

K / Hatchling Vol. 1

Grade Level Collection | *Suggested Yearly Schedule*

This 40 week schedule represents about 9 months on the calendar, allowing for 175-180 days of instruction after accounting for breaks and holidays.

The following is a suggested outline showing how the pieces of your Grade Level Collection can be puzzled together over the course of the school year. Any of the elements can be staggered and/or spread out in order to meet your particular needs, creating a varied and comprehensive learning experience.

1 = Calendar Week Number **1** = 1 Week or Section in Workbook ● = Review or Complete □ = No Assignment

Hatchling Volume 1 • 5 days/week, 30-45 minutes/day • 36 Weeks

After completing each workbook, use an additional week for review and reinforcement.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
1	2	3	●	4	5	6	●	7	8	9	10	11	●	12	13	14	●	15	16	17	●	18	19	20	21	●	22	23	●	24	25	26	27	28	●				
1A			1B			1C				1D			1E			1F			1G		1H				Overall Review														

Calendar of Days • 5 days/week, 15 minutes/day • 40 Weeks

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40		

Kickstarter Books 1 • 5 days/week, 15 minutes/day • 30 Weeks (15 Books)

Complete 1 book every other week, review on the alternate weeks.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
1	●	2	●	3	●	4	●	5	●	6	●	7	●	8	●	9	●	10	●	11	●	12	●	13	●	14	●	15	●											

Bob Books® Sight Words • 1 book per week

Begin after competing Hatchling workbooks 1A & 1B (see above). Complete 1 book per week, when finished with both collections, start over again and review.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40		
								1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10														

Moveable Alphabet • Sand Tray • Toobaloo

These tools are used for discovery, application, practice, and fun!

Use them along with the weekly lessons to enhance learning and between lessons for review. Be creative! Make up games and activities to inspire and engage students.

The more students engage in multi-sensory work, the better the learning and assimilation of new skills and ideas will be.