## AGE-APPROPRIATE ACTIVITIES

GRADE 1: A) PHYSICAL (Gross Motor)

Swimming, sliding, swinging, throwing and catching, skipping, tobogganing, building cave or tree houses GARDENING: raking, planting, plant propagation, weeding COOKING: breads, biscuits, soups, salads, preserving: drying

- B) ARTS and CRAFTS (Fine Motor)
  Singing, recorder, rhythm band
  Drama: informal plays
  Colouring, watercolour painting (primaries)
  Handwork: spinning, dyeing, knitting, wool
  pictures, wet felting
  Beeswax modeling, nature table, nature scenes,
  Candle-making, paper-making
  Toy-making, air, wind, light, earth toys
- C) INDOOR GAMES (Social) marbles, pick up sticks, dominoes, mancala
- D) CHORES (Team-building; habit-building)
  making own bed, returning toys to their place,
  sweeping, separating laundry, emptying pocket for laundry,
  matching clean socks, scrubbing vegetables, feeding pets, setting
  and clearing the table, doing dishes, dusting, unloading the
  dishwasher, sorting recyclables, raking and bagging leaves,
  shoveling snow
  - E) STORYTELLING/ READING (see list)

## GRADE 2: (all of Grade 1 list)

A) PHYSICAL (Gross Motor)

Dance, drama, eurythmy, hide and seek

Swimming: diving, climbing

Ball: wall games

Principles of Movement: Co-ordination

Flexibility

Strength

Endurance

Balance

GARDENING: vegetable garden

COOKING: vegetables:

B) ARTS and CRAFTS (Fine Motor)

Paper-cutting, origami, scrapbooking

Handwork: crocheting, weaving

Form-drawing: symmetry

SPEECH: Poetry recitation, foreign languages

SINGING: folksongs, nature songs, family band

Watercolour painting: 7 colours

## C) INDOOR GAMES

Birding

Pets

Yahtzee

Uno

checkers

### D) CHORES

grinding cereal grains. putting away groceries, preparing and packing a lunch, watering plants, emptying wastebaskets, cleaning bathroom sink and countertop

# E) STORYTELLING/ READING

(see list)

## GRADE 3: (all or Grades 1 and 2 list)

A) PHYSICAL: (Gross Motor)

Folk dancing, roller skating, ice skating, water survival, kites, frisbee, running (time, distance, speed) survival skills, trampoline, boats and rafts, field ball skills conservation projects, nature skills, camping GARDENING: herbs, grains, agriculture COOKING: camp cooking, pioneer skills HOUSEBUILDING:

B) ARTS and CRAFTS: (Fine Motor)
Papermaking, puppetry, mask-making, musical instruments

Handwork: crosstich, embroidery

Music: violin, musical notation

Watercolour painting: colour family palettes

- C) GAMES: Nine Man Morris, Parchesi, croquet
- D) CHORES: animal care, preparing and packing a

lunch, taking out the garbage, cleaning a bathroom

E) STORYTELLING/ READING (see list

## GRADE 4: (all of Grades 1,2, 3 lists)

- A) PHYSICAL: (Gross Motor)
  Skating skills, horseback-riding
  GARDENING: bee-keeping
  COOKING: meal preparation
- B) ARTS and CRAFTS: (Fine Motor) coloured pencils drawing and shading, celtic crafts, illumined writing, free-hand geometric crafts woodcarving, felt toys, cane crafts, lapidary, bookmaking, building skills
- C) GAMES: table tennis, chess
- D) CHORES: vacuuming, making a bed, laundry, cleaning the refrigerator
- E) STORYTELLING/ READING (see list)

#### GRADE 5: (all of Grade 1,2,3,4 lists)

A) PHYSICAL: (Fine Motor)

Greek gym, pursuit games, bush-walking, surfing, acrobatics, riding games, racquet games

Kiln-building, shoe-making

alternative energy inventions, inventions

GARDENING: orchard care COOKING: specialty cooking

- B) ARTS and CRAFTS: (Fine Motor)
  pantomime
  3D molds, tie-dyeing, papier mache
  fabric printing, wooden toymaking
- C) GAMES: battle re-enactments, Pente
- D) CHORES: start dinner, mow the lawn, wash the car, polish various surfaces with non-toxic polishes
- E) STORYTELLING/ READING (see list)

### GRADE 6: (all of Grades 1,2,3,4,5 lists)

A) PHYSICAL: (Gross Motor)

Pairs dancing, performing

caving, climbing, water skills, field athletics, bowling, circus skills

GARDENING: flower growing

COOKING: nutrition, recipe-gathering and testing, hygiene

- B) ARTS and CRAFTS: (Fine Motor)
  Song-writing, stained glass, sheet metal
  engineering models, architectural models
  clothing design and sewing
  science experiments
  geology studies
  set design
  family tree, scrap-booking
- C) GAMES: Go
- D) CHORES: Bicycle care, car care
- E) STORYTELLING/ READING (see list)