



View & Do



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Issue 2

Your Monthly Viewing Guide
Sesame Street 4089

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Elmo has a great time playing a messy scientific game show called, “What Happens Next?” and using cool science words, such as *hypothesis* when making guesses about what might happen next. Elmo really enjoys learning to observe, make predictions, and finding out if his hypothesis is correct! Who knew science could be so much fun?!

Children are born scientists with a natural curiosity and love of learning. They use their five senses to engage in science and learn about the world around them—investigating relationships and effects, examining similarities and differences, sorting, classifying, and solving problems. You can nurture children’s early science explorations by creating a safe and interesting environment where curiosity is welcomed and encouraged, and children can wonder, observe, predict, describe, write or draw, and share their discoveries. Ask open-ended questions, such as “What if...?” and “Tell me about...” to further stimulate their thinking. While building a block tower, ask, “What might happen if you used small blocks on the bottom and larger ones on top?” While painting, ask children to describe what happens when mixing certain colors. Play “Sink or Float?” using such items as a penny, pebble, paper clip, cork, and pencil. Have children guess whether the item will sink or float before putting it in the water. Test their hypotheses. Were they correct? Discuss why or why not. Of course, sharing your own inquisitive spirit is a wonderful way to encourage the scientist in every child!

You might also want to read:

Science Play!: Beginning Discoveries for 2-To 6-Year-Olds by Jill Frankel Hauser and Michael P. Kline

Don’t forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

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<p>4120 Global Grover: Day In the Park (Philippines) A boy and his family live in Manila, a city in a country called the Philippines. They like to visit a park where they play together, look at monkeys, and eat a fruit called “guapo.” Tip: Plan a special day out with your child. Together, decide where to go, what to do, and what kind of fruit to take as a snack. Letter and Number: J, 20</p>	<p>4126 Elmo finally decides on the perfect birthday present for Rocco—a hand drawn picture of Rocco on a pony! Tip: Encourage your child to draw a picture of a friend doing something fun and present it as a gift of their friendship. Letter and Number: X, 17</p>
<p>4073 Baby Bear is looking forward to teaching his sister, Curly Bear, how to draw. Tip: Give your child crayons or markers, and paper, and let her teach you how to draw something. Letter and Number: Q, 16</p>	<p>4082 Journey to Ernie: In the Jungle While searching for Ernie in the jungle, Big Bird comes across all kinds of animals, including a tiger, an iguana, and an elephant. Tip: Read <i>Panda Bear, Panda Bear, What Do You See?</i> by Bill Martin, Jr. and Eric Carle. Letter and Number: Z, 11</p>
<p>4121 A young girl prepares for bed by taking a bath and brushing her teeth. Then her dad sings a lullaby and reads a book. Tip: Talk with your child about his own bedtime routine. Ask him what he likes best about the things he does before going to bed. Mention the importance of a good night sleep as you tuck him in. Letter and Number: T, 2</p>	<p>4127 Oscar gets a pet dog named Cranky who’s supposed to be grouchy but Oscar is in for a surprise when Cranky turns out to be helpful and loving! Tip: Talk with your child about a time when something or someone turned out differently than she expected. How did she feel about the situation? Letter and Number: S, 5</p>
<p>4058 Spanish Word of the Day “Baila” means “dance” in Spanish. Tip: Encourage your child to get up and “baila!” Tune your radio to a Latin station or play music of your own, then have fun moving your body to the beat. When someone shouts, “baila!” freeze in a special dance pose. As soon as someone calls out “baila!” start dancing again. Letter and Number: B, 8</p>	<p>4074 Telly joins the Letter of the Month Club and is excited to receive his first shipment of letters! Tip: Take an “Alphabet Walk” with your child. Walk around your neighborhood and look for objects that begin with the letter A, then B, and all the way to Z! Letter and Number: R, 18</p>
<p>4122 Telly is concerned about playing an asparagus in the “Healthy Food Pageant” because he has never tried eating it before! Tip: Allow your child to help you prepare a vegetable she’s never tried before. Explain that there are special vitamins and nutrients in vegetables that help her body stay healthy and strong. Letter and Number: A, 13</p>	<p>4071 Spanish Word of the Day/Letter of the Day “Hola” is a word that begins with the letter H and means “hello” in Spanish. Tip: Visit the library to look through a Spanish-English dictionary. With your child, look for different Spanish words that begin with the letter H, such as “hijo” which means “boy” and “hombre” which means “man.” Practice saying these words out loud together! Letter and Number: H, 13</p>
<p>4062 Letter of the Day F is the Letter of the Day! Tip: Take turns with your child making up sentences with words that begin with the letter F. For example, “Farmer Fred found a furry friend on his farm. Your child can then draw a picture to illustrate his F sentence. Try this activity with all the different letters of the alphabet! Letter and Number: F, 6</p>	<p>4065 Elmo and Zoe race around <i>Sesame Street</i> searching for squares! Tip: Together with your child, see if you can find seven squares in your house. Help your child write his discoveries on a piece of paper. Search for a different shape tomorrow! Letter and Number: I, 7</p>
<p>4123 Telly and Elmo help Baby Bear build an Automatic Lemonade Pouring Machine for Miles. When they run into trouble, they learn to cooperate and figure out how they can make the machine work! Tip: Ask your child, “Why do you think the Muppet friends worked so well together?” and “How would you have helped?” Letter and Number: U, 12</p>	<p>4132 Global Grover: Indian-American Family Grover’s friend James is happy to be Indian-American because he gets to learn about things from two different places and cultures! Tip: Share with your child some stories, games and special foods that come from your family’s cultural background. Letter and Number: Y, 5</p>
<p>4089 TJ: FRUIT SNACK SAMBA SONG Fruits are so healthy and delicious that TJ and his dog Bernie sing a song about them! Tip: Ask your child what her favorite fruits are. Together, think about ways to describe these fruits and sing a song about them. Letter and Number: O, 4</p>	<p>4062 Elmo wants to have a “Little Furry Red Monster Parade” but in the end, everyone on <i>Sesame Street</i> joins him! Tip: Read <i>Thump, Thump, Rata-Tat-Tat</i> by Gene Baer. Letter and Number: F, 6</p>
<p>4124 Slimey wants to be a hero but Rosita and Elmo think that heroes need to be big and strong. Tip: Talk with your child about “everyday heroes,” such a family member, neighbor, or teacher. Emphasize that heroes can come in all shapes and sizes. Letter and Number: N, 6</p>	<p>4128 Zoe’s hair is long, but she wants to have the <i>longest</i> hair on <i>Sesame Street</i>—even longer than Rapunzel’s! Tip: Have your child compare the length of his hair to yours; which is longer? Together, cut out pictures of people with hair of differing lengths from magazines. Sort the pictures into groups of “long,” “longer,” and “longest.” Letter and Number: R, 8</p>
<p>4125 Elmo’s World: Cameras Elmo learns that there are many different types of cameras and that taking photographs is a great way to remember all the fun things he has done. Tip: Look through a family photo album with your child and share stories of the favorite things or special moments the pictures remind you of. Letter and Number: Z, 14</p>	<p>4081 Rosita teaches other children how to say a few words in Spanish. This helps Rosita feel special and proud of herself. Tip: Help your child learn words or phrases in Spanish or another language. For example, “Buenos días” means “good morning,” in Spanish. Have fun practicing these words together. Letter and Number: Y, 7</p>

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Family Tips

<p>123 Backwards to Forwards When music sparkles rain down on Dragon Land everything suddenly goes backwards! Tip: Play a backwards game with your child: Walk backwards, hop backwards, and try counting backwards from ten!</p>	<p>309 Let's Dance The group tries to distract Wheezie with games so she won't try to open the magical boxes. Tip: Help your child practice patience by playing such games as "Red Light/Green Light," "Mother, May I?" and "I Spy."</p>
<p>124 The Greatest Show in Dragon Land Everyone is excited to fly to the amusement park but Zak and Wheezie have a broken wing! Tip: Talk with your child about different ways people get around. Some use their legs, some use crutches, others use wheelchairs—and they all get where they want to go!</p>	<p>310 Express Yourself Cassie is upset about the nickname Enrique gave her but doesn't know how to express her feelings. Tip: Together with your child, make a list of different kinds of feelings, such as sad, hurt, and excited. Then draw pictures that express those emotions.</p>
<p>125 Frog Prints Max wants to take his new friend Hoppy the frog, home with him to keep as a pet but Quetzal explains that's not a good idea. Tip: Read <i>In the Small, Small Pond</i> by Denise Fleming.</p>	<p>138 The Great White Cloud Whale The group helps Captain Scaliwag search for the Great White Cloud Whale who swallowed his favorite pirate ship. Tip: Go outside with your child and look up at the clouds. Take turns pointing out the different objects you see in their shapes.</p>
<p>126 The Big Cake Mix-Up The friends enter a baking contest hoping to win the grand prize for Quetzal. After running into trouble they make a better plan and try again. Tip: Ask, "How did the friends solve their problem? Can you think of another way they might have solved it?"</p>	<p>139 To Do Or Not To Do Cassie must figure out a way to rescue her friends after they slide into the stomach of a Dragonoceros. Tip: Ask, "Why do you think Cassie tried everyone else's ideas before her own? What would you say to Cassie to help her feel more comfortable sharing her own ideas?"</p>
<p>135 Dragon Tune: Zoo There are so many different animals at the zoo! Tip: Take an imaginary trip to the zoo with your child. What kind of animals do you see? Call out the names of the different animals that you see and take turns pretending to be those animals: Walk like a penguin, clap like a seal, laugh like a hyena!</p>	<p>309 Finn's Blankie Cassie and friends help her little brother Finn cope without his blankie when it's accidentally sent to the laundry. Tip: Talk with your child about how Finn felt when he discovered his blankie was gone. How would she have cheered him up?</p>
<p>136 Ord Sees The Light Ord finds the courage to go into a cave by remembering things that helped him before, like holding his friends' hands. Tip: Together, make a list of things your child might try to help him cope with his fears, like singing a happy song.</p>	<p>310 A Snowman For All Seasons The group has a blast playing on Snowy Summit with their friends Chilly the snowman and his dog, Nippy. Tip: Together, bundle yourselves up in warm jackets, hats and gloves then go outside to play tag, kick a ball or jump rope!</p>
<p>137 Lights, Camera, Dragons! Emmy puts on her director's hat and quickly upsets everyone with her bossy attitude. Tip: Talk with your child about the way Emmy acted. What would she say to Emmy to help her be a good director <i>without</i> hurting anyone's feelings?</p>	<p>138 Bully For You Cassie gets advice from her friends and Quetzal for how to cope with a new student who acts very mean toward her. Tip: Read <i>Myrtle</i> by Tracey Campbell Pearson.</p>
<p>135 Bad Share Day Cassie lets everyone borrow her amazing crayon but soon needs it back to draw a card for her mom. Tip: Ask, "Have you ever shared something special? Was it difficult to ask for it back? What did you learn from the way Cassie handled things?"</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>136 Dragon Tune: The Silly Song Singing a silly song is so much fun! Tip: Read <i>Snuggle Puppy</i> by Sandra Boynton then together, choose a familiar tune like Old McDonald and make up your own silly song to that tune.</p>	<p>311 Prince for a Day Ord comes up with a clever way to choose the official healthy snack of the Flower Festival. Tip: Ask, "Why did Ord's idea work so well?" Together, think of fun ways to make difficult decisions easier, such as playing color games to help you decide what to wear.</p>
<p>137 Out With the Garbage Zak is proud of how he cleaned Wheezie's side of the room and got rid of all that junk! But the "junk" was Wheezie's treasure! Tip: Ask your child about the "treasures" in her room. Let her decorate a shoe box to store them in.</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>