



View & Do



sesameworkshop™



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Your Monthly Viewing Guide

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Sesame Street 4129 What Comes Next

Mr. Pattern presents “What Comes Next,” a game that challenges players to figure out what comes next in each pattern before time runs out. Elmo gets a turn first, then Big Bird and Elmo play together, and last, it’s your turn to play along! When it’s Elmo’s turn, he does one twist, one hop, one twist, and one hop. What comes next in this pattern?

Learning to identify and complete patterns fosters important early math skills. Encourage your child to look for patterns in the world around her, and help use words to describe the pattern out loud. You might point out the pattern of stripes on your child’s winter hat, or the pattern of the settings at the dinner table. Patterns can also be the basis for a variety of fun and games when you have to spend the day indoors. Play a game of “What Comes Next” with your child and challenge each other to finish different patterns based on sounds or movements, such as stop, stomp, clap...stomp, stomp, clap...and so on. Make some music—and some sound patterns, by clapping, tapping, or banging on plastic containers. Cut out shapes from construction paper and have your child use them to create a shape pattern collage. Don’t forget to get up and move your body by creating some exercise patterns together!

You might also want to read:

Pattern Fish by Trudy Harris.

Don't forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

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Family Tips

<p>4106 Spanish Word of the Day/Letter of the Day: C “Canta” is a word that begins with the letter C. It means “sing” in Spanish. Tip: Sing the word “canta” to a popular tune, such as “Canta, canta, can-ta!” Letter and Number: C, 2</p>	<p>4118 Letter of the Day: B Today’s featured letter is the beautiful, bouncy, letter B! Tip: Practice the /b/ sound with your child as he looks for things whose names begin with the letter B. Letter and Number: B, 3</p>
<p>4127 Oscar decides to keep his new pet dog, even though she’s much nicer than he expected her to be. Tip: Ask your child to tell you how he would expect a pet dog to act. Then tell him a story about a dog that acts exactly the opposite. Take turns pretending to be the dog. Letter and Number: T, 2</p>	<p>4095 Zoe, Elmo, and Telly all believe that they would make the best replacement when the Big Bad Wolf goes on vacation. Tip: Ask, “Who do you think would make a good Big Bad Wolf—Zoe, Elmo, or Telly? Why?” Letter and Number: Z, 14</p>
<p>4071 Super Grover’s students pick a superhero name and give him some super coaching, too. Tip: At a family meal, ask everyone to choose a superhero name and tell the superpower she would like to have and why. Letter and Number: H, 13</p>	<p>4064 Elmo tries to practice a complicated dance routine that Zoe’s pet rock tries to teach him. Tip: Give your child a new challenge to master, such as repeating a rhythm you clap or following your dance steps. Letter and Number: A, 1</p>
<p>4128 Elmo’s World: Hair Elmo explores the different types of hair (and fur) his friends have, and how they take care of it. Tip: Look through old magazines to find pictures that show different hair and hair-care products. Help your child cut out the pictures to make a collage about hair and how to take care of it.</p>	<p>4066 Elmo’s World: Books Elmo finds out that he can write his own story and make a book. Tip: Fold a few sheets of paper in half to make a book for your child. Invite him to draw illustrations for the book. Then ask him what each drawing is about and write it on the page. Letter and Number: J, 9</p>
<p>4090 Cookie Monster learns about the moon from astronaut Buzz Aldrin. Tip: Ask your child to draw pictures of the shape of the moon on different nights. Your child could keep a moon journal to keep track of her nightly drawings. Together, talk about the changes your child observed. Letter and Number: T, 2</p>	<p>4124 Slimey is determined to be a hero, even if he doesn’t appear big and strong like other heroes do. Tip: Read <i>Horton Hatches the Egg</i> by Dr. Seuss. Letter and Number: N, 6</p>
<p>4129 Global Grover: Bangladesh Grover’s friend Runa shows him how she catches fish with a net and a basket. Tip: At bathtime, give your child a plastic container and have him “catch” floating bath toys just like Runa caught fish. Letter and Number: E, 18</p>	<p>4133 Telly tries something new—having his sandwich cut into squares instead of triangles! He takes a bite and likes it! Tip: Read <i>Bread and Jam for Frances</i> by Russell Hoban and Lillian Hoban Letter and Number: V, 16</p>
<p>4061 Zoe and Baby Bear help Cinderella’s Fairy Godmother learn that it’s okay to make mistakes. Tip: Read <i>Ish</i> by Peter H. Reynolds. Letter and Number: E, 5</p>	<p>4107 Elmo’s World: Up and Down Find out about the different things that help move people up and down. Tip: As you walk through stores or other buildings, search for things that move people up and down like elevators and escalators. Letter and Number: M, 20</p>
<p>4073 Elmo’s World: Drawing Elmo’s friends show him all the different ways they use their imaginations to think of things to draw. Tip: Help your child brainstorm ideas for new drawings. Write the ideas down and let your child choose one to draw. Letter and Number: Q, 16</p>	<p>4108 Spanish Word of the Day “Pequeño” means “little” in Spanish and “grande” means “big.” Tip: Take a walk outside and together look for things that are “pequeño” and “grande.” Letter and Number: C, 2</p>
<p>4132 Big Bird and Snuffy think of some games they can play with Gina’s new baby. Tip: Have some “baby” time and show your child some of the games, stories, and songs you used to share when she was a baby. Letter and Number: Y, 5</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 and Number: L, 7</p>
<p>4069 Snuffy’s magic ukulele has the power to make him invisible. Tip: Ask, “If you could have a magical instrument, what would it be? What magical powers would your instrument have?” Letter and Number: M, 12</p>	<p>4077 Elmo, Gabi, and Zoe have to resolve some conflicts as they play together in Hooper’s store. Tip: Help your child practice taking turns by rolling a ball to each other. Letter and Number: U, 3</p>
<p>4070 Snuffy and Big Bird need to use patience as they wait for Snuffy’s ukelele to get fixed. Tip: Read <i>Not Now, Sara!</i> by H. Voigt. Letter and Number: Q, 14</p>	

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Family Tips

<p>329 Finders Keepers Wheezie's friends help her clean up her messy room so she can find the tickets to the new aquarium. Tip: Read <i>The Mess</i> by Jennifer Wolfe.</p>	<p>129 Under the Weather Not only is Pollynimbus, the cloudmaker, sick, but her house is a big mess, too. Everyone pitches in to help her out. Tip: Work together to organize your child's room. Ask your child to choose some toys that she can put into a "rainy day box."</p>
<p>123 Dragon Tune: "Clap" Keep the beat with your hands and feet as the group sings a melody. Tip: Listen to a favorite song and use your body to keep a beat by tapping toes, snapping fingers, or shaking your head.</p>	<p>126 Crash Landings Zak decides that he'll never fly again when he gets hurt during practice for a relay race. Tip: Ask, "What would you say to a friend who got hurt while you were playing together?"</p>
<p>124 Prepare According to Instructions Cassie brings along something to help Ord cope with his fear of the dark when they set off on a journey. Tip: Before your next outing, ask your child to help you think of some things you should bring to prepare for the trip and invite her to help you gather the items.</p>	<p>127 Quetzal's Magic Pop-Up Book The friends have to learn to cooperate when they get invited into Quetzal's magic book. Tip: Cooperate as you draw a picture together on a large sheet of paper. Together, decide who will go first and what the picture will be about.</p>
<p>125 Wheezie's Last Laugh Mr. Pop loves to mix up the sounds of things, and he can't wait to get a hold of Wheezie's wonderful laugh. Tip: Talk about sounds that you and your child love to hear, and then take some time to listen for them.</p>	<p>128 True Blue Friend Everyone has to follow Quetzal's directions for cleaning up when they fingerpaint with permanent paint. Tip: Read the directions on a package, such as a frozen vegetable bag, aloud to your child. Ask your child to help you follow the directions.</p>
<p>329 A Storybook Ending The friends learn to see things from a different perspective. Tip: Play with perspective. Ask your child to describe some things that he sees in his room, and then ask him how those things might look to an ant or a giant.</p>	<p>129 Dragon Tune: "Touch" You have to keep up with the beat and touch different parts of your body as the song speeds along. Tip: Play a game together. Point to a body part and ask your child to call out its name. Then reverse roles.</p>
<p>123 Sounds Like Trouble Ord learns to cover his ears to block out the scary sounds he hears in a cave. Tip: Read <i>The Very Noisy Night</i> by Diana Hendry.</p>	<p>131 Max & the Magic Carpet Max finds a magic carpet so fascinating that he ignores his good friend Ord. Tip: Read <i>Matthew and Tilly</i> by Rebecca C. Jones</p>
<p>124 Dragon Tune: "Stretch" The friends encourage you to get high and get low as you stretch your body from head to toe. Tip: Invite your child to be your stretching partner and together figure out some ways you can help each other stretch your bodies high and low.</p>	<p>132 Baby Troubles The friends find out that Cassie's cute baby sister isn't so easy to take care of. Tip: Look at some of your child's baby pictures and talk about some of the challenges and joys you had in taking care of him when he was a baby.</p>
<p>125 Frog Prints Max has to deal with his sad feelings when he can't keep a little frog as a pet. Tip: Look through magazines and find pictures of people who look happy and sad. Then talk about things that might help cheer someone who is feeling sad.</p>	<p>133 Small Time A patch of shrinking violets shrink Max and Emmy and they have to find a way to get their friends' attention. Tip: Ask your child to show you how she would get attention if she were as tiny as a bug.</p>
<p>126 The Big Cake Mix-Up The group has trouble following directions when they decide to make a Dragonberry carrot cake. Tip: Write down the steps to do a simple task, such as sorting laundry, and then invite your child to draw pictures to illustrate each step.</p>	<p>134 Wild Time When Max gets too silly, he learns that there is a time for play and a time to be serious. Tip: On a sheet of paper, ask your child to draw a picture of a good time to play. On the other side, ask him to draw a picture of a time when he has to be serious.</p>
<p>127 My Way or Snow Way Wheezie thinks that she has the best plan for finding a lost snow puppy, but her friends disagree. Tip: At dinner, think of ways to solve a problem, such as how to find a missing toy, and together discuss which would be the best solution.</p>	<p>131 Dragon Tune: "Zoo" This song will make you want to act like an animal! Tip: Ask your child to act like animals that crawl, fly, and hop. Ask her to name different animals as she imitates their moves.</p>
<p>128 Dragon Tune: "Pretend" Your imagination is the only tool you'll need to go on an amazing adventure. Tip: Pretend you're dragons at lunch, and talk about all the things you'd like to gobble up.</p>	