Infant House Schedule

The hours for the Infant House are 8:00 am - 5:30 pm

The following are a list of activities that will take place every day in accordance with the child's needs, at various times throughout the day:

Feeding



Infants will be fed on demand and worked towards a regular schedule of breakfast, snack, lunch, snack, and dinner depending on the child's arrival and departure times. Older infants who are weaned will have breakfast (if applicable), lunch and snack-on-demand as needed, generally once in the morning and once in the afternoon.

Infants will nap on an as-needed basis. Sleeping

Stomach Time

Infants will have 30 minutes of time on their stomach each day (until they are rolling over, crawling, etc.) to strengthen their necks and upper body. This time will be broken into smaller increments as necessary for the child.



All of the infants will be given regular, physical and emotional comfort, as the need arises. Positive interactions like smiling, laughing, and cuddling are encouraged.

Comfort

Work Period



The Work Period in an Infant Montessori class is not a defined block of time. Babies are working anytime they are awake (and even in their sleep) and the activities are designed to stimulate the physical, intellectual, social and emotional development of the infant. They include activities to build both gross and fine motor skills such as grasping, batting, reaching, rolling over, crawling, standing, cruising and walking; activities to boost language development such as teachers singing, talking, naming objects, describing pictures and reading; as well as activities that encourage spatial awareness, sensory exploration, toilet training, and the beginnings of self-care.

Weather permitting, the infants will spend at least 30 minutes outside, twice a day. The time at which this occurs may vary based on the sleeping needs of the class. Outside activities may include, but are not limited to time on the playground, picnics, stroller walks to the neighborhood across the street, etc.

Outdoor Playtime

