



View & Do



sesameworkshop.

Issue 7

Your Monthly Viewing Guide

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Dragon Tales 128 Sand Castle Hassle

It's Turtle Dragon egg-laying season in Dragon Land. Max, Emmy, and their dragon friends want to help the sea creatures find a place to lay their eggs. They work together to build sand castles, but the castles are too close to the water and get washed away. Determined to help the Turtle Dragons, the gang keeps trying. They work together to think of solutions to their problem. Then they agree to rebuild the castles on higher ground where the tide won't get to them.

Young children need guidance to help them persist at a task when their hard work doesn't turn out the way they expected. A sand castle that gets washed away, a block tower that tumbles down, or a puzzle piece that just won't fit can lead to frustration, anger, and tears. Provide ways for your child to express his or her feelings. You might say in a soothing voice, "Okay, that tower didn't hold up so well. But you still have all the blocks to build another one. Let's think of a way to make an even stronger tower." Then, like *the Dragon Tales* gang, encourage your child to think of new, and possibly better, ways to approach the task by offering choices, modeling alternatives, or asking your child to think about different ways to do the task.

You might also want to read:

Mrs. Mooley by Jack Kent

Don't forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

www.pbskids.org/sagwa



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<p>4040 Telly and Baby Bear are surprised to find that Zoe's tea party and ballet are nothing like they expected. Tip: Have a "T" party and encourage your child to come up with words that begin with "T." Letter and Number: T, 0</p>	<p>4052 The creature that Baby Bear and Telly mistake for a bug is actually Scotty's bagpipe. Tip: Have your child imagine a new way to use one of his or her own toys, or imagine other things that toys could be. Letter and Number: V, 10</p>
<p>4041 Oscar's tired of the same old daily routine and looks for a change. Tip: Where might you and your child like to visit? What makes this place different from where you live? What makes it the same? Letter and Number: E, 6</p>	<p>4053 Big Bird's waiting at the right tree for his play date with Snuffy, but it's the wrong day. Tip: Ask, "What will happen next? What will Big Bird and Snuffy do on their play date?" Letter and Number: P, 16</p>
<p>4042 Elmo's going to the baseball game and needs a fishsitter to watch Dorothy. Tip: Talk to your child about how someone can be a great babysitter. Letter and Number: K, 12</p>	<p>4054 Elmo's World: Families Some families are big, some are small, but they have one thing in common—love! Tip: Read <i>Families Are Different</i> by Nina Pellegrini. Letter and Number: X, 17</p>
<p>4043 Elmo's World: Pets Elmo takes good care of his favorite pet, Dorothy. His friends show how they take care of their pets, too. Tip: Read <i>Can I Keep Him?</i> by Steven Kellogg. Letter and Number: L, 13</p>	<p>4055 Baby Bear thinks of the perfect name for his new baby sister, Curly Bear. Tip: Ask, "How are you the same as when you were a baby? How are you different?" Letter and Number: Y, 20</p>
<p>4044 Elmo and Zoe want to fly kites, so Gabi helps them make their own. Tip: Ask, "How could you play a drum if you didn't have one?" Letter and Number: W, 14</p>	<p>4056 Baby Bear finds out that life with a baby isn't a teddy bear picnic. Tip: Have your child act out how Baby Bear felt about having a new baby sister. Letter and Number: Z, 4</p>
<p>4045 Cookie Monster has to find a way to stop thinking about cookies or he'll never get rid of the cookie flu. Tip: Talk about other ways that Cookie Monster's friends could help him stop thinking about cookies. Letter and Number: C, , 1</p>	<p>4031 Elmo's World: Mail Write a letter, put it in an envelope, stick a stamp on it and you've got...mail! Tip: Help your child mail a drawing to someone he or she loves. Help your child sign his or her own name. Letter and Number: N, 7</p>
<p>4046 There's something in the air today, and it sounds just like a musical! Tip: Have your child make up an opera or fun song about his or her day. Letter and Number: O, 2</p>	<p>4032 Gina teaches Elmo about different kinds of love after he tells her that he loves her. Tip: Ask, "What are ways we can show that we love each other?" Letter and Number: Q, 2</p>
<p>4047 Elmo's World: Birds Whether they're flying high in the sky or waddling on an iceberg, birds are a part of our world. Tip: Invite your child to pretend to be his or her favorite bird and show you how it eats, moves, and flies. Letter and Number: D, 4</p>	<p>4033 Cookie Monster and his friends play games with all sorts of cookies. Tip: Create a pattern of two circle cookies, then one square cookie, and so on. Invite your child to make other patterns with cookies. Letter and Number: S, 19</p>
<p>4048 Rosita's new magical pet frog doesn't turn into a prince, as Baby Bear and Telly expected. Tip: Read <i>The Princess and the Frog</i> by Will Eisner. Letter and Number: H, 7</p>	<p>4034 Ernie gives Bert the perfect present for his birthday—peace and quiet! Tip: Read <i>A Birthday Basket for Tia</i> by Pat Mora. Letter and Number: M, 4</p>
<p>4049 Stinky tells a story about a little plant who dreams of dancing with a princess. Tip: Who would your child like to dance with? Ask your child to make up a story about this wish coming true. Letter and Number: R, 18</p>	<p>4035 Telly finds an egg on <i>Sesame Street</i>, and the baby duck that hatches from it thinks that Telly is his mother. Tip: Ask your child to show you how a baby duck acts. How does a human baby act? Letter and Number: J, 5</p>
<p>4050 Elmo's World: Getting Dressed Wiggle your toes into your socks and shimmy your arms into your shirt as Elmo explores getting dressed. Tip: Have your child pick out an outfit for the day. Name each article of clothing together. Letter and Number: A, 3</p>	<p>4036 Elmo's World: Games Ready or not, here comes Elmo, and he's ready to play with you. Tip: Play a game of "hot/cold." Hide a toy and say, "hot" when your child moves closer to it and "cold" when he or she moves away. Letter and Number: I, 10</p>
<p>4051 After the Big Bad Wolf blows down their block tower, Zoe and Elmo are afraid that Leonard will blow down their tower, too! Tip: Ask, "Ask your child how he or she would help Leonard feel better?" Letter and Number: U, 11</p>	

<p>117 A Smashing Success Emmy accidentally breaks Wheezie's trumpet and can't fix it. She hesitates to confess, even after Zak gets blamed. Tip: Ask, "Why was it difficult for Emmy to tell Wheezie what she did?"</p>	<p>129 Zak Takes a Dive Zak learns to try something new when he joins his friends at the Dragoon Lagoon. Tip: Read <i>Yoko</i> by Rosemary Wells.</p>
<p>118 Wheezie's Hairball Zak and Wheezie have to learn to communicate with their new pet fur ball. Tip: Ask, "How can you tell what a pet cat needs even though a cat can't talk?"</p>	<p>130 Dragon Tales Song: Zoo Walk like a chimpanzee and hop like a kangaroo as the gang sings about the zoo. Tip: Play a game of "Zookeeper Says," and direct your child to act like different zoo animals.</p>
<p>119 Dragon Tales Song: Hum Whether you're facing your fear of the dark or of doing something new, humming can help get you through. Tip: Sing along with the <i>Dragon Tales</i> gang. Ask your child what he would do if he were afraid of something.</p>	<p>131 Max and the Magic Carpet Ord looks forward to playing with Max, and feels ignored when Max spends his time playing with an old flying carpet. Tip: Ask, "What would you say if you felt like a friend were ignoring you?"</p>
<p>120 Blowin' with the Wind The gang gives whistling lessons to Windy, a little wind who wants to whistle like her father, the Big Whistling Wind. Tip: Read <i>Whistle for Willie</i> by Ezra Jack Keats.</p>	<p>132 Baby Troubles Max, Emmy, and their dragon friends are determined to get Cassie's baby sister down for her nap. Tip: Read <i>The Little Red Hen</i> by Lucinda McQueen.</p>
<p>121 Treasure Hunt Everyone gets so excited about the Treasure Trove that they forget Quetzal's directions and get stuck inside. Tip: Give your child directions to follow in order to complete a task, such as selecting clothes for the day.</p>	<p>133 Dragon Tales Song: Pretend Blast off in a rocket ship or drive off in daddy's car. You can go anywhere you want to when you use your imagination. Tip: Take an imaginary trip together and talk about the people and things you see along the way.</p>
<p>122 Get Offa My Cloud Max tries to help the gang's garden by adding more Wonder Water, which leads to a wild ride into the sky. Tip: Ask, "How would you have helped Squink?"</p>	<p>134 Up, Up, and Away When Ord gets trapped in a bubble and floats away, the gang has to figure out a way to get him back. Tip: Ask, "How would you have helped Ord get out of the bubble?"</p>
<p>123 Backwards to Forwards Everything goes backwards in Dragon Land when the kids and dragons play a game of "Leap Dragon." Tip: Ask your child to tell you what he or she would do if your child had a cookie and a friend wanted one.</p>	<p>135 Bad Share Day Cassie knows it's nice to share. But when she needs to use her magic crayon, she learns that sometimes it's okay not to share. Tip: Together, talk about times when it would be okay for your child not to share something.</p>
<p>124 Dragon Tales Song: Stretch Everyone reaches for the sky as they see how high they can stretch. Tip: Play a game of "I Can Stretch" and ask your child to stretch up, down, front, back, and so on.</p>	<p>136 The Ugly Dragling Priscilla the dragon is embarrassed of her feathers, until the gang shows her that being different isn't a bad thing. Tip: Read <i>A Color of His Own</i> by Leo Lionni.</p>
<p>125 Frog Prints Max wants to take a uni-croaker frog home as a pet, but Quetzal explains that the frog's home is in the wild. Tip: Read <i>The Salamander Room</i> by Anne Mazer.</p>	<p>137 Lights, Camera, Dragons! Emmy takes her job of director a little too seriously and doesn't consider the feelings of her brother and her friends. Tip: Ask, "Why do you think Max and the dragons left?"</p>
<p>126 Crash Landings Zak gets hurt when he and Wheezie crash into a tree. Zak doesn't want to enter a relay race for fear of hurting himself again. Tip: Ask, "How could you protect yourself from getting hurt when you ride a bicycle?"</p>	<p>138 Bully for You A new student at the School in the Sky makes fun of Ord and Wheezie and hurts Cassie's feelings. Tip: Talk about some other reasons why Spike might have acted mean.</p>
<p>127 Quetzal's Magic Pop-up Book The stories in Quetzal's magic book get out of hand when everyone starts thinking different thoughts. Tip: Make your child "director" of a story that your family can act out together.</p>	<p>139 To Do or Not to Do After her friends get trapped in a Dragonoceros, Cassie learns to follow her own instincts to get them out. Tip: Ask, "How would this story have changed if Cassie told her friends not to move the game into the grove of trees?"</p>
<p>128 A True-Blue Friend The gang accidentally uses permanent paint when finger painting, and they have to follow Quetzal's directions to get clean. Tip: Have your child suggest directions he or she would share with a friend who is covered in paint.</p>	

<p>135 Too Close for Comfort The palace gets a bit too crowded when the Foolish Magistrate's relatives move in. Tip: Read <i>Too Much Noise</i> by Ann McGovern.</p>	<p>126 Mini-documentary: Pets Cats, crickets, and crabs are all part of this trip to the world of pets. Tip: Read <i>Moondogs</i> by Daniel Kirk.</p>
<p>136 Sick Day The Cook has to prepare dinner for unexpected guests, and everyone pitches in to help. Tip: Have your family work together to write down the story of a special day the family shared</p>	<p>127 Sagwa the Stray Sagwa gets mistaken for a stray cat and taken in by a little girl who wants a friend to love. Tip: Read <i>Corduroy</i> by Don Freeman.</p>
<p>137 Shei-Hu's Secret Sagwa promises to keep the location of her friend's mouse village a secret, but breaks her promise. Tip: Ask, "What do you think Sagwa would have done if she knew that the mouse village would be destroyed?"</p>	<p>128 Fu-Fu's Full Moon Flight Fu-Fu has to rescue Sagwa when she lets other cats tease her into a dangerous situation. Tip: Talk about what would have happened if Fu-Fu didn't believe in himself when he needed to rescue Sagwa.</p>
<p>138 Great Balls of Fire Sheegwa is upset when Sagwa and Dongwa leave for an expedition, but then appreciates the special time alone with her parents. Tip: Read <i>I Love You the Purplest</i> by Barbara Joose.</p>	<p>129 Mini-documentary: Grandparents Grandparents can sew, ice fish, and, most importantly, share their love! Tip: Read <i>Abuela</i> by Arthur Dorros.</p>
<p>139 On the Run Sagwa tries to get a closer look at a traveling puppet show, and unexpectedly finds herself in a village where cats are forbidden. Tip: Read <i>Fish Is Fish</i> by Leo Lionni.</p>	<p>130 Spreading Rumors Sagwa starts a rumor about Dongwa's friend, then has to work with her brother to stop it from spreading. Tip: Read <i>A Big Fat Enormous Lie</i> by Marjorie Weinman Sharmat.</p>
<p>140 Mutt Who Would Be King A stray dog comes to town, and Sheegwa shows Sagwa the right way to act toward someone in need. Tip: Have your child pick out old clothes or toys to donate to a local shelter or hospital.</p>	<p>131 Mini-documentary: Moon Festival Sagwa and her friends eat moon cakes during the Chinese moon festival. Tip: Throughout the month, take your child outside to notice how the moon changes shape.</p>
<p>120 The Birds, the Bees, and the Silkworms Dongwa is sad that his new friend is moving, but he tries to hide his feelings. Tip: Talk about why Dongwa was afraid to tell his friend how he felt.</p>	<p>132 Zodiac Zoo In the story of the Chinese calendar, the twelve chosen animals race to determine their order. Tip: Read <i>Zomo the Rabbit</i> by Gerald McDermott.</p>
<p>121 Invention by Mistake Sagwa and Fu-Fu accidentally make homemade binoculars, then help the Magistrate with his new invention. Tip: Ask your child to draw a picture of an invention that could help him or her get dressed in the morning.</p>	<p>133 The Three Graces Jun arrives at the palace to help the Magistrate's daughters with their studies, which leaves the Reader feeling left out. Tip: Ask, "What would you do to help the Reader feel included?"</p>
<p>122 Mini-documentary: Cooking Sample a variety of delicacies, from an extravagant banquet, to a delicious cake, to an outback snack. Tip: Invite your child to help you measure ingredients as you prepare to cook.</p>	<p>134 The Cat and the Wind Sagwa and her siblings learn about an amazing ancestor whose beautiful drawings came to life. Tip: Display one of your child's drawings and ask him or her to tell a story about what would happen if that drawing came to life.</p>
<p>123 Tough Guy Dongwa The Alley Cats believe that tough guys don't help little lost birds. Will Dongwa listen to them, or do what he knows is right? Tip: Read <i>The Empty Pot</i> by Demi.</p>	<p>135 Sister Act Mama and her sister show their sisterly love and become role models for Sagwa and Sheegwa. Tip: Have your child work together with a sibling or friend to practice a dance to perform together.</p>
<p>124 A Precious Gift Sheegwa falls in love with Tai Tai's special necklace. After the Alley Cats take the necklace, Sagwa has to help her little sister get it back. Tip: Ask, "How would you feel if someone took something that is special to you?"</p>	<p>136 The Name Game The kittens are teased about their unusual names, but then learn the story of why they are all named after melons. Tip: Have your child draw a picture of himself and tell you the story of why he is special.</p>
<p>125 My Fair Kitty An alley cat pretends to live in the palace to impress his cousin. Tip: Talk about how the alley cat's cousin felt when he learned the truth.</p>	

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