Pre-K 3, week 31: things that move and patterns

This week your learner will name things that move, make patterns with vehicles and roll things down a ramp. Each activity takes about 5 to 10 minutes. Print the pages, or do them with things you already have at home.

5-minute prep

- Lean a large book or a board on a pillow to make a ramp.
- Gather a ball, a toy car and a block.
- Print pages 2 to 5, or skip printing and use the no-supplies swaps.

Household supplies: Paper, crayons, a book or board, a pillow, a ball, a toy car, a block. No supplies? Every card has a swap.

The week at a glance

Day	Focus	Pieces
Monday	Talk and listen	Things that go page, Vehicle talk card
Tuesday	Math	Car, bus, car, bus page, Toy pattern card
Wednesday	Explore	Ramp roll page, Ramp race card
Thursday	Make and move	Draw a road page, Red light, green light card
Friday	Story and review	Song of the week, Parent notes page
Every day	Read aloud, sing, play outside	Read any picture book together, sing the song of the week, and do a feelings check-in.

Contents

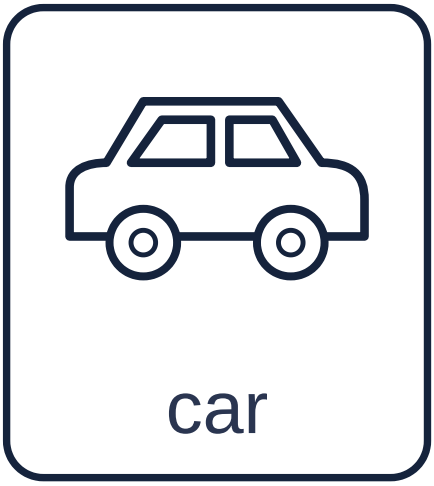
Printable: Things that go 2
Printable: Car, bus, car, bus 3
Printable: Ramp roll 4
Printable: Draw a road 5
Activity cards 6
Song of the week and parent notes 8
More from UpOnly Learning 9

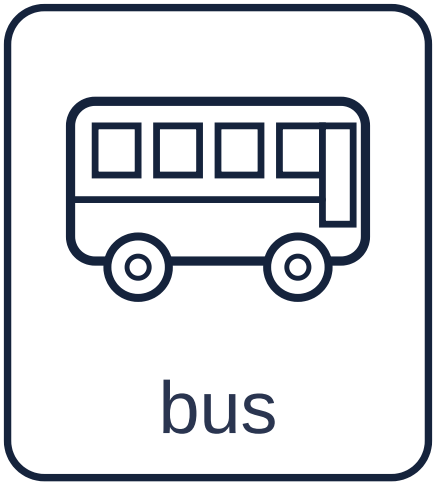
Safety

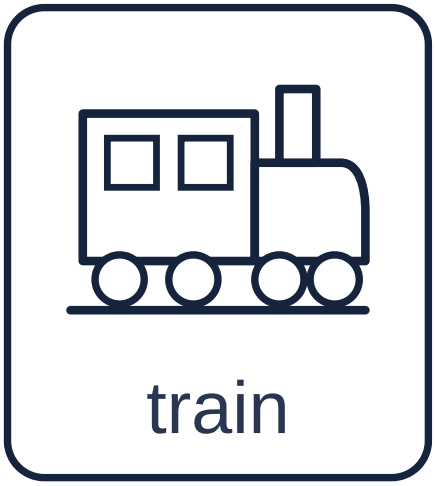
- Use objects too big to fit in your learner's mouth, and stay close during any counting or sorting with real objects.
- Water play only with an adult within arm's reach the whole time, even in a small tub.
- An adult handles anything hot or sharp, knives, and rocks or heavy objects.
- Dry beans and seeds only with an adult watching closely, and not with a learner who still puts things in their mouth.
- No scissors needed: tear paper instead. If you do use scissors, use child safety scissors with an adult right there.
- Choose crayons, markers and paint labeled for young learners (look for the AP seal).

Things that go

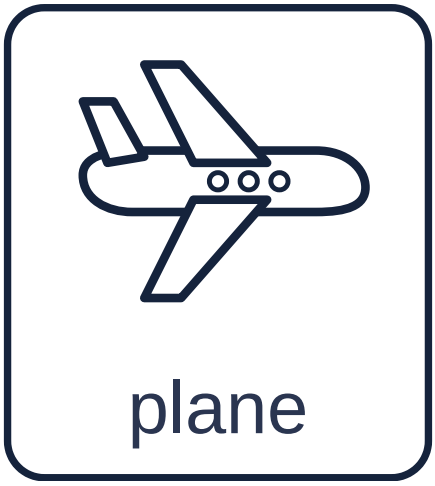
Say: "Which one flies? Which one goes on the road?" Your learner points to each vehicle and says its name.







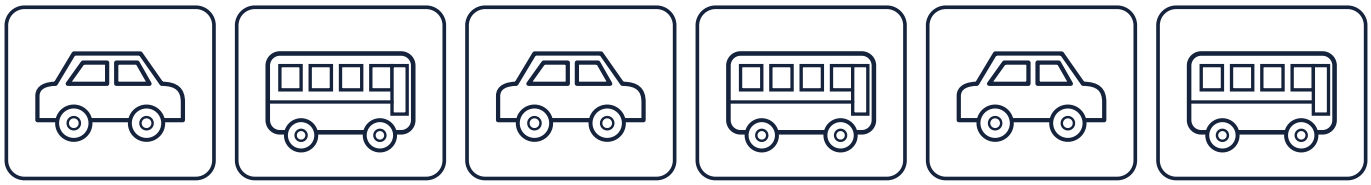




No supplies swap. No printer? Watch cars or buses from a window.

Car, bus, car, bus

Say: "Car, bus, car, bus. Say it with me." Your learner says the pattern and colors the cars one color and the buses another.



No supplies swap. No printer? Make a pattern with toy cars and blocks.

Ramp roll

Say: "Will it roll? Will it slide?" Your learner points to each thing and guesses roll or slide.



No supplies swap. No printer? Roll a ball down a slanted book.

Draw a road

Say: "Draw a road for the car." Your learner draws a road any way they like: long, wavy or round.

No supplies swap. No printer? Make a road with a scarf.



Vehicle talk

Time: 5 minutes · **You need:** Toy cars or pictures

1. Hold up a vehicle.
2. Your learner names it and makes its sound.
3. Ask "Where does it go?"

Easier: Name 2 vehicles. **Next step:** Ask "Which is fast? Which is slow?"

Say this: "A bus. Beep beep. It goes on the road."

No supplies: Name vehicles you see outside.

Builds: Language: vocabulary · Stay close and keep small objects away from mouths.

cut here



Toy pattern

Time: 5 minutes · **You need:** Toy cars and blocks

1. Make car, block, car, block.
2. Say it together.
3. Your learner adds the next one.

Easier: Copy the pattern. **Next step:** Your learner makes the pattern.

Say this: "Car, block, car, block. Next?"

No supplies: Clap, pat, clap, pat.

Builds: Math: patterns · Stay close and keep small objects away from mouths.



Ramp race

Time: 10 minutes · **You need:** A ramp, a ball, a toy car, a block

1. Put each thing at the top.
2. Your learner lets it go.
3. Talk about roll and slide.

Easier: Use the ball only. **Next step:** Make the ramp higher and see what changes.

Say this: "The ball rolls fast."

No supplies: Roll a ball on the floor.

Builds: Science: ramps · Stay close and keep small objects away from mouths.

cut here



Red light, green light

Time: 5 minutes · **You need:** Space to move

1. Say "green light" and walk.
2. Say "red light" and stop.
3. Swap and let your learner call it.

Easier: Hold hands. **Next step:** Add "yellow light: slow".

Say this: "Red light, stop. Green light, go."

No supplies: Do it seated with arm moves.

Builds: Physical: gross motor · Stay close and keep small objects away from mouths.

Song of the week: Things that go

The car goes beep, the train goes choo,
The plane goes zoom up in the blue.
The boat goes float, the bus goes round,
Things that go all over town.

Actions: Make each sound. **Try next:** Add a bike: ring, ring.

Original UpOnly Learning words, say or sing it in any rhythm

Parent notes: what did you see this week?

This is not a test. Tick what you noticed, and practice the rest next week. Keep this page; it stays with you.

I saw my learner…	Seen it	Not yet
Names 3 vehicles	☐	☐
Adds the next piece to a pattern	☐	☐
Lets a ball roll down a ramp	☐	☐
Stops and goes on cue	☐	☐

Next: week 32 of 36. If you have concerns about your learner's development, talk with your pediatrician.

More from UpOnly Learning

Free Pre-K 3 now, and free Pre-K 4 next year.

Free Pre-K 3, week by week

Parent plans, printables, activity cards and original songs for ages 3 to 4. Free, with no caps and no ads.

Free Pre-K 4 for next year

Letters and sounds, name writing, counting to 20, shapes and patterns for ages 4 to 5, week by week.

Child development guide

Milestones, sleep and behavior for ages 3 to 5, and when to talk with your pediatrician.

Free resources

Free lessons, samples and guides for parents, teachers, tutors and homeschool families.

Membership from kindergarten

On-screen lessons, practice and progress reports from kindergarten to 8th grade. Month to month. Cancel anytime.



“Every student deserves what I want for my own kids: clear lessons, one step at a time.”

Dr. Evan J. Hasson, founder

Visit

uponlylearning.com/pre-k.html

Scan to open this week online and see every Pre-K 3 week