**NOTE:** This word document contains three parent/guardian letters customized for different age groups. Please choose the version that is most appropriate, edit as needed and then print the letter for the children in your care to take home to their families.

Dear Families of Infants 0-6 Months:

Before young children begin to count the Cheerios on their trays or put blocks in the shape sorter, they are learning important early math concepts from their everyday interactions with caregivers. When caregivers incorporate language about math concepts into these interactions from the start, the roots of math concepts begin to grow and provide a solid foundation for learning math skills in the preschool years.

Today, we talked about **OPEN**-**CLOSE** during playtime. You can reinforce this lesson at home. Tummy time is especially important for the development of motor skills, especially since the launch of the “Back to Sleep” campaign. Infants need entertainment during tummy time. Place your baby on the floor on his/her tummy and place a jack-in-the-box toy in front of your baby. Activate the jack-in-the-box toy. Say: “**OPEN**” when the jack-in-the-box toy opens. Slowly **CLOSE** the jack-in-the-box toy and say: “**CLOSE**.” Repeat as long as your baby is comfortable and happy on his/her tummy.

Dear Families of Infants 6-12 Months:

Before young children begin to count the Cheerios on their trays or put blocks in the shape sorter, they are learning important early math concepts from their everyday interactions with caregivers. When caregivers incorporate language about math concepts into these interactions from the start, the roots of math concepts begin to grow and provide a solid foundation for learning math skills in the preschool years.

Today, we talked about **OPEN**-**CLOSE** during playtime. You can reinforce this lesson at home. Sit on the floor with your baby. Sit behind your baby if he/she still needs some support while sitting. Place a pop-up toy in front of your baby. Pop up the first door and say: “**OPEN**.” Name the character hiding under the door and say: “Bye-bye and **CLOSE**.” Show your baby how to **CLOSE** the door.

Pop up the second door and say “**OPEN**.” Name the character hiding under the door and provide hand-over-hand assistance, if necessary, to help your baby **CLOSE** the door. Say: “Bye-bye and **CLOSE**.” Pop-up the third door and wait a minute to see if your baby attempts to **CLOSE** the door. If not, provide hand-over-hand assistance once again. Repeat with the fourth and fifth doors. Pop **OPEN** all of the doors, saying “**OPEN**” each time. Allow your baby to **CLOSE** all of the doors in any order, using hand-over-hand assistance if necessary. Say: “**CLOSE**” each time you **CLOSE** a door.

Dear Families of Infants 12-18 Months:

Before young children begin to count the Cheerios on their trays or put blocks in the shape sorter, they are learning important early math concepts from their everyday interactions with caregivers. When caregivers incorporate language about math concepts into these interactions from the start, the roots of math concepts begin to grow and provide a solid foundation for learning math skills in the preschool years.

Today, we talked about **OPEN**-**CLOSE** during playtime. You can reinforce this lesson at home. Sit on the floor and place a pop-up toy in front of your baby. Pop up the first door and say: “**OPEN**.” Name the character hiding under the door and say: “Bye-bye and **CLOSE**.” Wait for your baby to **CLOSE** the door.

Pop up the second door and say: “**OPEN**.” Name the character hiding under the door and wait for your baby to **CLOSE** the door. Say: “Bye-bye and **CLOSE**.” Repeat with the third, fourth and fifth doors. Leave all of the doors closed and allow your baby to attempt to activate the toy. Give your baby hand-over-hand assistance if necessary. Pop **OPEN** all of the doors, saying “**OPEN**” each time. Allow your baby to lead the play, saying “**OPEN**” and “**CLOSE**” each time your baby opens or closes one of the doors.