancy turns and leaping over the obstacles!</p>	<p>Introduction:</p> <p>What better way to end the week than with a pillow fight!</p> <p>Instructions:</p> <p>Step 1: Grab your pillows, a friend or two, and move to a wide open space.</p> <p>Step 2: On your mark, get set, pillow fight!!</p> <p>Step 3: Have fun, be safe, and exercise those arm muscles!</p>

Phonics Quilt

Cut and paste the characters from the story onto their matching beginning letter sounds on the quilt.





Reading Readiness

Practice your beginning reading skills with these simple sentences. Say each sentence one word at a time, pointing to each dot as you read each word. Use the animal pictures to help!

The hedgehog fell out of the bed.

● ● ● ● ● ● ●



The mouse fell out of the bed.

● ● ● ● ● ● ●



The zebra fell out of the bed.

● ● ● ● ● ● ●



The rabbit fell out of the bed.

● ● ● ● ● ● ●



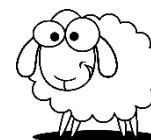
The bear fell out of the bed.

● ● ● ● ● ● ●



The sheep fell out of the bed.

● ● ● ● ● ● ●





bed

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mouse

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sheep

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hedgehog

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zebra

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rabbit

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bear

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cold

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roll

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little

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fell

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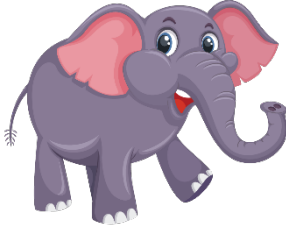



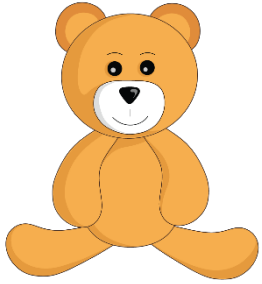
cold

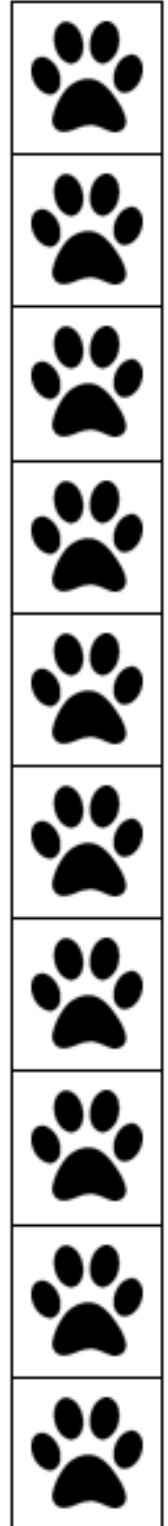
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Who Needs More Room?

Measure the animals using your paw print ruler. Record your measurements below.

<p>A</p>  <p>_____ paw prints</p>	<p>D</p>  <p>_____ paw prints</p>
<p>B</p>  <p>_____ paw prints</p>	<p>E</p>  <p>_____ paw prints</p>
<p>C</p>  <p>_____ paw prints</p>	<p>F</p>  <p>_____ paw prints</p>



LEARNING THROUGH STORIES: **TEN IN THE BED**

A



B



C

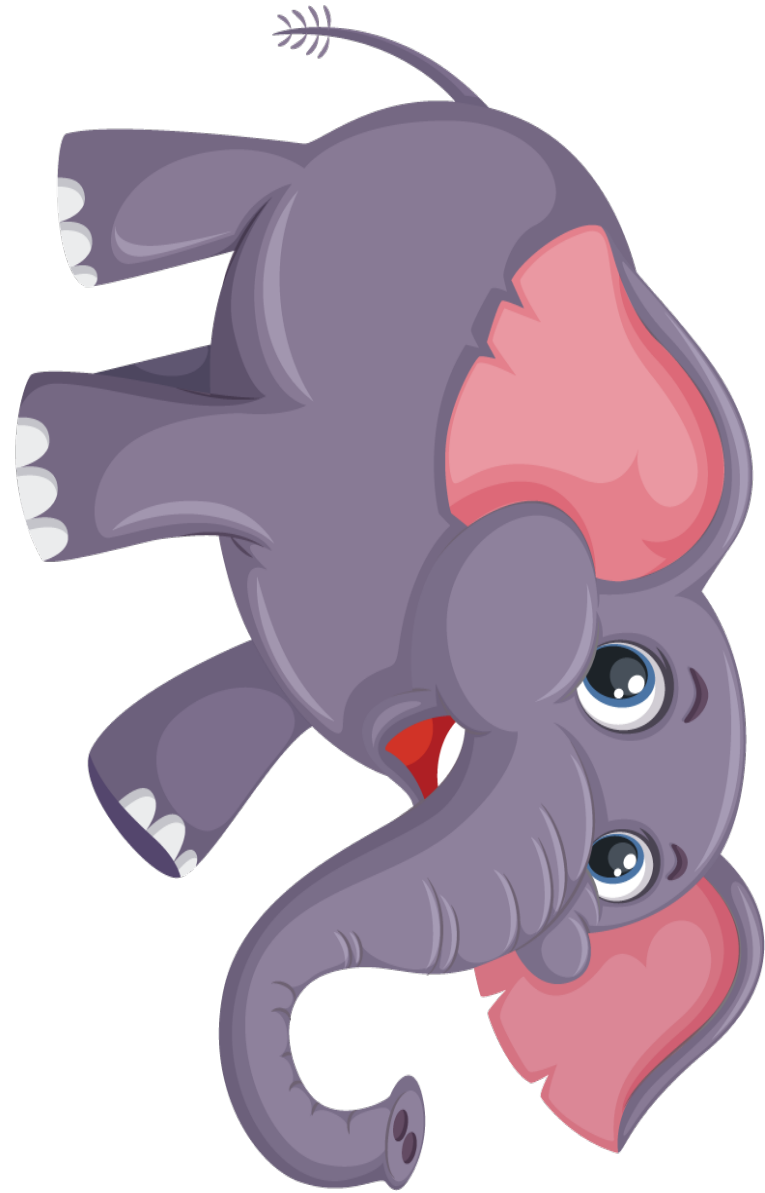


LEARNING THROUGH STORIES: **TEN IN THE BED**

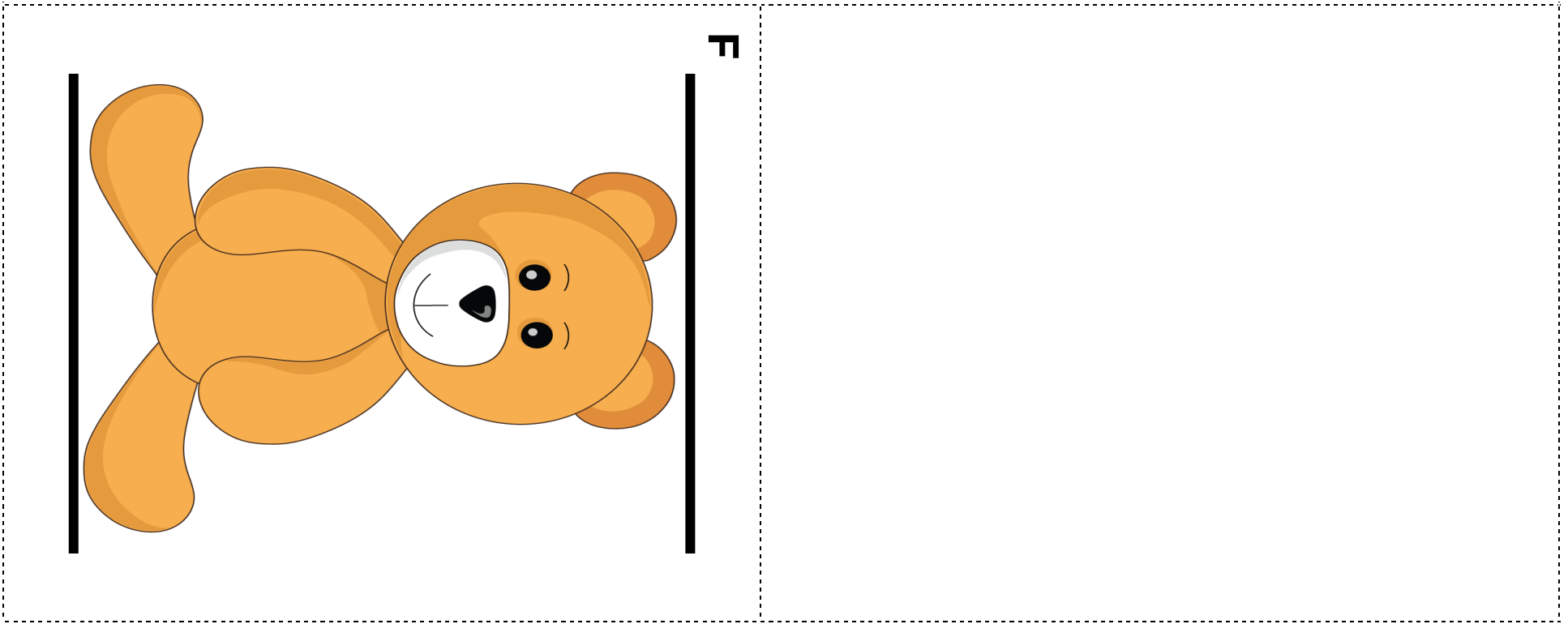
E



D



LEARNING THROUGH STORIES: **TEN IN THE BED**



How Many in the Bed?

Can you solve the subtraction problems to find out how many animals are left in the bed?



There were 10 in the bed and 2 fell out.

$$10 - 2 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 5 fell out.

$$10 - 5 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 4 fell out.

$$10 - 4 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 9 fell out.

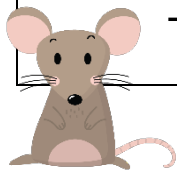
$$10 - 9 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 7 fell out.

$$10 - 7 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 3 fell out.

$$10 - 3 = \underline{\hspace{2cm}}$$



There were 10 in the bed and 1 fell out.

$$10 - 1 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 6 fell out.

$$10 - 6 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 8 fell out.

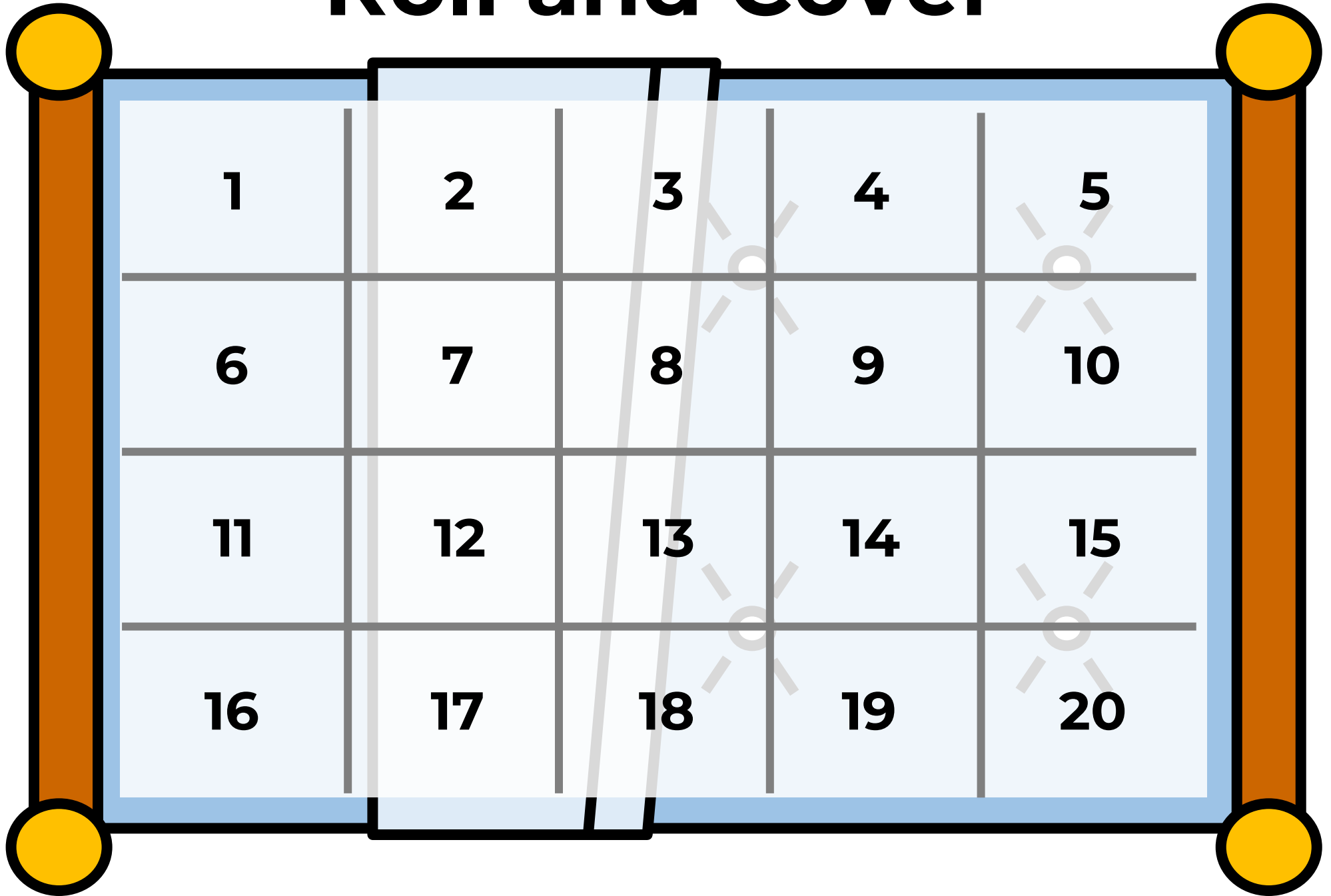
$$10 - 8 = \underline{\hspace{2cm}}$$

There were 10 in the bed and 10 fell out.

$$10 - 10 = \underline{\hspace{2cm}}$$



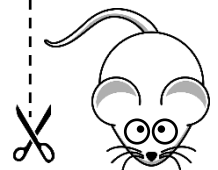
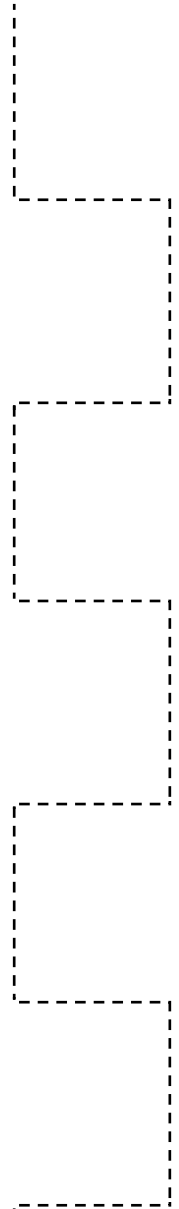
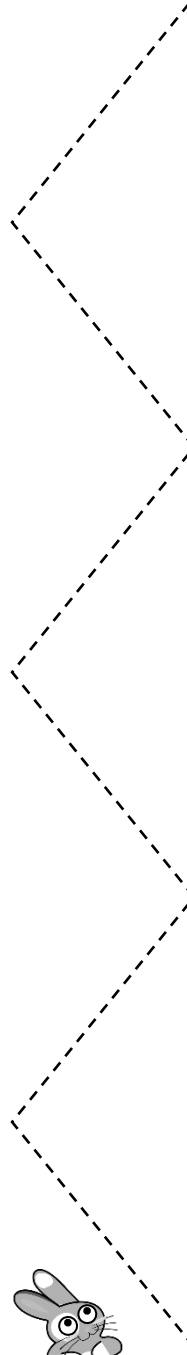
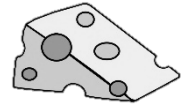
Roll and Cover





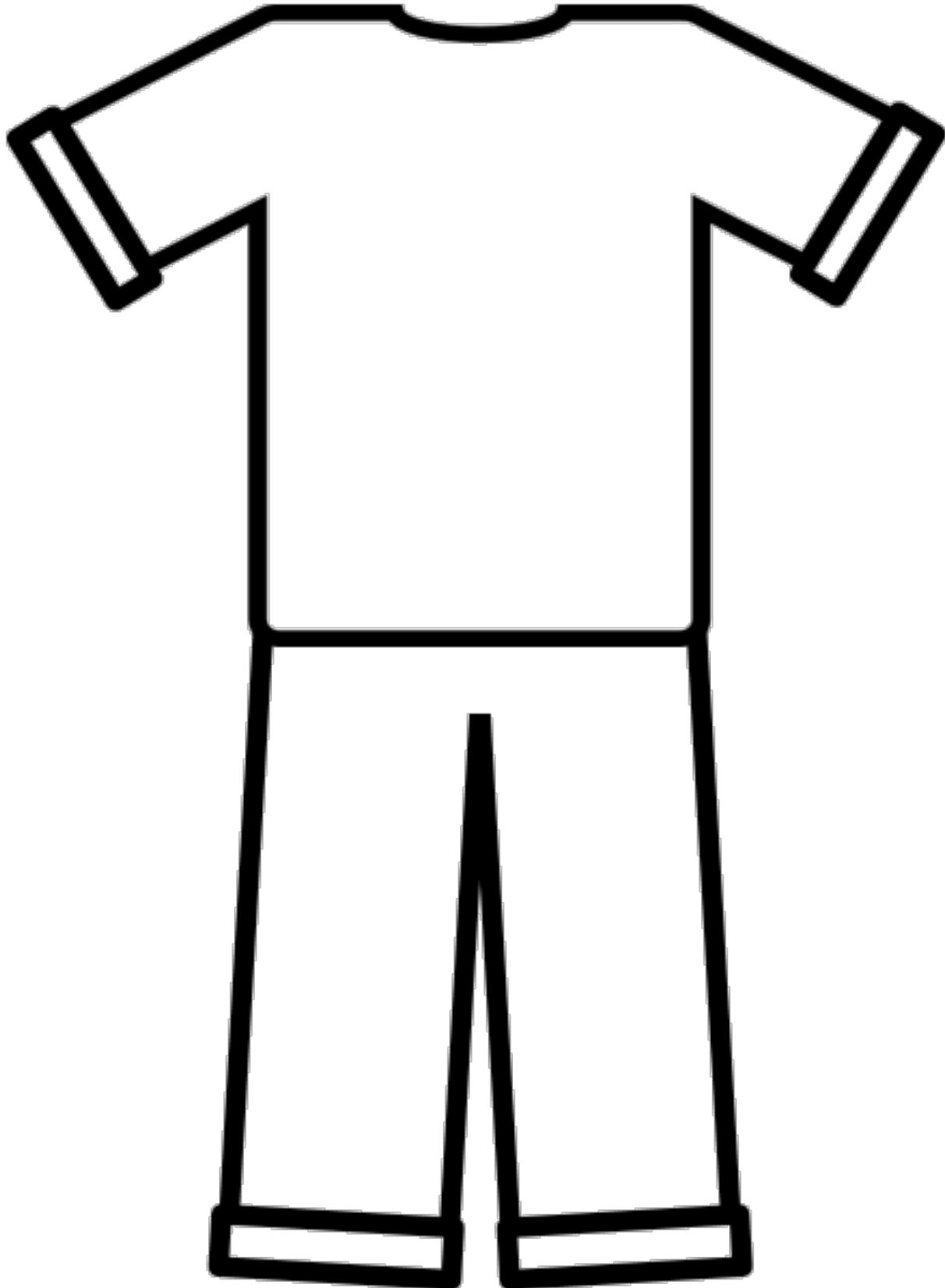
Trace - and - Cut

Use a marker or crayon to trace the lines to help each animal get to its favorite bedtime snack. Then use your scissors to carefully cut each line!

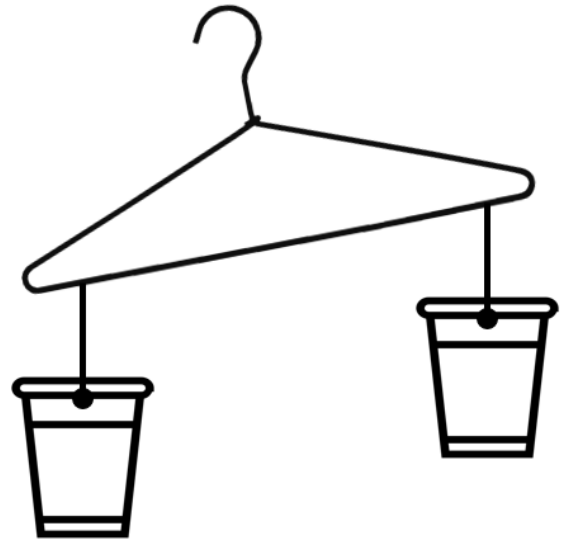




Pajama Party!



Who Weighs More?



Make your own clothes hanger balance scale and compare the weights of different objects. Record your findings in the table below!

More	Less

"Help Me Get to Bed"

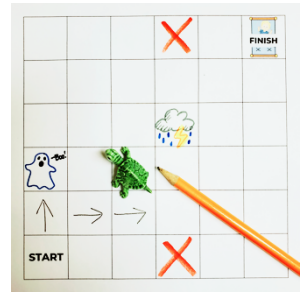
Coding Grid

Materials: small animal figurine, pencil, markers

Step 1: Draw three or four "obstacles" on your grid (*they can be pictures or simple X marks*) that your animal will have to avoid before it can get to its bed.

Step 2: Place the animal figurine on the START space on the grid.

Step 3: Begin giving your animal its code instructions to make its way through the grid to get to its bed. Draw arrows in the boxes to tell the animal which way it needs to go.



					
START					

CHALLENGE: Make an identical grid (without the arrows) and give it to a friend. Then read your "code instructions" one arrow at a time to your friend and see if their animal makes it to bed safely!