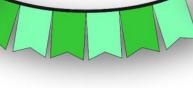


Goodwin Academy Daycare







Dr. Seuss

This month is Dr. Seuss's birthday. Celebrating Dr. Seuss birthday all week with special art and craft activities, stories and games.

Please have your child wear crazy socks.



St Patrick's Day

We will be celebrating St.
Patrick's day on Tuesday March 17.
Please have your child wear green and bring a Green treat to share. Eg: Kiwi, Grapes, Green cookies, celery etc.



If your child is ill please report it.
This way we can take precautions to prevent spreading of the illness.









FEES

Thank you to all the parents that paid on time. We appreciate it.





Email

At the beginning of each month we email our monthly newsletter through himama and updating children's pictures on himama. If you have not been receiving this email, please drop off your email to us or email me on GAFACILITATOR@OUTLOOK.COM

Song of the month

Spring is here

https://www.youtube.com/ watch?v=DobrRgD5aOU What you can do at home on weekend

- Read rhyming books
- Sequence numbers 1-15

Courageousness

This month we will be discount courageousness with the children and encouraging them to value it.





Withdrawal

Parents must email administration of their intent to withdraw with a minimum of 30 days notice. Failure to submit tis 30 day notice will result in your deposit not being returned to you or they need to pay out of their pocket for the month.

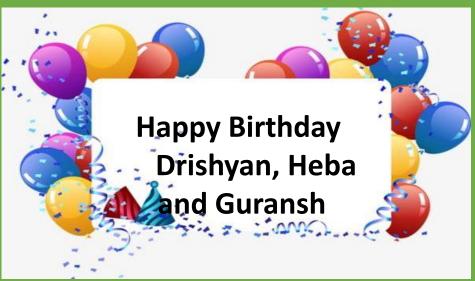
FEES

Fees Payment is due on or before the 24th for the preceding month of childcare. If payment is not received on or before this date your childcare spot will be extinguished or will apply late fees.

LATE FEES

Late Fees Parents are required to pick up their child promptly at the end of booked time. Failure to do so will result in a late fee charge of \$10.00 per occurrence and \$1 per a minute. This fee must be paid before the child returns to Goodwin Academy.





M		T	w	TH	F
2 Y is far YO-YO -do yo-yo guessing -play yo yo guessing -make craft with bal -paper plate cra -play water balloon	game game lloon or ift	3 Y is for YACHT -do letter tracing, colous yacht -do paper plate boot craft -build a boot and show kids how it floats in water	4 Y is for YARN -read a story 'farmer brown shears his sheep -a yarn about wool -glue yarn on paper or yarn weaving craft -wall hanging craft with yarn	5 Y is for YES -learn 'yes' in different languages -do the song for saying 'yes' -play yes or no sign language game	6 Y is for YELLOW -dress in yellow -do yellow shirt activity -paint yellow star, sing 'twinkle- Twinkle little star' song -do hunting for yellow things in the CECLUSE
Z is for ZUCCH -do letter tracky -tell kids about "sweeth benefits of eath -do painting and stan creft for kids	g Ind" and g	Z is for ZIP -make zip craft With colours -stater tracing make dig zipper board -give the zipper to kids, develops fine motor skills	14 Z is for ZIG-ZAG -read lines that wiggles - play zigzag game -do zigzag tracing, stick and cut activity	12 Z is for ZERO -Learn about zero -draw zero on paper -make Zero the hero craft -hunt for all zero shape things and helps as sensory play	13 Z is for ZEBRA -sing zig-zag zebra song -provide Zebra pictures -make a galloping finger puppet craft
Name spellin -print everybod name and teach w write and how to their name -sing a rhyming sor all kids which can: like song B-I-N-I	ly's ith to spell ng for sound	17 St. patrick's day -talk about St. Batricks. history and ask about everybody's family background -make green drinks -do marshmallow shamrocks activity	18 Show and tell -ask kids to bring toys from home -ask them to tell about their toy and how they got it -letter tracing for name spelling		Name spelling -letter tracing -do craft, write each letter of their name on piece of paper, so that kids can glue a according to sequence
5 senses Introduce to five senses chart 1.sight -letter trace -do eye craft		24 2.hearing -make a croft like headphones -make a different musical activity -do glass experiment for hearing	25 3.smell -explore food with your noze as hand over food plates -develops ability to complete more complex learning tasks	26 4.taste -encourages the problem- solving skills -do tongue craft on construction paper	27 5.touch -do craft using different things so that kids can feel it - use things like hard, saft, rough, Smooth and sticky
30 animals -cat, read 'gase, the 'sbess' story -Make a craft of cat		Animal -cat, read 'gets, the cat' gg, for groovy buttons and tell the moral of the stories			