# Lesson Plan: All Aboard the Train Adventure!

**Subject:** Creative Arts & Imaginative Play

Age Group: 3-Year-Old

**Focus:** Exploring trains as a mode of transportation through hands-on, creative activities.

### **Materials Needed**

- For the Craft Train: A few empty cardboard boxes (e.g., tissue, granola bar, or shoe boxes), paper towel tubes, bottle caps or pre-cut paper circles, child-safe glue or tape, crayons or washable markers.
- For the Track: Wooden blocks, Duplo/Lego blocks, or painter's tape.
- For Play: A favorite toy train (if available).
- **For Story Time:** A train-themed book (e.g., *Freight Train* by Donald Crews, *The Little Engine That Could*, or *Chugga-Chugga Choo-Choo* by Kevin Lewis).
- Optional: A small whistle for sound effects.

## **Learning Objectives**

By the end of this lesson, the student will be able to:

- Identify a train and name at least one of its parts (wheels, engine, car).
- Demonstrate imaginative play by pretending to be a train or controlling a train.
- Practice fine motor skills by decorating and helping to assemble a simple craft.
- Practice gross motor skills by moving like a train and building with blocks.

### **Lesson Activities**

### 1. The Train Whistle Warm-Up (5 minutes)

- **Goal:** To capture interest and introduce the topic in a fun, auditory way.
- Procedure:
  - 1. Start with an exciting sound. Make a "CHOO-CHOO!" noise or blow a whistle. Ask, "What makes that sound?"
  - 2. Introduce the toy train. Say, "It's a train! Let's look at it." Point to the main parts: "This is the engine at the front. These are the train cars it pulls. And look at all the wheels!"
  - 3. Sing a simple song together to the tune of "The Wheels on the Bus":

    "The wheels on the train go round and round, round and round, round and round and round. The wheels on the train go round and round, all day long!"
    - "The whistle on the train goes TOOT-TOOT-..."
    - "The engine on the train goes CHUGGA-CHUGGA-CHUGGA..."

#### 2. Activity: Build-Your-Own Boxcar Train (15 minutes)

- Goal: To develop creativity and fine motor skills through a hands-on craft.
- Procedure:

- 1. Lay out the craft supplies. Say, "Every good engineer needs to build a train. Let's make our own!"
- 2. Let the child choose a box to be the engine and a few others to be the cars.
- 3. Encourage them to decorate the boxes with crayons or markers. They can draw windows, doors, or just fun scribbles. This is their unique train!
- 4. Help the child glue or tape the bottle caps or paper circles onto the sides of the boxes as wheels.
- 5. Connect the finished boxes together in a line with tape to form a complete train. Celebrate their creation!

### 3. Activity: Engineer the Track (10 minutes)

- **Goal:** To encourage problem-solving and gross motor skills.
- Procedure:
  - 1. Say, "Our new train needs a track to run on! Where should it go?"
  - 2. Use blocks to build a long track on the floor. Let the child place the blocks. It doesn't have to be perfect—a wobbly track is a fun track!
  - 3. Alternatively, use painter's tape to create a track on the floor, making fun curves and straightaways.
  - 4. Let the child push their new craft train (or a toy train) along the track they helped build, encouraging lots of "choo-choo" sounds.

### 4. Activity: The Human Train Express (5 minutes)

- Goal: To engage in active, imaginative play and practice gross motor skills.
- Procedure:
  - 1. Say, "Let's BE the train!"
  - 2. Have the child be the engine at the front. You can be the car behind them, holding onto their shoulders or waist.
  - 3. Chug around the room together, following the block or tape track.
  - 4. Call out imaginary stations to make it a game: "Now stopping at... the Kitchen Station for a snack! All aboard!" or "Next stop... the Cozy Couch Station!"

#### Cool-Down & Assessment

#### Story Time at the Station (5 minutes)

- **Goal:** To wind down while reinforcing the lesson's concepts.
- Procedure:
  - 1. Announce, "The train is pulling into the Reading Station for a guiet rest."
  - 2. Settle into a comfortable spot and read the chosen train-themed book.
  - 3. As you read, point to the trains in the pictures and ask simple questions: "Can you point to the wheels?" or "What color is that train car?" This serves as a gentle, informal assessment of their understanding.

### **How to Check for Understanding (Informal Observation)**

- Did the child engage with the craft activity by decorating or helping to assemble?
- Did the child make train sounds during play?
- Did the child push a train along the track?
- During story time, could the child point to a train on the page?

# **Differentiation & Adaptation**

- **To Simplify:** If fine motor skills are still developing, pre-cut all shapes and have the child focus only on coloring and placing the pieces with tape (which is easier than glue for little fingers).
- **To Add a Challenge:** Ask the child to sort the blocks by color before building the track, or to count the wheels on their craft train.
- For a Very Active Child: Spend more time on the "Human Train Express" and building a large, room-sized track. Keep other activities shorter.