



6 - Week Curriculum for *Caps for Sale* - Esphyr Slobodkina

Week 1 – Cap/Hat

Week 2 – Carry

Week 3 – Top

Week 4 – Shake

Week 5 – Monkey

Week 6 – Stamp/Stomp

Note: During the first week you will be asking the parents/guardians to send in hats and caps for students to explore. Parents/guardians should be made aware that multiple students and staff will share and play with the hats and caps together. During the sixth week, you will be asking parents/guardians to send in rain boots and other rainwear for puddle stomping.

Week 1: Cap/Hat

Early Levels

1. **Read *Caps for Sale*.** Focus on the caps that are shown on top of the peddler's head on the various pages. Some students may understand the word "hat" more than "cap," so you can use both to explore and experience this concept. Bring in various hats/caps to let students experience and try on. A range of caps and hats would be most valuable. For example, straw hats, baseball caps, fire truck hats, construction hats, floppy hats, visors, etc. Model for students by placing the caps on your head. Have large stuffed animals or characters around so that you can place caps and hats on their heads. Some students may not be comfortable placing caps on their own head, but they can explore in this way, experiencing caps on another's head or on the character's head. Bring in mirrors so that students can see themselves wearing caps/hats on their head. Point out that the peddler put MANY caps on his head. Model placing more than one cap on your head and let students explore this as well. Take photos and videos of students as they interact with caps and hats and show them to the students as you interact.
2. **Have each student bring in their own cap or hat from home to share with the class.** Let parents know that students can bring in multiple caps and hats. Just be sure students' names are on the hats/caps so that they can get back home after we are finished. Students can share and exchange caps with their friends as they interact. Then play a game called "Pass the cap." It is like hot potato. Have students sit or stand in a circle. Demonstrate/model how to play the game. Turn on music as you pass the cap. When the music stops, if you are holding the cap, you put it on your head. Have many caps available so that each student will be wearing a cap by the end of the game.