



# View & Do



sesameworkshop™

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Your Monthly Viewing Guide

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## Dragon Tales 106 The Fury is Out on This One

Max is "It" in a game of Dragon Tag, but no matter how hard he tries to tag somebody, they're always just out of his reach. In a fit of frustration, Max smashes a seed pod and unleashes a Fury. The madder Max becomes, the happier and bigger the Fury becomes! Fearful for their friend, the gang turns to Quetzal who explains that Furies thrive on anger, and to send the Fury back into his pod, Max must learn to control his angry feelings.

Just as the gang needed Quetzal, children need adults to help them understand and learn how to control their emotions. To begin, acknowledge children's feelings (even if you think they're unreasonable), and name them, "You're *mad* because we're leaving." Let youngsters know it's okay to have such feelings, "I understand you'd like more time to play." And reassure them they're not alone, for example, "Sometimes I get angry, too." Next, show children how to better control their angry feelings and express them appropriately. Teach self-control with games, such as "Red Light/Green Light." Help youngsters express their emotions through painting, drawing and playing with clay. Because children learn from others, keep your own emotions in check. And remember, it takes practice to effectively manage anger and some days will be better than others; so offer children your patience, guidance, encouragement and compassion.

### You might also want to read:

*Mean Soup* by Betsy Everitt

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## Family Tips

<p><b>4051</b> After being mistaken for its mother, Telly teaches a baby duck how to be a duck. <b>Tip:</b> Ask, "How would you teach a kitten to be a cat?" and "What would he need to do?" <b>Letter and Number: J, 5</b></p>	<p><b>4033</b> Gordon and one of the children play a pattern game with an assortment of cookies. <b>Tip:</b> Create patterns with your child using sticks, stones, leaves or other objects. <b>Letter and Number: S, 19</b></p>
<p><b>4037</b> Super Grover is grounded without his cape and frustrated that he can't help those who need him. <b>Tip:</b> Talk with your child about the "helpers" in your community, such as police officers, firefighters, bus drivers, etc. How does your child help others? <b>Letter and Number: F, 8</b></p>	<p><b>4055 Elmo's World: Water</b> Elmo learns that all living things need water, especially Dorothy! <b>Tip:</b> Teach your child the importance of conserving water, such as not letting the tap run while he brushes his teeth. <b>Letter and Number: Y, 20</b></p>
<p><b>4038</b> Global Grover visits Alaska where the winters are very, very cold. <b>Tip:</b> Have your child draw a picture of herself bundled up in her winter wear, including hat, gloves and coat. Then go to your local library to find out three new facts about Alaska! <b>Letter and Number: G, 15</b></p>	<p><b>4056</b> Baby Bear gets used to the idea that his family is now The <i>Four</i> Bears. <b>Tip:</b> Have your child help you set the table. Ask, "If a friend joins us, how many plates, forks, etc., will we need?" <b>Letter and Number: Z, 4</b></p>
<p><b>4040 Elmo's World: Bicycles</b> Elmo learns important information about bicycles and safety. <b>Tip:</b> Review with your child the lessons Elmo learned, such as "always wear a helmet." Then go outside and help him practice riding! <b>Letter and Number: T, 0</b></p>	<p><b>4031</b> After an exciting night of karaoke, Bob, Telly and Rosita admire the night sky. <b>Tip:</b> Go outside one evening with your child and gaze up at the sky; count stars, point to the moon and search for the Big Dipper. <b>Letter and Number: N, 7</b></p>
<p><b>4041</b> Oscar wants to move to a place where he can find new and grouchier experiences. <b>Tip:</b> Ask, "What kinds of things make <i>you</i> grouchy?" "What do you do to become <i>ungrouchy</i>?" <b>Letter and Number: E, 6</b></p>	<p><b>4032</b> Elmo loves Gina and he tries to tell her this in many different ways. <b>Tip:</b> Help your child write a note or draw a picture expressing her feelings to someone she loves. <b>Letter and Number: Q, 2</b></p>
<p><b>4042</b> Baby Bear and Telly both want the important job of being Dorothy's babysitter. <b>Tip:</b> Ask your child what advice she would give Elmo to help him solve this problem. <b>Letter and Number: K, 12</b></p>	<p><b>4035</b> Leonard the Wolf tries to prove he's <i>not</i> like his brother by pointing out all the things that make him different. <b>Tip:</b> Spend some time with your child doing something that fosters her unique talents. <b>Letter and Number: U, 11</b></p>
<p><b>4046</b> Rosita and Elmo sing a "Two Song" that describes the fun they have when they are together, just the two of them. <b>Tip:</b> Throughout the day, point out the things you and your child see that come in twos, such as socks. <b>Letter and Number: O, 2</b></p>	<p><b>4036</b> Elmo and Rosita build a big letter "U" from blocks. <b>Tip:</b> Together, form letters of the alphabet from packaged bread dough. Bake according to directions, then make up words for the letters as you eat them! <b>Letter and Number: I, 10</b></p>
<p><b>4047</b> Global Grover learns that children all over the world get to school in different ways. <b>Tip:</b> Tell your child how you used to get to school. Then talk about how he gets to school and how his friends get to school. <b>Letter and Number: D, 4</b></p>	<p><b>4037 Elmo's World: Firefighters</b> Elmo finds out what to do during a fire and learns that families should practice fire drills at home. <b>Tip:</b> Design a fire drill plan with your family, then practice it together. <b>Letter and Number: F, 8</b></p>
<p><b>4048</b> Rosita makes friends with a frog and together they hop, hop, hop! <b>Tip:</b> Play some music and hop with your child. Start on two feet, then one foot; hop slow, then fast. Take little hops and big hops. <b>Letter and Number: H, 7</b></p>	<p><b>4038</b> How does a penguin dance? Who knows for sure, but Gina, Zoe, Telly and Baby Bear give it a try! <b>Tip:</b> Play some music, then along with your child, dance like a chicken, a cat, even a hippo! <b>Letter and Number: G, 15</b></p>
<p><b>4050</b> Zoe receives a beautiful rainbow tutu from her Aunt Giselle. <b>Tip:</b> Ask, "What is your favorite piece of clothing and why?" Take a picture of her wearing it and place it in a frame or album. <b>Letter and Number: A, 3</b></p>	<p><b>4040</b> Rosita has <i>two</i> Spanish words of the day: "niño" and "niña," which mean "boy" and "girl" in English. <b>Tip:</b> Read <i>Margaret y Margarita</i> by Lynn Reiser. <b>Letter and Number: T, 0</b></p>
<p><b>4054</b> Mama, Papa and Baby Bear get ready for the arrival of the new baby. <b>Tip:</b> Read <i>On the Day You Were Born</i> by Debra Frasier. <b>Letter and Number: X, 17</b></p>	<p><b>4043</b> Elmo and Zoe search high and low for her missing pet rock, Rocco. <b>Tip:</b> Play a guessing game with your child: Take turns hiding objects and offering clues as to where they are (try "hot" for near, "cold" for far). <b>Letter and Number: L, 13</b></p>

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## Family Tips

<p><b>221 The Balancing Act</b> Before Ord can ride Emmy's new skateboard he must learn to balance. <b>Tip:</b> Help your child practice balancing. Outdoors, have him climb playground equipment or swing. Indoors, he can try walking on tiptoes or follow a strip of tape on the floor.</p>	<p><b>108 The Talent Pool</b> All the dragons are getting ready for the talent show, but Cassie doesn't think she has a special talent. <b>Tip:</b> Together, identify your child's special talent. Take a picture of him doing it, then frame and display it.</p>
<p><b>222 Room For A Change</b> The new dragon babies are about to hatch and that means Cassie has to move into a new bedroom—and she's not happy about it! <b>Tip:</b> Read <i>Peter's Chair</i> by Ezra Jack Keats.</p>	<p><b>109 Emmy's Dream House</b> When Emmy becomes bossy while building the treehouse, her friends take off! <b>Tip:</b> Ask, "How do you think the others felt about Emmy's behavior? How might she have paid better attention to her friends?"</p>
<p><b>223 The Grudge Won't Budge</b> Zak stubbornly holds a Grudge—an annoying critter—against Wheezie for breaking his flute. <b>Tip:</b> Discuss Zak's Grudge—the feeling and the critter—with your child. Ask, "If fear (joy, etc.) were a creature, what would it look like?" Then draw its picture.</p>	<p><b>110 A Liking to Biking</b> Max and Emmy want to go for a bicycle ride but it's raining outside. <b>Tip:</b> Engage in rainy day activities with your child. Play card or board games. Or make popcorn and snuggle up to read a book.</p>
<p><b>224 Let's Dance</b> The Gremlin asks Wheezie to guard her magical boxes but she must <i>not</i> open them. Unfortunately, Wheezie can't stop herself. <b>Tip:</b> Help your child develop self-control with such activities as playing catch and "Mother, May I?"</p>	<p><b>111 Four Little Pigs</b> The success of "The Three Little Pigs" puppet show is threatened when Emmy, Zak and Wheezie argue over who will play the wolf. <b>Tip:</b> Ask your child how he would help them decide who could play which character.</p>
<p><b>101 To Fly with Dragons</b> On their first visit to Dragon Land, Max is nervous about flying. <b>Tip:</b> Ask, "How would you help Max relax?" Then use that advice to help your child with something she's nervous about, such as going to the doctor.</p>	<p><b>112 Zak and The Beanstalk</b> Mungus the Giant says he'll return the Do-Re-Mi birds if the gang teaches him how to make music. <b>Tip:</b> Offer your child music-making items, such as ladles and pots, pan lids and measuring spoons to clang together.</p>
<p><b>102 To Kingdom Come</b> Ord finds a Wish Shell but doesn't want to share his wishes. So, he uses it to wish himself far away. <b>Tip:</b> Ask, "If you found a Wish Shell, what would you wish for? With whom would you share your wishes?"</p>	<p><b>113 Not Separated at Birth</b> Zak and Wheezie get their wish to be separated, but discover that they miss each other very much. <b>Tip:</b> Ask your child what he appreciates most about the differences between him and his sibling and/or friend.</p>
<p><b>103 Knot a Problem</b> Before Emmy and Max can bring back a missing pony, Max must remember how to tie a knot. <b>Tip:</b> Help your child practice tying a knot. Sing the actions as he does them: "Make a loop, alley-oo!"</p>	<p><b>114 Dragon Drop</b> Emmy helps Zak and Wheezie prepare for the Sackberry Toss by teaching them how to catch. <b>Tip:</b> Play catch with your child using a variety of balls—soft, bouncy, large and small. Which does she like best?</p>
<p><b>104 Tails You Lose</b> Emmy doesn't like losing and today she lost a <i>lot</i>. She became so angry, she stomped home without Max! <b>Tip:</b> Ask your child what she thought about Emmy's behavior. Has she ever been that angry? How did she handle it?</p>	<p><b>115 Max's Comic Adventure</b> To rescue Max's favorite superhero, Mondo Mouse, the gang must figure out the combination on a lock. <b>Tip:</b> With your child, play a simple card matching game, such as "Concentration," or make up your own.</p>
<p><b>105 Pigment of Your Imagination</b> The kids and dragons work together to repair a broken map plate. <b>Tip:</b> With your child, cut one of his drawings into different shapes. Scramble the pieces, then put the picture back together.</p>	<p><b>116 Staying Within the Lines</b> When the Stickleback Mountains lose their color in a rainstorm, the gang repaints the scene. <b>Tip:</b> Give your child a selection of paints and a brush, and encourage her to paint a scene of her choice.</p>
<p><b>106 The Fury is Out on This One</b> Max gets so angry, he creates a Fury who grows bigger with his temper. <b>Tip:</b> Give your child some clay and have her pound it awhile. Then let her create something. Ask her how it felt to play with the clay so differently.</p>	<p><b>117 Follow the Dots</b> Max leads the gang in a tricky search to track down a missing game piece. <b>Tip:</b> Together, make a map to something hidden in your home using pictures and arrows. Who can find your "treasure?"</p>
<p><b>107 The Big Sleepover</b> Everyone is excited about the big sleepover at Zak and Wheezie's, everyone that is, except Cassie. <b>Tip:</b> Read <i>Ira Sleeps Over</i> by Bernard Waber.</p>	<p><b>118 Quibbling Siblings</b> Wheezie doesn't understand why Zak is so annoyed with her, so Emmy and Max try to explain. <b>Tip:</b> Ask, "What would you suggest Zak and Wheezie do to help them better understand each other's feelings?"</p>

<p><b>126 Luck Be A Bat</b> Fu-Fu realizes the value of his freedom after Tai-Tai confines him to the palace. <b>Tip:</b> Ask, "What is your favorite thing to eat? How much would you enjoy it if you had to eat it everyday at every meal?"</p>	<p><b>137 Shei-Hu's Secret</b> Sagwa reveals a secret and learns that not keeping her word can have terrible consequences. <b>Tip:</b> Ask, "Why do you think Sagwa broke her promise? How could she make it up to Shei-Hu and the mice?"</p>
<p><b>127 Mini-documentary: Neighborhood</b> In neighborhoods around the world people live in mud huts, stone cottages and even boats! <b>Tip:</b> Take a walk through your neighborhood and notice the similarities and differences in the homes you see.</p>	<p><b>138 Great Balls of Fire</b> Sheegwa is upset when she's left behind by Uncle Miao, until she discovers she has her parents all to herself! <b>Tip:</b> Do something special with your child: Visit a park, play her favorite game or share an ice cream sundae!</p>
<p><b>128 Ba-Do and the Lantern Festival</b> An old woman teaches Ba-Do and Sagwa that it's better to give than to receive. <b>Tip:</b> Together, bake cookies, rake leaves or run errands for someone. How did they respond? Ask, "How did giving make you feel?"</p>	<p><b>139 Mini-documentary: Art</b> Children around the world share photography, pottery and shadow puppets with Sagwa. <b>Tip:</b> Offer your child art-making materials, such as clay, paints or crayons. Display his finished work for all to admire.</p>
<p><b>129 Wedding Day Mess</b> Tai Tai and The Foolish Magistrate plan a wedding for their niece, but everything seems to go wrong! <b>Tip:</b> Plan an indoor picnic with your child. Invite her stuffed animals and/or a best friend to join you.</p>	<p><b>140 Cha-Siu Bow Wow</b> The kittens are surprised to meet their adopted cousin—a dog! <b>Tip:</b> Look through a family album with your child. Point out people's relationships, and the differences and similarities in their appearance.</p>
<p><b>130 Spreading Rumors</b> Everyone in the village suspects Cook is hiding a secret, but really he's making a surprise for the festival. <b>Tip:</b> Ask, "Why did the villagers think Cook had a secret?"</p>	<p><b>102 Firefly Nights</b> After being treated as an adult, Dongwa decides that being a kitten is more fun and less work! <b>Tip:</b> Invite your child to be a grown-up for a day and help you prepare a meal or take out the trash.</p>
<p><b>131 The Jade Rabbit</b> Fu-Fu and Sagwa munch on mooncakes while a rabbit tells them a mooncake tale. <b>Tip:</b> Bake a batch of cupcakes with your child, then munch on them while you share a story or read a book.</p>	<p><b>103 Acrobat Cats</b> Sagwa decides give up boring calligraphy for the more exciting acrobatics. <b>Tip:</b> What new skill would your child like to try? Offer him encouragement as he practices, assistance when asked and comfort when needed.</p>
<p><b>132 The Zodiac Zoo</b> Mama Miao tells the kittens a story to show them that being the strongest or fastest isn't always best. <b>Tip:</b> Play "thinking" games with your child, such as "I Spy," puzzles, riddles and simple word scrambles.</p>	<p><b>104 Sagwa's Lucky Bat</b> From the first time they met, Fu-Fu and Sagwa were best friends—despite their differences. <b>Tip:</b> Talk with your child about her best friend. How are they different? How are they similar? What makes him or her a <i>best</i> friend?</p>
<p><b>133 Three Graces</b> When Jun decides to help the Magistrate's daughters with their studies, the Reader feels sad and left out. <b>Tip:</b> Read <i>Just Not Invited</i> by Gina and Mercer Mayer.</p>	<p><b>105 Sagwa's Good Deed</b> Sagwa decides to help a friend, even though it means breaking a promise to her mother. <b>Tip:</b> Ask, "What do you think about Sagwa's decision? Could she have managed to do both things? How?"</p>
<p><b>134 All Grown Up</b> Baba and Sheegwa try hard <i>not</i> to act their ages, then realize being who they are isn't so bad. <b>Tip:</b> With your child, make a list of the "big kid" things she can do. Add new accomplishments as they're achieved.</p>	<p><b>106 Harvest Festival Race</b> The Reader of the Rules is embarrassed when he keeps losing at the festival games. <b>Tip:</b> Ask your child if he's ever been in a similar situation. What he would say to comfort and encourage the Reader?</p>
<p><b>135 Sister Act</b> The Foolish Magistrate mistakenly believes his villagers would like him better if he were different. <b>Tip:</b> Ask your child why she thought the Magistrate doubted himself. Assure her that you appreciate her just as she is.</p>	<p><b>107 Magistrate Loses His Post</b> When the Foolish Magistrate thinks he's been fired, everyone joins in to make his last days special. <b>Tip:</b> Work on a large task as a family: Cook a meal or clean the house, then celebrate your achievement.</p>
<p><b>136 The Name Game</b> Nai Nai tells the kittens the story of how they got their unusual names. <b>Tip:</b> Ask your child to share with you the story of how he decided on the names for his stuffed animals or pet.</p>	<p><b>108 Tribal Cats</b> The kittens are suspicious of the "weird" new cats in town—they look different and eat yucky food. <b>Tip:</b> Read <i>The Cow That Went Oink</i> by Bernard Most.</p>