



**Universal**  
curriculum



# Work material (for providers)

English



World

August



Level 4

Games, logic  
and fun

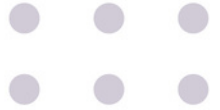
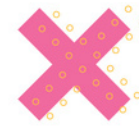


Central  
Theme

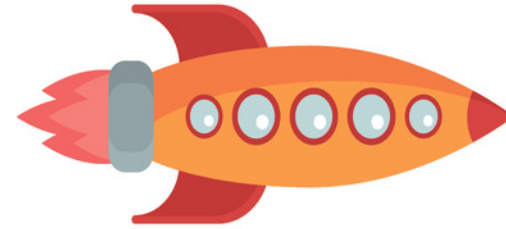
Magical and special  
world



**BILINGUAL**  
CHILD CARE TRAINING



**Universal**  
curriculum  
FOR DAYCARES

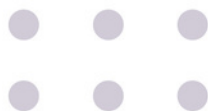


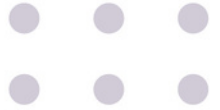
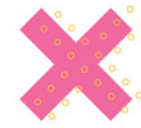
Name:

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Daycare:

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# User manual



## 1

Complete missions in their entirety and achieve specific goals, taking into account the different phases.

## 2

All the crew members of each game will need to finish the mission, if one participant finishes the mission and another doesn't, the mission cannot be completed until the participant who has not finished it completes it, even when we need the support of other children to demonstrate teamwork and finish missions.



### Goals

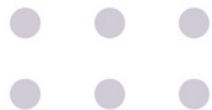
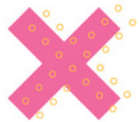
### How to win?

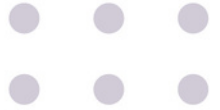
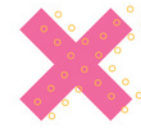
## 3

At the end of the missions, each participant will be congratulated with applause for their effort and dedication during the mission.

## 4

At the end of the goals and missions of the day, the children will have a team gift for the effort during the missions, which will be a star that will be located in each part of the rocket by level and serves as fuel to complete the ship and go to other levels and worlds.





# How to prepare?



# 1

Have the necessary materials to start the mission (activity)

# 2

Socialize the game route through the game boards with the participants, to learn about the phases and missions of the different levels

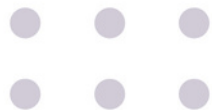
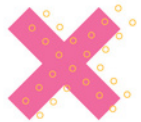
For the game and every mission

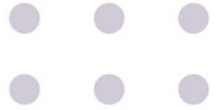
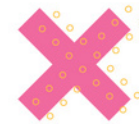
# 3

During the mission specific roles will be given to the crew (participants/students)  
Example: Mission pilot for a day: A support navigator who will help each pilot in order and needs.

# 4

Extra optional motivation for children: Simple space suit to carry out the missions





# Award boards

## 1

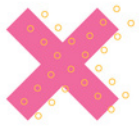
At the end of the day a star is added to the rocket

## 2

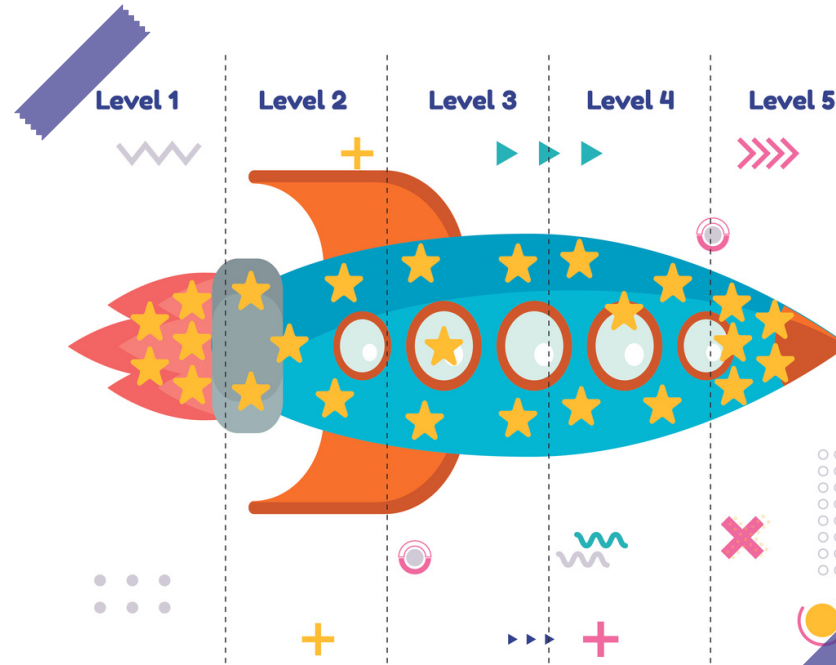
Each week is equivalent to the parts of the rocket, that is, 4 weeks 4 levels.

## 3

When all the levels are finished completing the stars all the parts of the rocket will be united

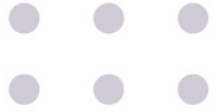


### How do they work?



Remember that the stars are the fuel and are completed at the end of each day





# Level distribution



September  
4 weeks

**Week 1**  
**Level 1**

Back to daycare

**Week 2**  
**Level 2**

Manners and rules

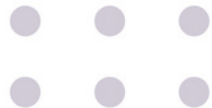
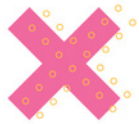


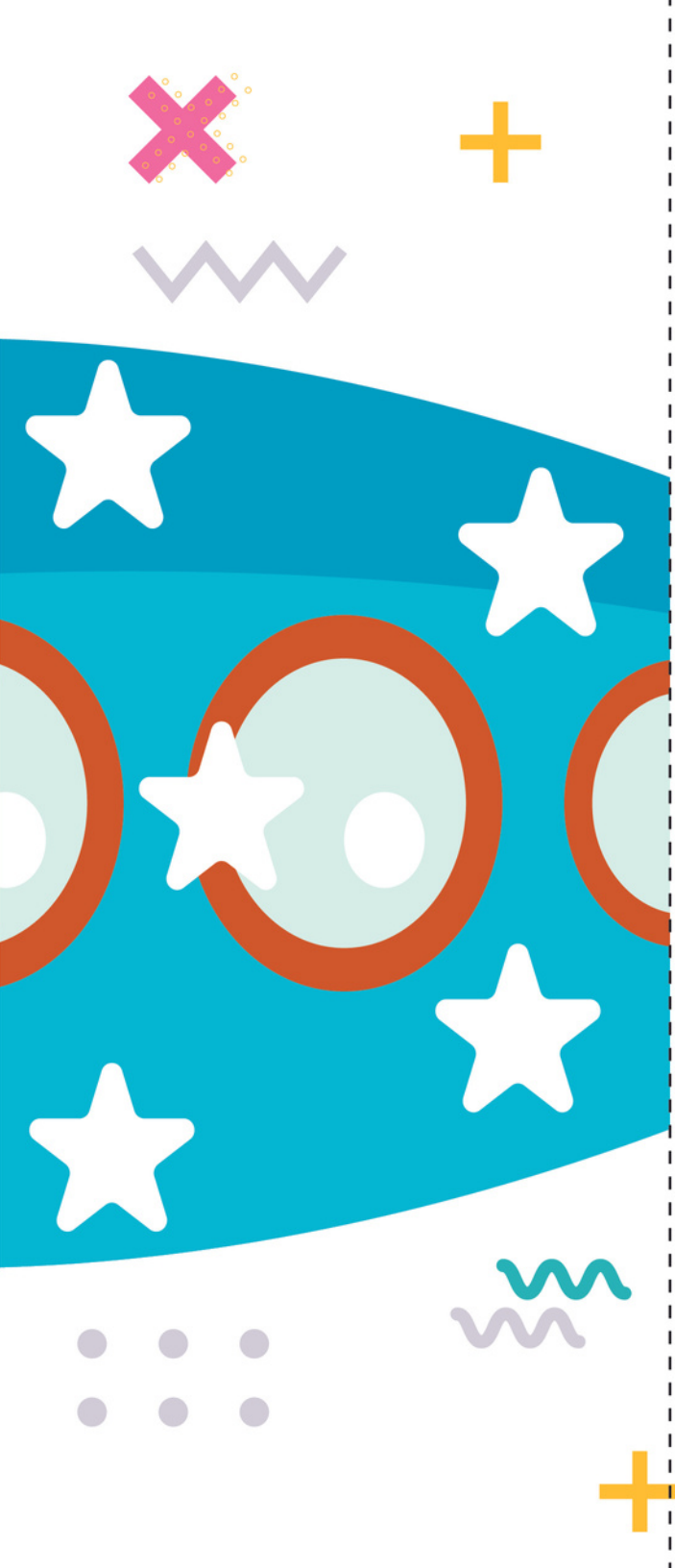
**Week 3**  
**Level 3**

Building social skills  
(Relating to others)

**Week 4**  
**Level 4**

Daycare and providers





Level 4



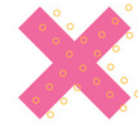
# Award boards

You can print the boards on a sheet to make a large poster.

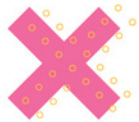
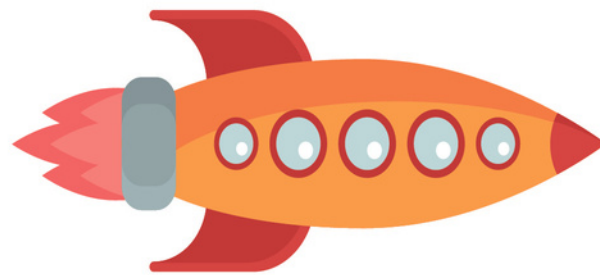


Cut out 5 stars at the end of the day and paste them on the level corresponding to the week.





**Finally let us remember that  
it's just a game, and the  
purpose is to have fun**





# El come letras The letter eater

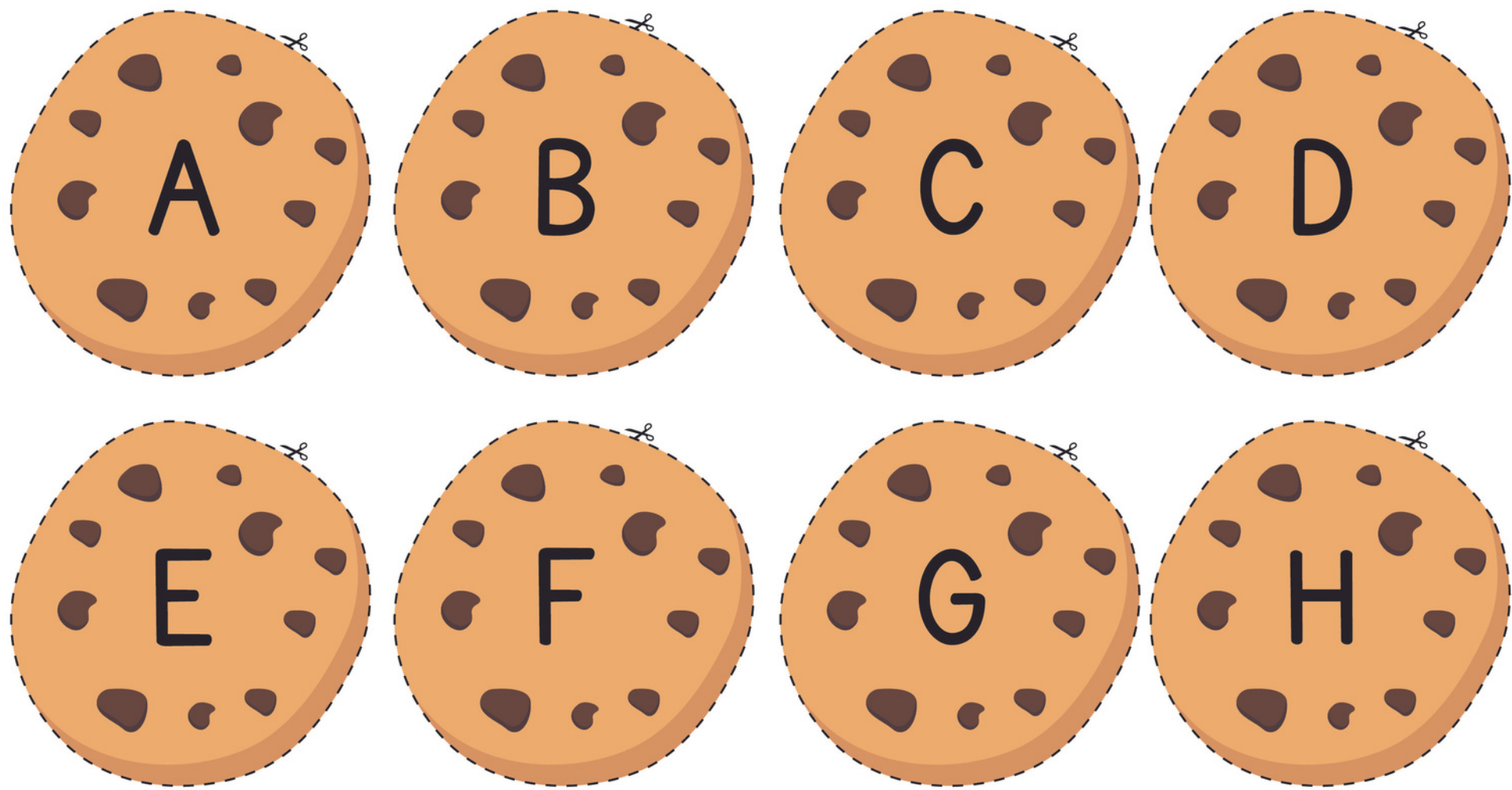


Recorta la plantilla, pega en la caja y abre remarca la boca en la caja para hacer un agujero, permite que los niños alimenten al come galletas.

Cut out the template, glue it on the box and open the mouth on the box to make a hole, allow the children to feed the cookie eater.



# El come letras The letter eater



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# Calcetines de colores Colored Socks



Imprime la plantilla y recorta los calcetines motiva a los niños a clasificar los calcetines por colores y diseños.  
Print the template and cut out the socks motivates children to sort the socks by colors and patterns.

# Representando letras

## Representing letters



Imprime la plantilla recortable muéstrale las tarjetas a los niños y motívalos a imitar los movimientos que forman cada una de las letras

Print out the cut-out template, show the cards to the children and encourage them to imitate the movements that form each letter.





## Topics

Magical and special world

### Essential question

If you were an explorer in a magical forest, what kinds of creatures would you like to find?

Geometric figure

Rectangle

Letter

D

### Discussion question

Can you make up a story about an exciting journey through outer space?

Color

Green

Number

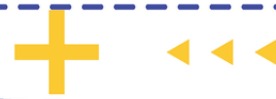
1-6

### Justification

Play and fun in early childhood foster creativity, problem solving, critical thinking, and imagination. Children learn to explore, experience and understand the world around them through play activities, which contributes to the development of essential intellectual skills.

### GOALS

- Play promotes interaction with other children, which helps develop social skills such as communication, cooperation, teamwork and empathy.
- In addition, play allows them to express their emotions safely, learn to handle conflict situations and build positive interpersonal relationships.
- Many games, especially puzzle, construction and problem-solving games, encourage the development of logical thinking and the ability to analyze situations in an orderly fashion.



# Evaluation of the planning process



Día / Mes / Año



## Learning fase

- M** Made it
- P** In process
- D** Gets difficult

**Name of the planning:** Magical and special world

**Teacher:**

**Weekly goal:**

Explore, experience and understand the world around them through playful activities.

Childrens names	Ecology	Emocional inteligencia	Tecnología	Innovation	Resolución de problemas	Emprendimiento	Team work	Sensorial area	Creative thinking	Enfoques de aprendizaje	Desarrollo social y emocional	Lenguaje, y lecto escritura	Cognición	Desarrollo perceptual motriz y físico
	Uses recycled material in its activities	Expresses emotions through spoken language	Makes patterns by practicing logic	Imitates new actions	Reasons to solve problems	Expresses and interacts with familiar adults	Respects peer play	Discovers a variety of textures through exploration	Invents with materials and elements	Shows enthusiasm for trying new things	Develops friendships and participates in play	Learns from the communication of others	Learns to use a variety of strategies	Observes others making houses to learn
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	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M	D P M
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