

Storytime Activity Guide

Leo Can Swim

by Anna McQuinn, illustrated by Ruth Hearson

Leo loves the water. Leo and his dad spend the day in their swim class, doing water activities and having fun with their friends.

Did you know?

Kindergarten Readiness is more than just academics! Self-regulation or being focused on a task, playing cooperatively, and regulating impulses is all a part of succeeding in school. While sharing *Leo Can Swim*, you can practice starting and stopping simple activities, taking turns, and talking about whether the characters in the book behaved appropriately and why or why not.

Talk about it!

Infants won't be able to talk yet, but they love hearing your voice and they learn a lot from you! Anytime before, during, or after the book, you can ask and answer these questions out loud. Doing this will help your child build their language skills.

- Leo and his dad greet their friends "Hello!" let's say "Hello" with a wave of the hand.
- Where are your feet? Can you point at your feet?
- In the pool Leo loves to kick. Can you show me how to kick?
- Let's pretend to put lotion on our cheeks like Leo and daddy (rub your hands and touch your cheeks) and ask, "Can you rub the lotion in your hands and put it on your cheeks?"

Play: Imaginary Swim Class

Starting and stopping, counting down, or moving fast and then slow helps develop self-regulation. For very young infants, you can move their arms or legs for them and describe out loud what you are doing.

- Let's kick like Leo! Can you kick one foot, then the other? Can you do it slowly? Fast? Practice moving slow then fast and back to slow again!
- Let's pretend to swim! Move your arm's in front of you like you are swimming and say "Swish, Shoosh, Swish, Shoosh." Can you swim slow? Swim fast?
- It's time to get out of the pool! When you are all done with the activity count to 10 and say "all done!" If you'd like, you can also pretend to dry off with a warm towel to end the activity.

Find More Online

Scan this QR code to find book recommendations, online activity guides, and other fun resources.



qrcode/learnathome

Scan this QR code with your phone's camera to see our Read Aloud of this book!



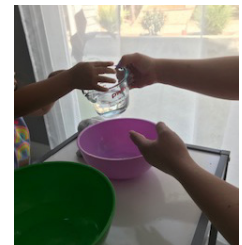
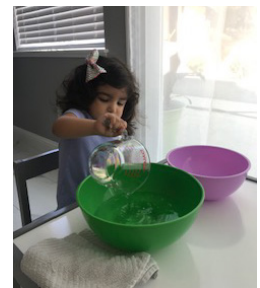
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Water Play: Taking Turns

Materials needed: Cups with handles, 2 big bowls or containers that can hold water, towel, and a place where you and your child can get wet doing this activity.

Water play is fun! Activities such as transferring water from one container to another help to develop fine and gross motor skills. Actions such as pouring, stirring, and squeezing also help.

1. Gather the materials and fill up the one container with water.
2. Invite your child to scoop a water from the filled bowl and pour it out to the empty bowl.
3. Tell your child "My turn." Now you scoop water from the filled bowl and pour it out to the other bowl.
4. Tell your child, "Your turn or (your child's name) turn." Take turns with your child(ren).
5. Repeat the process and once the other bowl is filled with water you can switch pouring water to the empty bowl.
6. Dry yourselves with the towel.



Optional: You can also do this by watering the plants in or outside your home.