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Issue 7

Your Monthly Viewing Guide

July 2007

Dragon Tales 119 Stormy Weather

The *Dragon Tales* friends are excited to spend the day on Cloud Island, a playground built on a cloud. The roar of thunder frightens Ord, who becomes invisible and heads into a nearby cave. When the storm hits, everyone gathers in the cave with Ord, and helps to distract him from the thunder with different strategies, like tickling, playing games, and pretending the storm is an orchestra.

Summer storms can be noisy, and frightening to young children. If your child becomes scared, try a fun distraction. During the next thunderstorm, encourage your child to play a game with you. To play the game, count the seconds between the roar of thunder and the flash of lightning. Let your child know that as the storm gets closer, the thunder and lightning will be closer together. But then, as the storm moves away, you'll be able to count higher numbers because the thunder and lightning will occur farther apart. Being able to actually predict that the storm is moving away may help calm your child's fears.

You might also want to read:

Thunder Cake by Patricia Polacco.

Don't forget to check us out online.

Go to: www.sesamestreet.com
www.pbskids.org/dragontales



The Workshop's mission to help all children reach their highest potential is made possible in part by the generous support of these partners.

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| <p>4132 Big Bird and Snuffy remember the games babies play when they visit Gina's baby, Marco. Tip: Together, play some games your child liked as a baby, and her favorite games now. Talk about how the games are alike and different. Letter and Number: Y, 5</p> | <p>4116 The number of the day is 11! Tip: Have a picnic or a tea party for 11 (you can invite your child's toys or stuffed animals as guests.) Ask your child set the table for the occasion. Letter and Number: L, 11</p> |
| <p>4133 Telly reports on National Try a New Food Day, but is a little hesitant to try a new food himself. To his surprise, grilled cheese in the shape of squares is terrific! Tip: Use cookie cutters to present new foods in creative ways, such as mango stars and cantaloupe moons. Letter and Number: V, 16</p> | <p>4117 Elmo's World: Jumping Jump along with Elmo to get up and moving and have a lot of fun, too! Tip: Have a jumping contest with friends or family members. Count how many times each person can jump in a row. Letter and Number: J, 9</p> |
| <p>4101 Rosita's friends throw a fiesta for her when she misses her home in Mexico. Tip: Turn a family meal into a fiesta. Let your child decorate and choose music for the party. Serve tortillas with a variety of healthy fillings, such as black beans, low-fat shredded cheese, and diced vegetables. Letter and Number: B, 3</p> | <p>4118 Telly tries to get Oscar to say the name of the little round things that hold a jacket together. Tip: Take turns making up names as clues to a real item in your home. You might call the refrigerator a "food chiller" or the bathtub a "body washer." Letter and Number: B, 3</p> |
| <p>4134 Elmo's World: Singing Elmo's friends show him that everybody can use their voices to express themselves through song—even Elmo! Tip: Ask your child to make up a song that shows how he is feeling and sing it to you. Letter and Number: K, 19</p> | <p>4119 Big Bird wishes that all the adults on Sesame Street were children, and the Fairy Godperson makes his wish come true. Tip: Ask your child to tell you a story about what would happen if the grown-ups in your family were turned into children. Letter and Number: F, 17</p> |
| <p>4111 Elmo's World is replaced by Cookie World, and Cookie Monster explores everything about his favorite treat. Tip: Read <i>The Doorbell Rang</i> by Pat Hutchins. Letter and Number: Q, 10</p> | <p>4120 Baby Bear writes a story with the help of his friends in which three bears learn how porridge tastes in space. Tip: Ask your child to imagine what it would be like to live in space. Work together to make up a story about it. Letter and Number: M, 4</p> |
| <p>4109 Abby Cadabby not only makes new friends during her first day on Sesame Street, she also learns how to turn a pumpkin into a toaster. Tip: Say, "Show me what fun new things you would show Abby if she moved to our street!" Letter and Number: I, 20</p> | <p>4121 Zoe's pet rock Rocco apologizes when he hurts Telly's doll's feelings. Tip: Ask your child to tell you what he would do if his friend told him they couldn't play together. Letter and Number: S, 5</p> |
| <p>4110 Letter of the Day: C C is for "cookie" and that's good enough for Cookie Monster. Tip: Pretend to be "C" Detectives and search for the letter C or things that begin with the letter. Letter and Number: C, 2</p> | <p>4122 Telly and Elmo overcome obstacles on the way to Prairie Dawn's "Healthy Food Pageant." Tip: Have your child draw a picture of the healthy food costume she would wear if she were in Prairie Dawn's pageant. Letter and Number: A, 13</p> |
| <p>4112 On the day of their high school graduation, Gabi and Miles remember how they shared their very first day of school. Tip: Ask your child to tell you about something she is excited to learn in school. Letter and Number: P, 15</p> | <p>4123 Elmo's World: Sky Elmo and his friends find the sun, clouds, rainbows, planes and more up in the sky. Tip: Read <i>One Small Square: The Night Sky</i> by Donald M. Silver. Letter and Number: U, 12</p> |
| <p>4113 Alan shows a dinosaur that visits Sesame Street how to make a healthy salad. Tip: Ask your child to pick out some vegetables you can use to make a healthy, colorful salad together. Enjoy eating it with your family. Letter and Number: W, 0</p> | <p>4124 Global Grover: Hula Grover's friends show him the traditional dance of Hawaii that the story dancers tell with their hands and arms. Tip: Find Hawaiian music at your local library or on the Internet and perform a storytelling dance. Letter and Number: N, 6</p> |
| <p>4114 Global Grover: The Netherlands Find out how Grover's friend Madelief uses a walking bike to learn how to ride a real bike. Tip: Read <i>Look What Came From the Netherlands</i> by Kevin Davis. Letter and Number: W, 0</p> | <p>4125 Telly, Baby, Bear, and Elmo have to think of unusual ways to say the alphabet when they appear on the Alphabet Road Show. Tip: Have family members take turns staying the alphabet in unusual ways. Letter and Number: Z, 14</p> |
| <p>4115 Luis and Maria have to share their anniversary with another important holiday, "H" day. Tip: Play an "H" game with your child and ask him to add an H sound to the beginning of words you say, such as <i>art</i> and <i>eat</i>. Letter and Number: H, 3</p> | <p>4126 Elmo tries to find an answer to a puzzling question: What do you get a rock for his birthday? Tip: Ask your child to tell you what he would give Rocco for his birthday and why he chose that present. Letter and Number: X, 17</p> |



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| <p>312 The Balancing Act Ord has to practice his balance before he is able ride Emmy's new skateboard. Tip: Take turns balancing on two hands and one foot, one elbow and two knees, and one hand and one foot.</p> | <p>324 Rise and Bloom Max wants to see the Bursting Blossoms bloom, but has trouble staying awake at sunrise. Tip: Wake your child up by inviting him to play a game of "Follow the Leader" and lead him through his morning routines.</p> |
| <p>304 Dragon Tune "Making It Fun" The <i>Dragon Tales</i> friends know that brushing your teeth can be enjoyable when you make it fun. Tip: Teach your child a simple tune she can hum, such as "Twinkle Twinkle Little Star" and let her know she should keep brushing until the song is over.</p> | <p>325 Musical Scales When Zak and Wheezie's scales shed, Enrique helps them accept their new look. Tip: Ask, "Why did Zak and Wheezie agree to perform for Princess Kidoodle even when their scales were shedding?"</p> |
| <p>328 Make No Mistake When he gets the lead role in the School in the Sky play, Max has to learn to relax and not worry so much about making a mistake. Tip: Read <i>Nobody's Perfick</i> by Bernard Waber.</p> | <p>303 Hand in Hand Max and Emmy have to stop fighting and cooperate when they get stuck hand in hand. Tip: Ask your child and a friend or sibling to figure out a way to do a task, such as cleaning up toys, while they hold hands.</p> |
| <p>306 Just for Laughs The gang has to solve a series of rhyming clues in order to find hidden eggs for the Custard Egg Hunt. Tip: Play a twist on the game of "20 Questions," but make your clues rhyme. For example, to describe shoes you could say, "I come in a box, and you put me over your socks."</p> | <p>139 Much Ado About Nodlings Max has to take responsibility for the damage he has done to the Nodling's wagon. Tip: Read <i>It's Not My Fault!</i> by Nancy Carlson.</p> |
| <p>307 Dragon Tune "The Ord Shuffle" Sing about the dragon who will give you big hugs as long as you don't mention bugs. Tip: Together, talk about the special qualities of a person in your family. Then make up a song about that person.</p> | <p>324 Dragon Scouts Emmy makes new friends at Cassie's Dragon Scouts meeting after she stops trying to impress them. Tip: Talk about some ways your child could try to make friends in a new group. Then practice your ideas by role playing with family members.</p> |
| <p>308 El Dia del Maestro Cassie has to learn to speak up and take charge when the friends make <i>chalupas</i> to surprise Quetzal. Tip: Give your child a task to be in charge of, such as organizing a board game event for the family after dinner one night.</p> | <p>325 Something's Missing When Max visits Dragon Land without Emmy, he draws pictures to send to his big sister, who he misses terribly. Tip: Help your child contact someone she misses and tell that person about her day, either by phone, mail, or e-mail.</p> |
| <p>323 Room for a Change Although Cassie is sad to leave her old room, she learns to love her new one. Tip: Read <i>Once I Was...</i> by Niki Clark Leopold.</p> | <p>303 Dragon Tune: "Zak and Wheezie" Zak and Wheezie know that two heads are better than one, no matter how different they might be. Tip: Have your child make a drawing or collage of family members pictures and talk about the things you like about each other.</p> |
| <p>306 Flip Flop A statue flips Zak and Wheezie's personalities and gives them a new perspective. Tip: Tell your child a story about what a day is like from the perspective of another family member. Have your child make up a story, too.</p> | <p>139 To Do or Not to Do Cassie has to trust her instincts in order to rescue her friends. Tip: When a problem arises, such as a missing toy, ask your child to share his ideas for solving the problem.</p> |
| <p>307 Lucky Stone Ord learns that he doesn't need a lucky charm to do his flying tricks. Tip: Read <i>Lucky Socks</i> by Carrie Weston.</p> | <p>119 A Tall Tale Max feels like he's too short to do anything when in fact he is the only one who is the right height to get a unicorn's glasses back. Tip: Read <i>The King's Flower</i> by Mitsumasa Anno.</p> |
| <p>308 A New Friend The new dragon in town has a treasure map, a purple wheelchair, and performs magic tricks. Tip: Ask your child to draw a picture of one of her friends. Talk about the ways that your child and her friend are alike and different.</p> | <p>120 No Hitter Quetzal teaches Max ways to control his anger after Max hits his sister in the arm. Tip: Ask, "What are some ways you can let out your anger that won't hurt anyone?"</p> |
| <p>323 Dragon Tune "Try" The <i>Dragon Tales</i> friends know that you can touch the sky if you only try. Tip: Make a family "Try" chart. Have each person add something they would like to try.</p> | <p>121 Do Not Pass Gnome Max needs to follow directions to win a game of "Simon Says." Tip: Ask your child to follow your directions to make a silly pose with his body. Let your child have a turn giving directions to you.</p> |