

Blended Level 1 and Level 2 Sample Lesson Plans

Based on the story "The Gingerbread Man"



These blended lesson plans are intended to be an example of how both **Level 1** and **Level 2** activities can be used within a classroom to accommodate the different ability levels of your children.

As you review these lesson plans, consider of the ability levels of each child in your class and amend these plans accordingly.

Not all activities from **Level 1** and **Level 2** units are included in these lesson plans. Please refer to your units for additional activities that may be appropriate.

Use this grid for your own lesson plans.

Week Page 1 Blended Level 1 and Level 2 Sample Lesson Plans **Read It Once Again** Unit: *The Gingerbread Man*

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Socialization Center Time	Level 1 Tier 1 Object Painted	Level 2 Tier 2 Phonemic Aware./Math	Socialization, Cognitive, Language Circle Time Mother Goose
M				
T				
W				
TH				
F				

Use this grid for your own lesson plans.

Week Page 2 Blended Level 1 and Level 2 Sample Lesson Plans **Read It Once Again** Unit: *The Gingerbread Man*

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Fine Motor, Cognitive, Language Busy Fingers	Socialization Cognitive, Language Story Time Focus	Motor, Cognitive, Language Music/ Movement
M		Focus:	
T		Focus:	
W		Focus:	
TH		Focus:	
F		Focus:	

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Socialization Center Time	Level 1 Tier 1 Object Painted	Level 2 Tier 2 Phonemic Aware./Math	Socialization, Cognitive, Language Circle Time Mother Goose
M	L1 Dramatic Play and Prop Suggestions p. 229 T1 and T2	L1 GBM - brown	L2 Alphabet Matching Game p. 19	L1 <i>Little Jack Horner</i> pp. 245, 251 Role play actions with props and sequence cards.
T	L1 Dramatic Play and Prop Suggestions p. 229 T1 and T2	L1 GBM - brown	L2 Alphabet Matching Game p. 19	L1 <i>Little Jack Horner</i> pp. 245, 251 Role play actions with props and sequence cards.
W	L1 Dramatic Play and Prop Suggestions p. 229 Continue to add props. Keep center open month. T1 and T2	L1 Boy – blue pants orange shirt	L2 GBM Learns to Write p. 87 suggestion bullet #8	L1 <i>Little Jack Horner</i> pp. 245, 251 Role play actions with props and sequence cards.
TH	L1 T1 GBM Memory Game p. 25 See suggestion bullet #5 L2 T2 Alphabet Cards p. 35	L1 Boy – blue pants orange shirt	L2 GBM Color Id p. 95 Suggestion bullet #2	L1 <i>Little Jack Horner</i> pp. 245, 251 Pass out seq. cards. Children put cards on story board as rhyme is repeated.
F	L1 T1 GBM Puzzles p. 139 Center Activity L2 T2 Alphabet Cards p. 35	L1 Old Man - gray	L2 Run, Run, as Fast as You Can p. 81	L1 <i>Little Jack Horner</i> pp. 245, 251 Pass out seq. cards. Children put cards on story board as rhyme is repeated.

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Fine Motor, Cognitive, Language Busy Fingers	Socialization Cognitive, Language Story Time Focus	Motor, Cognitive, Language Music/ Movement
M	L1 T1 GB Puzzles p. 139 L2 T2 GBM Learns to Write p. 87	Focus: Labels Objects L1 Story Time Teaching T1 Story Telling Cards p. 19, activity #1 L2 T2 Alphabet Matching Game p. 19, suggestion bullet #8	L1 The Cookie Stop p. 162 T1 and T2
T	L1 T1 Match My Buttons p. 81 L2 T2 GBM Color Id p. 95	Focus: Colors L1 Story Time Teaching Run, Run Colors are Fun p. 79 T1 and T2	L1 The Cookie Stop p. 162 T1 and T2
W	L1 T1 Lacing With the GBM p. 185 L2 T2 Writing Color Words p. 103	Focus: Visual Memory L1 Story Time Teaching GBM Memory Game p. 25 T1 and T2	L1 Hot, Hot, Stop, Stop p. 209 T1 and T2
TH	L1 T1 Cutting Grids p. 179 L2 T2 GBM Can Trace and Print p. 141	Focus: Visual Discrimination L1 Story Time Teaching Run, Run, colors are Fun p. 79 T1 and T2	L1 Feed the Fox p. 163 T1 and T2
F	L1 GB Jumping Jack Puppet p. 255 T1 and T2	Focus: Repeat Familiar Phrases L1 Story Time Teaching GB Jumping Jack Puppet p. 255	L1 Feed the Fox p. 163 T1 and T2

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Socialization Center Time	Level 1 Tier 1 Object Painted	Level 2 Tier 2 Phonemic Aware./Math	Socialization, Cognitive, Language Circle Time Mother Goose
M	L1 Teacher Supervised Center Life Sized Ginger Kids p. 173 T1 and T2	L1 Old Man - gray	L2 GBM Alphabet Match p. 53	L1 <i>Little Jack Horner</i> pp. 245, 251 Use IWB activity to sequence rhyme. L1 Fancy GBM Matching Patterns p. 91 T1 and T2
T	L1 Teacher Supervised Center Life Sized Ginger Kids p. 173 T1 and T2	L1 Old Woman -blue	L2 GBM Obstacle Course p. 267	L1 <i>Little Jack Horner</i> pp. 245, 251 Use IWB activity to sequence rhyme. L1 Cooking Up Some Shapes p. 83 T1 and T2
W	L1 T1 Teacher supervised Center How Many Can You Count? P. 129 L2 T2 Cookie Names p. 123	L1 Old Woman -blue	L2 Numbers on the GBM p. 187	L1 <i>Little Jack Horner</i> pp. 245, 251 Use rebus sheet to recite rhyme. L1 Counting Objects with the GBM p. 109 T1 and T2
TH	L1 T1 Teacher Supervised Center Big Oven, Little Oven p. 53, suggestion #6 L2 T2 Match Buttons p. 171 to GBM p. 187	L1 Farmers- purple/blue/green Display in groups of 3	L2 GBM Can Write Numbers p. 265 Large Numbers	L1 <i>Little Jack Horner</i> pp. 245, 251 Use rebus sheet to recite rhyme. L1 Big and Little p. 51 T1 and T2
F	L1 T1 Teacher Supervised Center Big Oven, Little Oven p. 53, suggestion #6 L2 T2 Cookie Pan Rhyming p. 109, suggestion # 2	L1 Farmers- purple/blue/green Display in groups of 3	L2 How Many Buttons? P. 171	L1 <i>Little Jack Horner</i> pp. 245, 251 Use props to role play rhyme. L1 GB Numbers p. 117, activity #2 T1 and T2

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Fine Motor, Cognitive, Language Busy Fingers	Socialization Cognitive, Language Story Time Focus	Motor, Cognitive, Language Music/ Movement
M	L1 GBM and Friends, Complete the Pattern p. 101 T1 and T2	Focus: Patterns L1 Story Time Teaching Bookless Story Time, use the story stick to tell the story. T1 and T2	L1 Gingerbread, Gingerbread p. 259 Children take turns leading the chant. T1 and T2
T	L1 T1 Foxy Shapes p. 89 L2 T2 GBM Can Draw Shapes p. 261	Focus: Shapes L1 Story Time Teaching Cooking Up Some Shapes p. 83 T1 and T2	L1 Gingerbread, Gingerbread p. 259 Children take turns leading the chant. T1 and T2
W	L1 T1 GB Numbers p. 117, activity #1 L2 T2 Buttons, Buttons, Buttons p. 205	Focus: Identify Numbers L1 Story Time Teaching GB Numbers p. 117 T1 and T2	L1 Gingerbread, Gingerbread p. 259 Children take turns leading the chant. T1 and T2
TH	L1 T1 Big Oven, Little Oven p. 53 L2 T2 Cookie Pan Rhyming p. 109	Focus: Big and Little L1 Story Time Teaching Big and Little p. 51 T1 and T2	L1 GBM Counting Rhyme p. 124 T1 and T2
F	L1 T1 Counting Cookies p. 123 L2 T 2 How Many Buttons Will Fit? p. 209	Focus: Number Concepts L1 Story Time Teaching GB Numbers p. 117 T1 and T2	L1 GBM Counting Rhyme p. 124 T1 and T2

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Socialization Center Time	Level 1 Tier 1 Object Painted	Level 2 Tier 2 Phonemic Aware./Math	Socialization, Cognitive, Language Circle Time Mother Goose
M	L1 Play Dough Cookies p. 174 T1 and T2	L1 Bear – blue coat purple pants	L2 GBM Bingo p. 129	L1 <i>Little Jack Horner</i> pp. 245, 251 Use sequence cards to predict what happens next. L1 Foxy Says p. 23 T1 and T2
T	L1 Play Dough Cookies p. 174 T1 and T2	L1 Bear – blue coat purple pants	L2 GBM Rhyming Words p. 115, Suggestion #4	L1 <i>Little Jack Horner</i> pp. 245, 251 Use sequence cards to predict what happens next. L1 Foxy Says p. 23 T1 and T2
W	L1 Play Dough Cookies p. 174 T1 and T2	L1 Wolf – blue pants red shirt	L2 GBM ABC Rhyme p. 121	L1 <i>Little Jack Horner</i> pp. 245, 251 Use sequence cards to predict what happens next. L1 Foxy Says p. 23 T1 and T2
TH	L1 T1 Teacher supervised Center Feed the Fox p. 163 L2 T2 Comparing GBM Dough p. 217	L1 Wolf – blue pants red shirt	L2 How Boys and Girls p. 213	L1 <i>Little Jack Horner</i> pp. 245, 251 Use props to role play rhyme. L1 Small, Medium, Large p. 105 T1 and T2
F	L1 T1 Teacher supervised Center Feed the Fox p. 163 L2 T2 Counting With Buttons p. 219	L1 Fox - orange	L2 GBM Alphabet Match p. 53	L1 <i>Little Jack Horner</i> pp. 245, 251 Use props to role play rhyme. L1 Gingerbread, Gingerbread p. 259 T1 and T2

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Fine Motor, Cognitive, Language Busy Fingers	Socialization Cognitive, Language Story Time Focus	Motor, Cognitive, Language Music/ Movement
M	L1 T1 Which One is Different? p. 57 L2 T2 GBM Rhyming Words p. 115	Focus: Same and Different L1 Story Time Teaching Which One is Different? p. 59 T1 and T2	L1 Hide and Seek p. 158 T1 and T2
T	L1 Run Around the GBM p. 47 T1 and T2	Focus: Position Words L1 Story Time Teaching Run Around the GBM p. 47 T1 and T2	L1 Hide and Seek p. 158 T1 and T2
W	L1 Red Means Hot, Blue Means Cold p. 208 T1 and T2	Focus: Classify Objects L1 Story Time Teaching Big and Little p. 51 T1 and T2	L1 The Cookie Stop p. 162 T1 and T2
TH	L1 Small, Medium, Large p. 207 T1 and T2	Focus: Abstract Concepts L1 Story Time Teaching Small, Medium, Large p. 107 T1 and T2	L1 Running Faster and Faster p. 160 T1 and T2
F	L1 Cinnamon Smelling GBM p. 171 T1 and T2	Focus: Follow Directions L1 Story Time Teaching Story Telling Cards. 19, Activity #2 T1 and T2	Run, Run, as Fast as You Can p. 161 T1 and T2

L1 – Level 1 Unit L2 – Level 2 Unit T1 – Tier 1-Children with limited language T2 – Tier 2-Children with age appropriate language

Date	Socialization Center Time	Level 1 Tier 1 Object Painted	Level 2 Tier 2 Phonemic Aware./Math	Socialization, Cognitive, Language Circle Time Mother Goose
M	L1 Teacher Supervised Center Finger Painted GBM p. 172 T1 and T2	L1 Fox - orange	L2 Ten Little GBM p. 260	L1 <i>Little Jack Horner</i> pp. 245, 251 Mother Goose Everyday p. 251, suggestion bullet #1 Four GBM p. 260 Ti and T2
T	L1 Teacher Supervised Center Finger Painted GBM p. 172 T1 and T2	L1 Hat - yellow	L2 How Much is a Handful? p. 225	L1 <i>Little Jack Horner</i> pp. 245, 251 Mother Goose Everyday p. 251, suggestion bullet #1 Four GBM p. 260 Ti and T2
W	L1 T1 Cooking Up Some Shapes p. 83, Suggestion Bullet #2 L2 T2 GBM Creative Writing Prompts p. 335	L1 Hat - yellow	L2 1 Little, 2 Little, 3 Little Buttons p. 255	L1 <i>Little Jack Horner</i> pp. 245, 251 Children work in pairs to retell the rhyme using sequence cards. Run, Run Rap p. 260 T1 and T2
TH	L1 T1 Cooking Up Some Shapes p. 83, Suggestion Bullet #2 L2 T2 Button Rulers p. 259	L1 Make up painting day	L2 Which Body Part Did You Bite First? p. 227	L1 <i>Little Jack Horner</i> pp. 245, 251 Children work in pairs to retell the rhyme using sequence cards. Run, Run Rap p. 260 T1 and T2
F	Use this time to begin filling packets. T1 and T2	Use this time to begin filling packets. T1 and T2	Use this time to begin filling packets. T1 and T2	L1 <i>Little Jack Horner</i> pp. 245, 251 Children work in pairs to retell the rhyme using sequence cards. Run, Run Rap p. 260 T1 and T2

L1 – Level 1 Unit

L2 – Level 2 Unit

T1 – Tier 1-Children with limited language

T2 – Tier 2-Children with age appropriate language

Date	Fine Motor, Cognitive, Language Busy Fingers	Socialization Cognitive, Language Story Time Focus	Motor, Cognitive, Language Music/ Movement
M	L1 Who, What, Where? p. 65 T1 and T2	Focus: WH Questions L1 Story Time Teaching Who, What, Where? p. 65 T1 and T2	L1 Who Stole the Cookies From the Cookie Jar? p. 37 T1 and T2
T	L1 Character Necklaces p. 239 T1 and T2	Focus: Predict What Comes Next L1 Story Time Teaching Character Necklaces p. 239 T1 and T2	L1 Follow the Path p. 157 T1 and T2
W	L1 GBM Poem p. 139 T1 and T2	Focus: Retell the Story L1 Story Time Teaching GBM Poem p. 139 T1 and T2	L1 Follow the Path p. 157 T1 and T2
TH	L1 Packet Making Day p. 71 T1 and T2	Focus: Sequence the Story L1 Story Time Teaching Bookless Story p. 69 Use the story stick. T1 and T2	L1 Follow the Path p. 157 T1 and T2
F	L1 Take Your Packet Home p. 72 T1 and T2	Focus: Review appropriate skills L1 Story Time Teaching Take Your Packet Home p. 72 T1 and T2	L1 Run, Run Rap p. 260 T1 and T2