



View & Do



sesameworkshop™



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Your Monthly Viewing Guide

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Sesame Street 4081

When two kids tease Rosita about her accent, she becomes so sad and embarrassed that she tries to hide the difference in her voice. Rosita realizes that she can't get rid of her accent because she's from Mexico and that's just the way she talks. She's then so upset that she stops speaking altogether! Luckily, Rosita's friends tell her how they love the way she talks, and remind her that *everyone* has a unique voice and special way of speaking. In the end, Rosita learns that speaking in a different way isn't something to be ashamed of, it's something to celebrate!

Helping young children learn to recognize and appreciate differences and similarities in their world can foster children's early growth and development. There are many ways that adults can promote positive self-esteem and respect for others. Nurture children's appreciation through everyday activities and situations that highlight the rich diversity of people, families, and the world around them. Share books, songs, food, music and other materials that portray differences *and* similarities in a positive light. Introduce simple words from a variety of languages, especially those spoken by friends and family members. Begin with words children can use often, such as "hello," "good-bye," "please" and "thank you." Visit museums, cultural fairs and other places where youngsters can explore even further.

You might also want to read:

I Like Myself by Karen Beaumont

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>4081 Global Grover: Mexican Pottery Grover returns from Mexico where he learned to make clay figures from a young boy and his family. Tip: Share with your child a skill that you learned from a family member. Then make something special together. Letter and Number: Y, 7</p>	<p>4060 After Natalie surprises everyone at Hooper's with her omelet-making and singing skills, Alan hires her on the spot! Tip: Make a healthy omelet with your child. Let her whisk the eggs and fill the omelet with brightly colored vegetables and cheese. Talk about how the different ingredients help the body stay healthy and strong! Letter and Number: D, 17</p>
<p>4082 Elmo's World: Weather Elmo learns that there are different kinds of weather at different times of the year. Tip: Ask your child what kind of weather he likes the best and why. Then have him paint a picture of it. Letter and Number: Z, 11</p>	<p>4061 Journey to Ernie: Nursery Rhyme World Big Bird searches for Ernie in a land filled with nursery rhyme characters, including Humpty Dumpty and Little Bo Peep. Tip: Recite favorite rhymes with your child. Together, come up with new endings for these stories. Letter and Number: E, 5</p>
<p>4057 Elmo revisits special <i>Sesame Street</i> stories, including when Gabi was a baby, and the day Susan and Gordon adopted Miles. Tip: Share photographs of the day your child was born, and talk about your feelings of that special day. Letter and Number: C, 10</p>	<p>4062 Elmo's World: Feet There's so much we can do with our feet! We can run, hop, dance and even measure with our feet. Tip: Invite your child to measure objects with her feet as she walks and counts toe to heel. Measure the length of the rug or hallway. Letter and Number: F, 6</p>
<p>4071 Super Grover opens a school to teach students all about being super heroes. Tip: Talk about what a hero is. Ask your child to name a hero in his life. Tell a story about that person. Letter and Number: H, 13</p>	<p>4063 Global Grover The furry traveler visits China where he watches an acrobatic troupe perform impressive physical feats. Tip: Help your child practice a simple acrobatic move, such as a somersault. Letter and Number: T, 20</p>
<p>4072 On her way to Mr. Hoopers to help Alan make snacks, Gabi stops to help out lots of her friends. Tip: Encourage your child to help you. What can you do together throughout the day? Cooperate! Letter and Number: C, 10</p>	<p>4064 Elmo and Zoe learn a dance from Zoe's pet rock, Rocco. Soon, chickens and pigs join in! Tip: Let your child choose a few stuffed animals, then play some music and dance together. Letter and Number: A, 1</p>
<p>4074 Telly's enormous delivery of letters threatens the success of Henrietta Honker's birthday party. Tip: Ask, "How do you think Telly felt about having to put away his letters to make way for the party? Why did he do it?" Letter and Number: R, 18</p>	<p>4065 Global Grover: African School Grover visits friends in Africa and learns what school is like for them. Tip: Ask your child what she notices about the African school that is similar to and/or different from the school she attends. Letter and Number: I, 7</p>
<p>4075 Cookie Monster writes a story while waiting for Alan to bake more cookies. Tip: Read <i>Mouse and the Apple</i> by Stephen Butler. Letter and Number: S, 19</p>	<p>4066 Baby Bear and his family are shocked when Goldilocks bursts into their home and takes a bite of Baby Bear's porridge. Tip: Read <i>Goldilocks Returns</i> by Lisa Campbell Ernst. Letter and Number: J, 9</p>
<p>4076 When Baby Bear learns that Curly's growl is louder than his, he tries to make his growl even louder! Tip: Help your child make an "All About Me" book using words and pictures to describe himself and all the things that make him special. Letter and Number: G, 20</p>	<p>4067 Miles, Gordon and Mr. Robinson discover something they can do together—play music in Elmo's band! Tip: Start a family band. Gather items around your house that can also be used as instruments. Play music together and see what you create! Letter and Number: K, 4</p>
<p>4078 Uh oh, Baby Bear's fool-proof napping system isn't working—Curly is still awake! Tip: Read <i>The Napping House</i> by Don Wood and Audrey Wood. Letter and Number: V, 8</p>	<p>4068 Elmo's World: Hands We use our hands for many things—eating, drawing, even communicating! Tip: Make sculpting dough with your child. Mix two cups flour and one cup salt; add one cup water and stir. Knead dough and create! Letter and Number: L, 11</p>
<p>4080 Elmo wishes he was a feathery bird instead of a furry monster. Tip: Ask, "What would you wish to be?" Then let your child pretend play with props and costumes around the house. Letter and Number: X, 2</p>	<p>4069 What did Gordon run into? It's big, it's shaggy...it's invisible Snuffy! Tip: Play a guessing game with your child. Place items in a pillowcase and have her feel them to guess what they are. Letter and Number: M, 12</p>
<p>4058 Zoe, Telly, Elmo, and Baby Bear get into a heated debate about who has the best pet. Tip: Talk with your child about the way Maria helped to settle the argument. Ask, "Why do you think Maria's advice worked so well?" Letter and Number: B, 8</p>	<p>4070 Snuffy is <i>still</i> invisible and Big Bird is <i>very</i> worried. Together, they sing about being friends. Tip: Help your child make a friendship collage using photographs of his friends, markers and pictures cut from magazines. Letter and Number: O, 15</p>
<p>4059 Curly doesn't like porridge, and Baby Bear thinks that means that she doesn't like <i>him</i>. Tip: Ask your child to think about how she is similar to and different from her friends and family. Letter and Number: N, 3</p>	

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Family Tips

<p>220 Give Zak a Hand With a little creative thinking, the gang figures out a way Zak can join in the fun and games—even with his injured wrist. Tip: Think of different ways that you and your child can play games, such as tag.</p>	<p>108 A Picture's Worth a Thousand Words To find the special giggle flowers for his mom's birthday, Ord must "read" the doodle fairy's pictures. Tip: Read <i>Bird, the Monkey and the Snake in the Jungle</i> by Kate Banks.</p>
<p>221 The Balancing Act Ord has lost Emmy's skate board. To find it, he must make it through a challenging obstacle course. Tip: Draw a line on the sidewalk with chalk, and invite your child to walk across it going forward, then backward.</p>	<p>109 Emmy's Dream House No one wants to help Emmy build a tree house because she's too bossy and won't listen to their ideas. Tip: Ask, "What do you think of Emmy's behavior? How could the gang have worked better as a team?"</p>
<p>222 The Sorrow and the Party When Max's feelings are hurt, Quetzal helps him to remember that being sad doesn't last forever. Tip: Provide clay, paint or markers for your child to use to express feelings of sadness, joy or anger.</p>	<p>110 Dragon Tunes: Hum The next time you're scared or unsure, calm your nerves by humming a little tune. Tip: Talk with your child about some things he used to be afraid of. How did he overcome his fears?</p>
<p>223 The Grudge Won't Budge Quetzal helps Zak manage the anger and hurt he feels when Wheezie accidentally breaks his flute. Tip: Ask, "If Zak wrote a letter to Wheezie describing his feelings, what would he say?" Make up an imaginary letter together and write down your child's thoughts.</p>	<p>111 Four Little Pigs The gang uses old clothes as costumes for a puppet show performance of "The Three Little Pigs." Tip: Offer your child old clothes, hats, etc., for dress-up. Then act out a favorite story together.</p>
<p>224 Let's Dance After her curiosity causes chaos, Wheezie learns the importance of being patient and following directions. Tip: Make a healthy treat with your child. Point out the directions to follow and the time needed for it to turn out right.</p>	<p>112 A Feat on Her Feet With practice, determination and lots of help and encouragement from her friends, Cassie learns how to skate. Tip: Spend time with your child and support her attempts to learn a new skill. Let her know how proud you are!</p>
<p>101 Dragon Tunes: Hello Do you want to make a new friend? According to this sunny song, all you have to do is smile and say, "Hello!" Tip: Read <i>Making Friends</i> by Fred Rogers.</p>	<p>113 Not Separated at Birth Zak and Wheezie's wish to be separated comes true! But they soon realize that they miss being together—despite their differences. Tip: Help your child make an "I Like You Just For Being You!" card for a friend.</p>
<p>102 To Kingdom Come Ord's wish takes him to a place where he doesn't have to share. But in order to get home, Ord needs someone to share with <i>him</i>. Tip: Create sharing solutions together, such as bouncing a ball ten times per turn, setting a timer, etc.</p>	<p>114 Dragon Drop Emmy helps Zak and Wheezie prepare for the Sackberry Toss by teaching them how to catch. Tip: Play a game of catch with your child using different kinds of balls, from ping-pong balls to large bouncy balls.</p>
<p>103 Ord's Unhappy Birthday Ord becomes sad and confused when no one will play with him. Quetzal suggests that he tell the others how he feels. Tip: Ask your child what he thought of Quetzal's advice. What advice would he give Ord?</p>	<p>115 Dragon Tunes: Wiggle Who knew wiggling could be so much fun?! The dragons show you how with this wonderfully wiggly song. Tip: Wiggle with your child: Start with your fingers, then your nose, then your hips and even your toes!</p>
<p>104 Tails You Lose Emmy gets so mad after losing a game of Freeze Dance that she stomps off and leaves Max behind. Tip: Together, practice more appropriate ways to express angry feelings, such as pounding clay, banging a drum, or saying, "I'm mad!"</p>	<p>116 It Happened One Nightmare The dragons are too tired for the carnival because Ord kept them awake with his nightmares. Tip: Ask your child how she would help Ord. Reassure her that you're there for her should <i>she</i> have nightmares.</p>
<p>105 Zak's Song Zak has a plan for finding the Do-Re-Mi birds, but the others ignore him and decide on a different approach. Tip: The next time your child faces a problem, help her to think of different ways to solve it.</p>	<p>117 A Smashing Success When Emmy accidentally breaks Wheezie's trumpet, she does everything to avoid taking responsibility—including letting Zak take the blame! Tip: Ask, "What do you think about Emmy's behavior? What would you suggest she do instead?"</p>
<p>106 Snow Dragons Quetzal warns Max and Ord to stay together on an adventure to Snowy Summit, but the boys take off and soon they're lost. Tip: Read <i>Come along, Daisy!</i> by Jane Simmons.</p>	<p>119 A Tall Tale Max wants to help Eunice find her lost glasses, but he's too little. Tip: With your child, think of as many things as you can that a small person can do but a big person can't. What can <i>he</i> do?</p>
<p>107 The Giant of Nod Zak and Wheezie can't decide which song to sing—Zak wants something slow and Wheezie wants something rockin'! Tip: Play a variety of music, try classical, funky, salsa, etc., and boogie to the beat together.</p>	