



6:30 AM: Open

7:30 AM: Breakfast served

8:00 AM: Breakfast Ends

8:00 AM: Morning Free-Play

Tiny Tot *Daily Schedule*

Morning free play is the perfect opportunity for the Tots to get their morning energy out and socialize with classmates. Free play offers numerous benefits for toddlers, including enhanced physical, cognitive, and social-emotional development. It fosters creativity, problem-solving skills, and promotes physical activity and overall well-being.

9 AM: Circle Time

Circle time has many benefits for development such as social skills, creativity, feeling comfortable in group settings, cognitive development, and so much more. During this time a teacher will lead the class in going over: the date, days of the week, months of the year, weather, letters, shapes, numbers, counting by ones and tens, a song of the week (usually including a dance or movements to go along with it), and anything else the teacher sees fit.

9:15 AM: Snack

9:45 AM: Diapers and Potty

10:00 AM: Recess (Outdoor Weather Permitting)

We try to get the kids outside as much as possible! We have lots of ride-on toys, balls, and other play equipment for the kids to take advantage of. These toys and activities encourage gross motor skills along with allowing the kids to experience their environment and nature.

10:30 AM: Lesson

Lessons will focus on literacy, math, art, and/or fine and gross motor skills. These lessons will go along with our monthly themes and focuses. Our lessons will encourage a variety of learning types including tactile, auditory, and sensory activities along with worksheets.

10:50 AM: Free Play

11:10 AM: Diapers and Potty

11:20 AM: Rotations (If applicable)

The Tiny Tots will do 1-3 rotations each week covering lots of different subjects such as science, PE, cooking, sensory, theater arts, and music.

11:45 PM: Lunch

12:15 PM: Diapers & Potty

12:30 PM: Start Rest Time

2:45 PM: Wakeup

3:00 PM: Diapers and Potty

3:30 PM: Snack followed by free play until Child's pick up time.

5:00 PM: Closed