



View & Do



sesameworkshop.



Issue 8

Your Monthly Viewing Guide

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Sesame Street 4139 Letter "P" Game

When Elmo and Zoe have trouble coming up with a game that they both want to play, Alan teaches them the letter "P" game. In order to play, they need to find things that start with the letter "P." Their search leads them to discover a penguin, a potato, a pineapple, and peanut butter on pumpernickel bread.

As children explore letters and letter sounds, they are taking important steps toward becoming readers and writers. For this reason, games like the letter "P" hunt lead to so much more than fun; they lead to wonderful learning.

Have your own learning adventures as you invent "P" games together. You might work together to write the letter "P" on a homemade bookmark. Then use this bookmark to search for the letter "P" as you read books together. You might also play a "P" guessing game in which you describe an item like a piece of paper, a pencil, a plate, or a pear, and then encourage your child to guess the mystery item. Afterward, you might create a "P museum" full of items that start with the letter P. Perhaps you can even work together to make up your own funny sentence like "Please pass the pepper to Polly the pink pig." Try these activities with a different letter each week.

You might also want to read:

Puppies! Puppies! Puppies! by Susan Meyers

Don't forget to check us out online.

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



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Family Tips

<p>4127 Oscar's new pet Rottendoodle turns out to be a lot nicer than he expected. Tip: Read <i>Big A!</i> by Andrew Clements. Letter, Number: T, 2</p>	<p>4139 Elmo and Zoe play a special game where they have to hunt for things that start with the letter P. Tip: Go on your own letter P hunt. What P things can you and your child spot? When you're done draw a picture of each item on a large piece of paper to create a "P Poster." Letter, Number, Word: P, 10, pumpernickel</p>
<p>4128 Zoe finds out that she's happier being herself than having hair longer than Rapunzel's. Tip: Talk about the things that you love about each other. Letter, Number: R, 8</p>	<p>4083 Global Grover: Biking in the Netherlands A girl learns how to ride a real bike by practicing "walking" a bike first. Tip: What is something your child is learning right now? Discuss what steps could help her get ready to learn and practice something new. Letter and Number: D, 4</p>
<p>4129 Mr. Pattern hosts a game where Elmo and his friends have to guess what comes next in a pattern. Tip: Clap a pattern of beats, and ask your child to copy the pattern. Then have her create one for you to copy. Letter, Number: E, 18</p>	<p>4140 Zoe uses Abby's magic wand to wish that everyone on <i>Sesame Street</i> would dance ballet and suddenly the streets are filled with dancing. Tip: Turn on some music and pretend that you and your child are different <i>Sesame Street</i> characters dancing ballet. How would Big Bird dance ballet? How about Slimy? Letter, Number, Word: E, 6, ballet</p>
<p>4130 Gina explains adoption: "There's a baby who needs love and caring for, and I want to be the person to provide those things." Tip: Go to the library with your child to find a book with information about adoption. Letter, Number: G, 1</p>	<p>4084 Slimey and some worm friends "stretch, wiggle, and yay," while having fun and exercising at the same time. Tip: Play a song that your child likes to move to and stretch, wiggle, and yay. Letter and Number: J, 9</p>
<p>4131 When all the wonderful helpers leave, Gina reflects on how happy she is to be a mommy and take care of her new family. Tip: Read <i>Families Are Forever</i> by Deb Capone. Letter, Number: D, 11</p>	<p>4141 Elmo and Big Bird ride a pretend tricycle while they are waiting for Elmo's real tricycle to be fixed. Tip: For some great indoor exercise, try peddling your own pretend tricycle. How fast would you peddle if you were in a hurry? How would you peddle if you were going up a big hill? Letter, Number, Word: R, 8, tricycle</p>
<p>4132 Snuffy and Big Bird think back to their own childhood to think of games to play with Gina's new Baby, Marco. Tip: Ask your child about what games she remembers as a baby. Then play one for fun! Letter, Number: Y, 5</p>	<p>4085 Elmo and Zoe search for four differently colored nutritious foods in "The Healthy Food Game." Tip: With your child, find four (or more) differently colored fruits or vegetables in your kitchen, and use them to make a tasty snack. Letter, Number: G, 6</p>
<p>4133 Everyone is excited to try a new food on National Try a New Food Day, except for Telly, who is worried about trying a new food. Tip: Take your child shopping and have her choose a new food for the family to try. Letter, Number: V, 16</p>	<p>4142 When the number zero decides that he wants to stop doing his job, the <i>Sesame Street</i> friends let him know that he is special by showing him all the important things that he does. Tip: Search your home for the number zero. Can you find it on the phone or the remote control? What important jobs does the number zero do at your house? Letter, Number, Word: I, 0, disappear</p>
<p>4134 Oscar believes that Grouches never need help, but changes his mind when he can't get the Jalopy to start. Tip: Ask, "What are some things that you need help with? What are some things you can help other people do?" Letter, Number: L, 7</p>	<p>4087 To leave the magic garden, the three bears must first say three things about vegetables. Tip: Let your child choose a vegetable. Together, think of three things to say about it (color, shape, why it's good for you) then eat it! Letter, Number: E, 5</p>
<p>4135 Elmo meets three book loving pirates whose special treasure is a library. Tip: Take a trip to your local library and explore together. Choose a favorite topic to hunt for. You might even discover books Cornelia Funke's <i>Pirate Girl</i>, a book all about pirates! Letter, Number, Word: F/L, 8, squid</p>	<p>4143 Oscar and Grundgetta read, "The Tale of Sleeping Grouchy." In this story a very Grouchy princess falls asleep and princes come from all around to try to wake her up. Tip: Using a paper bag, create your own Sleeping Grouch puppet. One person can be Sleeping Grouchy and the other can try different ways to wake her up. Letter, Number, Word: U, 20, ticklish</p>
<p>4136 Gordon and Susan's nephew Chris, just moved to <i>Sesame Street</i> and he is looking for a job. Tip: Take a walk together and look for people at work. What different jobs do you see people doing? Talk together about why those jobs are important. Letter, Number, Word: Y, 5, newspaper</p>	<p>4088 "Leche" means "milk" in Spanish. Tip: Make a healthy shake with your child. Mix low-fat or skim milk, banana, strawberries, honey and ice cubes in a blender until smooth. Enjoy! Letter, Number: K, 12</p>
<p>4137 Telly and Baby Bear are reading <i>The Wild Adventures of Action Dog</i>, when suddenly the word "DOG" escapes from the pages. Tip: Read Jules Fifer's <i>Bark George</i>. Then ask, "What would happen if the word dog escaped from the book. How would you get it back?" Letter, Number, Word: A, 11, dog</p>	<p>4144 Telly feels frustrated when his friend Baby Bear is crowned "Triangle Lover of the Day" because he was hoping that he win the crown. Tip: Talk together about times your child has felt frustrated. What helped her to feel better? Letter, Number, Word: J, 13, frustrated</p>
<p>4138 Elmo tells Telly all about his favorite book <i>Lucy the Lazy Lizard</i> and Telly acts it out. Tip: With you child, take turns telling and acting out your favorite stories. You might try telling a story like <i>The Tree Little Bears</i> as your child acts it out. Then he can be the teller and you can be the actor. Letter, Number, Word: L, 14, lazy</p>	

<p>309 Dragon Tune: Be a Dragon The song tells you all you need to know about being a dragon. Tip: Ask your child to draw a picture that shows what she would look like if she were a dragon. Then have her write or tell about her special dragon qualities.</p>	<p>313 On Thin Ice Zak and Wheezie need to learn to skate for Willy the Snow Seal's birthday. Tip: Ask your child: "What else could the group have done to get Zak on the ice?"</p>
<p>119 Dragon Tunes: Hum Whether it's a dark room or strange noises that make you feel scared, humming can help you get through it! Tip: Help your child learn how to hum. Encourage him to hum a favorite tune the next time he feels scared.</p>	<p>305 Itching for a Cure Dr. Booboogone prescribes an anti-itch cream for Mungus the Giant. The children and dragons want to help but they face big challenges as they gather the ingredients for the cream. Tip: Pretend to be Dr. Booboogone and act out ways to make Mungus feel better.</p>
<p>120 Dragon Tune: Wiggle The Dragon Tales group wants everyone to get up and wiggle their fingers, toes, and other body parts. Tip: Together make up a wiggly dance by wiggling different parts of your body in sequence. For example, wiggle your toes, nose, knees, and head.</p>	<p>306 Just for Laughs The friends must find six eggs at the annual "Custard Egg Hunt" Tip: Together discover different ways to make six. Can you make six using three fingers on one hand and three on the other? Can you make six using two paper clips and four crayons?</p>
<p>121 Do Not Pass Gnome Max has trouble following directions and he gets stuck on a game board during "Simon Says." Tip: Play a game of "Simon Says" in which you and your child take turns giving directions to each other.</p>	<p>307 Max Loves a Train Max needs help coping with his disappointment when a train ride ends early. Tip: Talk about a time when your child felt disappointed. Ask, "What made you feel better?"</p>
<p>309 Finn's Blankie Cassie's little brother Finn throws a tantrum when his blanket is missing. Tip: Read <i>Geraldine's Blanket</i> by Holly Keller.</p>	<p>308 El Día del Maestro The friends work together to make chalupas for their teacher, Quetzal. Tip: Plan a healthy snack like low fat yogurt and berries and work together to make it.</p>
<p>140 Don't Bug Me Max understands Ord's fear of bugs when he meets up with a singing snake. Tip: With your child and three friends, write down emotions on cards, including fear, sad, and happy. Give each child a card and have them say what makes them feel the emotion listed on the card.</p>	<p>305 Itching for a Cure The friends face an angry bee, slime, and fruit flies as they search for a cure for Mungus' giant itch. Tip: Ask, "What are ways we could pitch in and help people in need?"</p>
<p>311 So Long Solo Zak and Wheezie can't do two things at the same time, so they'll have to compromise to get their acts ready for the Twilight Talent Show. Tip: Read <i>Digby and Kate and the Beautiful Day</i> by Barbara Baker.</p>	<p>306 Flip Flop Zak and Wheezie learn to value each other's feelings when a magical statue causes them to switch places. Tip: Look through magazines with your child and guess how the people are feeling from their facial expressions.</p>
<p>312 A Small Victory When Max is faced with a tough physical challenge, Lorca offers encouragement by telling him to think of what he <i>can</i> do, not what he can't. Tip: Read <i>The Little Engine that Could</i> by Watty Piper.</p>	<p>307 Max Loves a Train Max feels sad when the Dragonland Express is stopped in its tracks. His friends help him cope with his feelings. Tip: Ask your child to show you some silly faces that he could use to cheer up someone who is sad.</p>
<p>313 Feliz Cumpleaños, Enrique The group plays homemade maracas and chants "¡Feliz Cumpleaños!" to wish Enrique a happy birthday! Tip: Make musical instruments with your child: Decorate an empty oatmeal box drum with markers and use two empty paper towel tubes as drum sticks.</p>	<p>308 El dia del Maestro Cassie learns to take charge as the gang prepares a special celebration for Quetzal. Tip: Ask your child why he thinks Cassie found it so difficult to take charge. How does he think Cassie felt <i>after</i> the celebration?</p>
<p>140 Over and Over Max is discouraged because he can't move across the monkey bars. Emmy suggests he practice and coach Ord helps, too! Tip: Encourage your child to practice a new skill. Celebrate small successes along the way and remind him that trying is an important part of learning.</p>	<p>139 Much ado About Nodlings Max accidentally breaks the Nodling's wagon but comes to realize he must fix it to make things right. Tip: Talk with your child about how he might feel if a friend broke a favorite toy and walked away.</p>
<p>311 Prince for a Day When Ord fills in for Princess Kidoodle for a day, he thinks it's great to be a prince—that is, until he has to make a tough decision about a healthy snack. Tip: Make a list of healthy snacks that your child likes.</p>	<p>312 The Balancing Act Ord has trouble riding a skateboard, so he has to find ways to practice his balance. Tip: Together, look for ways to practice your balance, such as walking on a sidewalk line.</p>
<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>	