



## SAMPLE SCHEDULE FOR TOOLS OF THE MIND FULL DAY (6 HOUR) PRE-KINDERGARTEN

(adhering to ECERS-3 requirements)

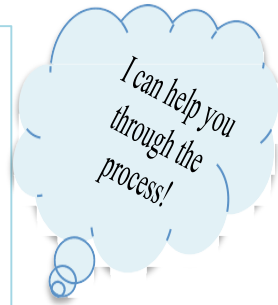
Creating a schedule can be one of the trickiest aspects of your job!

Below is a SAMPLE of a Tools of the Mind full day schedule for classrooms that also must adhere to ECERS-3 requirements. Keep in mind - this is only one suggestion – you may need to adjust the arrangement of the time blocks to fit the needs of your particular school schedule and students.

### KEY REQUIREMENTS of a Tools Schedule:

- ☐ Opening Group must be kept to 15 minutes maximum.
- ☐ Make Believe Play Block – The Play in Centers MUST be PRESERVED as 60 UNINTERRUPTED minutes, (MBPP = 5 min. max/ Play Planning = 15 min. max.)

Times marked 'Program Specific' indicates that this is a variable time in any given program. You will need to think about your particular constraints/specific requirements when determining how long this time block will be. There are Tools recommendations and things to consider to assist you!



TIME	TIME BLOCK/ACTIVITY	SUGGESTIONS
Program Specific	FREE CHOICE/BREAKFAST	This is a time when children can complete the Mystery Question/Game
15 minutes	<b>OPENING GROUP</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Calendar/Weather</li> <li><input type="checkbox"/> Physical Self- Regulation (i.e. Freeze)</li> <li><input type="checkbox"/> Community Building</li> <li><input type="checkbox"/> Share the News</li> <li><input type="checkbox"/> Message of the Day</li> </ul>	There are a variety of ways you can arrange the components of Opening Group! Some components may even be done at other times in the day! (i.e. Freeze during a transition, Share the News at snack or lunch)
75 -80 minutes	<b>MAKE BELIEVE PLAY</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Make Believe Play Practice</li> <li><input type="checkbox"/> Play Planning</li> <li><input type="checkbox"/> Play in Centers</li> <li><input type="checkbox"/> Clean Up</li> </ul>	<b>REMEMBER:</b> Make Believe Play Practice can be done twice in the Play Block – once prior to Play Planning and again after clean up. ECERS-3 requires children in centers in play for 60 minutes. This does not include Play Planning, so you must adjust the timeblock to account for this!
15 minutes	<b>LARGE GROUP LITERACY</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Buddy Reading</li> <li><input type="checkbox"/> Graphics Practice</li> </ul>	<b>REMEMBER:</b> these 2 activities ALTERNATE
Program Specific	<b>OUTSIDE PLAY</b>	These times are specific to the requirements of your school/classroom and/or other constraints. The Tools curriculum encourages multiple times with outside play, if possible.
Program Specific	<b>LUNCH</b>	
Program Specific	<b>REST/QUIET TIME</b>	
Program Specific	<b>PREP TIME (if applicable)</b>	
15 minutes	Small Group Math & Science	(As far as ECERS-3 requirements, it would be great to have one Small group time during the 3-hour observation period!) Small groups can be arranged in a variety of ways, some suggestions: <ul style="list-style-type: none"> <li><input type="checkbox"/> plan for 2 groups: children go to one activity daily, switch groups every other day</li> <li><input type="checkbox"/> plan for 2 groups: children go to two activities daily, switch within the time block</li> </ul>
15 minutes	Small Group Literacy	
Program Specific	<b>FREE CHOICE PLAY</b>	Another time to PLAY! Children will not need to do another play plan here.
10 minutes	<b>Closing Group</b>	You can repeat components of Opening Group, cover any components that could not fit in Opening Group, or use this time to re-cap the day and end with Community Building!