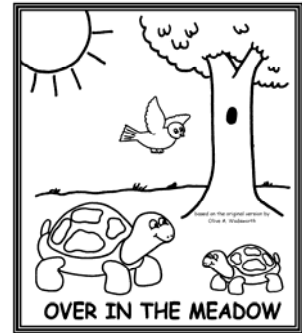


Fish in the Stream



Domain:

- Gross Motor, Language

Objectives:

- Child will toss beanbag "fish" into a designated area.
- Child will attempt to hit a specific target according to teacher directions.
- Child will name pond objects or animals.

Materials:

- Several beanbag "fish"
- Large piece of blue felt or bulletin board paper (3' X 3' or larger)
- Bucket or pail
- *Pond Patterns*
- *Over in the Meadow* storybook



Instructions:

- Cut pond or stream oval from felt or paper.
- Copy and color *Pond Patterns*.
- Place the objects and animals from the *Pond Patterns* around the inside of the pond.
- Place beanbag fish in the bucket.
- Read *Over in the Meadow*. Discuss the pages showing the fish and muskrats in the water. Identify some of the animals and objects found in and around the water.
- Explain to the children that the fish have jumped out of the stream into your bucket. Ask each child to toss the fish back into the pond.
- Direct him/her to aim and toss the fish onto objects that you have placed inside the pond such as the lily pad or dragonfly.
- Replace fish in bucket and continue until each child has had a turn.

Suggestions:

- Use additional patterns from the Sequencing cards (page 17-36) such as muskrat, frog, fish, and turtle.



**These written instructions are not included on the colored CD.
Colored CD's contain graphics only.**

Pond Patterns

