*WEEK 2*

**VEGETABLE:** One of the 5 food groups that includes the nutritious, edible parts of plants.

*Vegetables give our bodies energy, vitamins, minerals, and fiber to keep our bodies healthy and strong.*

**Vegetable Letters: [**[**YouTube**](https://youtu.be/dNOnij33FQI)**]**

The object of this activity is to use your jump rope to make the first letter in the names of different vegetables. Do that by laying the rope on the floor and moving it to make letter shapes.

After you make each letter, walk with your feet on the rope tracing the letter shape from bottom to top. Here are some vegetable names — Carrot, Lettuce, Broccoli, Spinach, Okra, Eggplant, Peas, Zucchini.

*WEEK 2*

**IMPROVE:** To make or become better.

*If I’m feeling sick my family gives me oranges with vitamin C to improve the way I feel.*

**Nutrition Fortune Teller II: [**[**YouTube**](https://youtu.be/xsK4RQv4Cug)**]**

Let’s learn about nutrition using a new Fortune Teller.

[(Get More Fortune Tellers Here)](https://nutritionfromthehart.com/2020/03/21/fortunetellers/)

Start by picking the number that matches the picture of a super food. Open and close the fortune teller while counting to that number. Next, choose the name of the food on the inside of the fortune teller. Open and close while spelling the name of the fruit. Next, open the flap, read the fun fact and complete the activity.

*WEEK 2*

**PHYSICAL ACTIVITY:** Any movement of the body that requires energy.

*Caleb eats healthy food to give him energy for fun physical activity.*

**Balance and Breathe II: [**[**YouTube**](https://youtu.be/q7JFs7TPQJo)**]**

Let’s use our Speed Stacks cups to help us practice mindful breathing (If you don’t have a Speed Stacks cup, you can use any small safe object).

Pick any body part and balance the cup on that body part. Now, slowly walk in a small circle in your activity space while balancing the cup. While you walk, practice equal breathing with 4-count inhales and exhales.

If the cup falls, just pick it back up and try again.