**Below is a sample outline for a preschool storytime incorporating the themes of music and movement. Some books and manipulatives can be found in the kit, but please improvise with your favorite books and materials! If you come up with a great alternative plan, resource, or activity, please consider using this template to add your outline to the resource guide (via USB drive – see the “About Kit” page for instructions).**

**Storytime Intro & Greeting**

* Song: Shake My Sillies Out

**Book 1:** Nonfiction or other themed book

* *Don’t forget an aside to the parents! See the Exercise Cards for suggestions.*

**Rhyme:** *Suggestion – “Open Shut Them”*

* Open, shut them. Open shut them. Give a little clap.
* Open, shut them. Open, shut them. Put them in your lap
  + Additional verse:
    - Creep them, crawl them. Creep them, crawl them, right up to your chin.
    - Open up your little mouths, but do not let them in (hands on lap again!)

**Book 2**: Story in Rhyme

**Song:** *Suggestion – “Head Shoulders Knees and Toes”*

**Book 3:** Interactive Story

**Storytime Wrap Up Song:** *Suggestion – Twinkle, Twinkle Little Star with ASL Movements*

**Post-Storytime Activity Centers**

* **Science Center:** Guest Exercise Class
  + Invite an athlete, dance or yoga instructor in to teach the children new and different exercises.
  + Encourage your guest teacher to talk about the muscles they use during exercise and if possible have pictures where the children can see pictures of those muscles.
* **Literacy Center**: Graphing Steps
  + Have the children count the number of steps it takes for them to get to certain places within the room and write down the number of steps as well as draw where they went in the room.
  + Have the children help you graph the number of steps each one takes. You can use a traditional method of graphing like drawing on a paper or you can use blocks (or some other nontraditional method of measurement) to represent number steps taken.
* **Math Center**: Movement Obstacle Course
  + Movement Pictures (jumping jacks, squats, etc) & Number cards
  + Have the children move from one station to the next by performing the number of movements stated by the number cards.
* **Game**: Simon Says