

CYCLE 2 WEEK 6 CONTENT

TUTOR PLANS

GEOGRAPHY

European Mountains

Pyrenees
Alps
Carpathians
Caucasus
Ural
Matterhorn

PREP BEFORE COMMUNITY DAY:

- Outline mountains in different colors with dry erase markers on trivium table maps.

- Begin with review: Go over last week's European cities.
- Distribute laminated trivium table maps
- Pretend hike adventure: Children "hike" from mountain to mountain on their maps while hearing the story:
 - Pyrenees - buzzing bees 🐝
 - Carpathians - boy riding a horse named Nathan 🐎
 - Alps - helmet on scalp to climb high mountains 🧗
 - Caucasus - take a bus because it's far away 🚌
 - Ural - dance and twirl in the windy breeze 🌬️
 - Matterhorn - arrive in the early morn 🌄
- Teach review song: To the tune of She'll Be Comin' Around the Mountain
 - Sing several times while pointing to mountains.
- Quiz questions:
 - "Which mountain range had the buzzing bees?"
 - "Where did we twirl in the windy breeze?"
 - "What mountain did we climb in the early morn?"

ENGLISH

Possessive Pronouns

	singular	plural
first	mine	ours
second	yours	yours
third	his/hers/its	theirs

- Continue with pronouns: Add possessive pronouns this week.
- Song: Use same tune as the last 2 weeks (*Here We Go Looby Loo*) to string pronouns together from Weeks 4-13.
- Steps:
 - Introduce only the possessive pronouns first and sing them.
 - Children join in with arm-swing motions (side to side in rhythm).
 - After practicing, sing from the beginning, including the last two week's pronouns.

TIMELINE

36. India's Mauryan Empire
37. Mayans of Mesoamerica
38. Punic Wars
39. Rome Conquers Greece
40. Roman Dictator Julius Caesar
41. Caesar Augustus and the Pax Romana
42. John the Baptist

PREP BEFORE COMMUNITY DAY:

- Purchase large paper letters
- Tape first letter of each timeline event on the top of each card

- Before class:
 - Place 7 pieces of painter's tape on the wall for card placement
 - Hide timeline cards around the room (easy but fun spots).
- Start activity:
 - Children search for 1-2 cards each.
 - Tutor sings this week's timeline section while they look (sets pace and focus).
- Put cards in order:
 - Tutor prompts with first event (e.g., India's Mauryan Empire).
 - Ask: "What letter does 'India's' start with?" → child answers.
 - Child with the matching card places it on the wall in order.
 - Repeat until all cards are placed correctly.
- Light Stick Tapping Game:
 - First child taps each card on the wall with a light-up stick while class sings.
 - Rotate so each child gets a turn.
- Final review:
 - Practice timeline hand motions together while singing the full section.



Tutor Plans

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MATH

11s and 12s

11 22 33 44 55 66 77 88 99 110 121 132
143 154 165

(Ride a Cock Horse to Banbury Cross)

12 24 36 48 60 72 84 96 108 120 132
144 156 168 180

(Michael Finnegan)

PREP BEFORE COMMUNITY DAY:

- Print off action cards, cut out and laminate

- Skip Counting by 11s
 - Sing to the tune of *Row, Row, Row Your Boat* (see tutor video).
 - Point to numbers on the board while singing.
 - Kids "row their boats" along with the song.
 - Change up the style each time:
 - Slowly
 - Fast
 - Through rough waters
 - Through gentle waters
- Skip Counting by 12s
 - Sing to the tune of *Here We Go Round the Mulberry Bush* (see tutor video).
 - Start by pointing to numbers on the board; then kids join in.
 - Move around the table in different ways each round:
 - Walking
 - Skipping
 - Light jogging
 - Crawling
 - Optional: Use movement cards (FREE download) so kids can choose actions.

HISTORY

Tell me about the Renaissance.

During the Renaissance period, from 1350 to 1600, Leonardo da Vinci was a famous inventor, Shakespeare was a famous playwright, Michelangelo was a famous artist, and Copernicus was a famous scientist.

- Teach/Sing the history sentence correctly first (see tutor video for tune).
- Play the "Silly Words" Game:
 - Tutor sings the history sentence with funny mistakes:
 - During the Renaissance **Cheerios**, from 1350 to 1600, Leonardo da **Pizza** was a famous inventor, Shakespeare was a famous **playtoy**, Michelangelo was a famous **gymnast**, and Copernicus was a famous **dentist**.
 - Children raise their hands when they hear a mistake and say the correct word.
 - After each correction, tutor repeats the sentence correctly up to that point.
 - Kids hear the correct version many times while staying engaged.
- Final Round:
 - Everyone stands up to dance or march around the room.
 - Sing the history sentence together with movement.

SCIENCE

How do animals react to environmental change?

adapt
migrate
hibernate

PREP BEFORE COMMUNITY DAY:

- Print out the Adaptation cards and cut out

- Teach the song: To the tune of *Peace Like a River*
 - Sing several times with motions, starting slow, then vary speed/volume.
- Add motions for each adaptation:
 - Adapt → hide face with hands
 - Migrate → spread arms and fly
 - Hibernate → curl up and sleep
- Adaptation Cards Game:
 - Sit in a circle; each child picks a card showing an animal.
 - As a group, name the animal and decide if it adapts, migrates, or hibernates.
 - Migration cards include simple diagrams of where animals travel → connect to geography.

	CYCLE 2 WEEK 6 CONTENT	TUTOR PLANS
LATIN	<p><i>1st Conjugation. Endings- Future Tense</i></p> <p><i>Singular</i></p> <p>____bō I shall ____</p> <p>____bis you will ____</p> <p>____bit he, she, it will ____</p> <p><i>Plural</i></p> <p>____bimus we shall ____</p> <p>____bitis you will ____</p> <p>____bunt they will ____</p>	<ul style="list-style-type: none"> Review endings: Sing to the Latin tune (see tutor video). Sparkle Game: <ul style="list-style-type: none"> Children sit in a circle. Tutor begins with “-bō,” next child sings “-bis,” continue around circle. Round 1 = singular endings only. Round 2 = plural endings only. Round 3 = alternate between singular & plural. When the last ending is sung, the next child says “Sparkle!” and is out. Continue until one child (or the tutor!) remains. Variation with Silly Voice Cards: <ul style="list-style-type: none"> Children sing the endings in silly voices for extra laughter and focus.
FINE ARTS	Drawing- Review and Final Project FG p. 86	<ul style="list-style-type: none"> Lots of freedom here to all the kids to draw using the different things they have learned about so far this year! <ul style="list-style-type: none"> Oils Mirror image Upside down Perspective Abstract art
HANDS-ON SCIENCE	#3 Cover Up & #4 Thick	<ul style="list-style-type: none"> Follow Hands-on Science Script
REVIEW	<ul style="list-style-type: none"> Prep: Write subjects of memory work + special prompts (Wiggle Worm, Sleepy Slug, Busy Bee) on Popsicle sticks. Place face down on table. How to Play: <ul style="list-style-type: none"> Children take turns picking a stick. Everyone acts out the motion before answering a review question: <ul style="list-style-type: none"> Wiggle Worm → wiggle on the floor Sleepy Slug → curl up and “sleep” while answering Busy Bee → flap arms and buzz like bees Review questions: Tutor asks one from the subject on the stick. <ul style="list-style-type: none"> Name one European city we learned last week What are the three types of consumers? Name one pronoun we’ve learned so far Who remembers part of the timeline song? Repeat until each child has had a turn picking a stick. 	
PRESENTATION TOPIC	<p>Teach the class how to do something. Teach us how to play a game or how to cook a food you love, etc!</p> <ul style="list-style-type: none"> Remind children what they should be doing while their classmates present. Encourage them to think about a question they can ask. Encourage presenter to speak loudly and to ask for questions at the end. 	