



View & Do



sesameworkshop™

Issue 3

Your Monthly Viewing Guide

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Sesame Street 4050

Before Zoe can try on her beautiful new tutu, a gust of wind blows it out of her hands and into a tree! She and Telly try their best to get it down, but the tutu remains stuck. Super Grover flies by to see if he can help, but *he* gets stuck, too! Then Big Bird comes along and he tries, but the tutu is *still* out of reach. Just when all looks lost, Big Bird musters up his courage—and his height—and tries again with all his might. Taa-daa! He rescues the tutu and everyone rejoices!

Persisting at a difficult task is not easy for anyone, especially young children for whom much of the world is new and challenging. Children need encouragement and support as they explore and hone their skills and abilities. So provide inspiration, such as "You can do it!" "I see you're trying very hard" and "I'm here for you!" Recall a time when they (and *you*) persisted and succeeded. Encourage children to think of different ways to solve problems, just like the gang on *Sesame Street*; and suggest they spend time practicing a new skill. It's also important to acknowledge children's attempts as well as their successes; and reassure them that trying their best is good enough. Help youngsters recognize that not all tasks bring immediate success. Attempting, persisting and breaking down tasks into smaller steps help them recognize the challenge and find satisfaction in progressing from one step to the next. Even then, there will be times when frustration can't be avoided—and that's natural. Encourage children to express their emotions and let them know they're not alone in having such feelings.

You might also want to read:

Uncle Jed's Barbershop by Margaree King Mitchell

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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Family Tips

<p>4041: Elmo's World: Open and Close Elmo and Dorothy learn that there are many things that open and close in a variety of ways. Tip: Together, find and talk about how certain things open and close differently, such as doors and windows, and eyes and mouths. Letter and Number: E, 6</p>	<p>4038 Everyone is excited to hear Big Bird's story—the only problem is, it needs an ending! Tip: Write a short story with your child. Let her provide the beginning, you do the middle, and together create the end. Letter and Number: G, 15</p>
<p>4048 Rosita is delighted that she's found someone who has time to be her friend—he just happens to be a frog! Tip: Ask your child what she likes best about her friends, then invite one or two over for a play date. Letter and Number: H, 7</p>	<p>4040 Prairie Dawn is having a tea party and made the special invitations all by herself. Tip: Offer your child blank cards, markers, stickers, etc., and let her make invitations for friends and/or family members to come visit. Letter and Number: T, 0</p>
<p>4050 When Zoe's tutu gets stuck in a tree, Big Bird tries and tries until he finally gets it down. Tip: Together, make "I tried!" and "I did it!" badges from construction paper, markers and recyclable items. Wear them proudly! Letter and Number: A, 3</p>	<p>4041 Oscar decides he needs to find a new <i>grouchier</i> place to live. Tip: Ask your child to describe what he thinks the grouchiest, happiest, and/or silliest places to live would be like. Let him draw pictures to illustrate his ideas. Letter and Number: E, 6</p>
<p>4054 Baby Bear is excited—and a bit concerned—about becoming a big brother. Tip: Read <i>Hello Baby!</i> by Lizzy Rockwell. Letter and Number: X, 17</p>	<p>4042 Elmo needs someone to take care of Dorothy, and both Baby Bear and Telly want the job. Tip: Ask your child what she likes best about the person who takes care of her when you need to go out. Letter and Number: K, 12</p>
<p>4033 Someone is stealing cookies on <i>Sesame Street</i> and Cookie Monster is getting the blame! Tip: Talk with your child about what it means to steal and why it's wrong to take something that doesn't belong to you. Letter and Number: S, 19</p>	<p>4046 In this vibrant <i>Sesame Street</i> musical, Rosita and Elmo try to find each other. Tip: Play Hide-and-Seek with your child. Where are the best places to hide? When you find each other, give yourselves a big hug! Letter and Number: O, 2</p>
<p>4055 Baby Bear proudly introduces his new baby sister, Curly, to <i>Sesame Street</i> and the gang. Tip: Ask, "If you were to introduce someone new to your neighborhood, what would you show them and why?" Letter and Number: Y, 20</p>	<p>4047 Elmo's World: Birds Elmo learns that all birds have wings, beaks and feathers; but surprisingly, not all birds can fly! Tip: Read <i>Beaks!</i> by Sneed B. Collard. Letter and Number: D, 4</p>
<p>4056 Telly comforts Baby Bear who's having a hard time adjusting to the changes in his family since Curly arrived. Tip: Ask your child what she would say to Baby Bear to help him feel better. Letter and Number: Z, 4</p>	<p>4048 Journey to Ernie Ernie and Big Bird introduce shapes of all sorts. Tip: Make a shapes lunch. Serve differently shaped foods, such as rectangular sandwiches, square cheese slices, cucumber circles, etc. Name the shapes as you eat them! Letter and Number: H, 7</p>
<p>4031 It's Karaoke Night at Hooper's Store and everyone gathers excitedly to perform their favorite songs. Tip: Ask your child what his favorite songs are, then sing them together loud and strong! Letter and Number: N, 7</p>	<p>4033 Global Grover Global Grover discovers that people around the world get clean in different ways. Tip: Make your child's next bath extra fun by adding bubbles and/or measuring cups and spoons. Letter and Number: S, 19</p>
<p>4051 Elmo's World: Farms Farmers show Elmo that fruits, vegetables, grains, pigs, cows and more can all be found on farms. Tip: With your child, look through your kitchen for items that might have come from a farm, such as apples, rice and carrots. Letter and Number: J, 5</p>	<p>4050 After her tutu is rescued from a tree, Zoe and some children become Superheroes of Dance. Tip: Make up a superhero dance with your child. Hold pillow cases around your shoulders for capes and boogie away! Letter and Number: A, 3</p>
<p>4032 Elmo tries to find ways to tell Gina he cares about her. Tip: Ask your child to name the things he loves, such as a favorite food, toy, pet and/or family members, and describe the different ways he loves each of them. Letter and Number: Q, 2</p>	<p>4054 Global Grover Grover visits Hawaii for a "<i>Pa'ina iki</i>," a traditional party with <i>leis</i>, grass skirts and hula dancing! Tip: Throw your own <i>Pa'ina iki</i>. Cut paper flowers and string onto ribbons to make leis. Play music and move your hands and hips to tell a story! Letter and Number: X, 17</p>
<p>4035 Spanish Word of the Day: Gracias Rosita's word means "thank you" in English—a wonderful word to know in any language! Tip: Spend the next few days with your child saying "gracias" whenever you would usually say "thank you." Letter and Number: U, 11</p>	<p>4055 Baby Bear, Telly and Gina wait for Papa Bear to call from the hospital with news about the baby. Tip: The next time you and your child have to wait, play games to pass the time: count people or objects, sing silly songs or do finger plays. Letter and Number: Y, 20</p>
<p>4037 Super Grover needs a new cape but it won't be ready for days! Tip: Make your child a superhero cape from an old sheet or pillow case. Decorate it with markers and have him wear it when he's helping you. Letter and Number: F, 8</p>	

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Family Tips

<p>139 Dragon Tunes: The Silly Song This very silly song is filled with crazy sounds and noises, and hilarious nonsense words. Tip: Together with your child, make up funny words and noises, and sing them to a familiar tune, such as "Pop! Goes the Weasel."</p>	<p>211 Bye, Bye Baby Birdie The gang helps a baby bird find its family, but Emmy feels sad to say good-bye to her friend. Tip: Ask your child how you keep in touch with friends who live far away. Then together, send a letter or picture to one of them.</p>
<p>140 Don't Bug Me! A bug hunt turns into a bug scare for Ord when Max teases him about his fear of insects. Tip: Ask your child what she thinks of Max's behavior. What would she do to help Max understand how Ord feels?</p>	<p>212 Dragon Scouts When Cassie leaves her alone at the Dragon Scouts meeting, Emmy has to make new friends. Tip: Ask, "How do you make new friends? How do you let other children become friends with you?"</p>
<p>201 Lucky Stone Ord learns it's not his lucky stone that helps him with his flying tricks, it's believing in himself. Tip: Together, make a lucky paper chain necklace. Write "I Believe in Me!" on the links. Encourage your child to wear it when she's attempting a new task.</p>	<p>213 Head Over Heels With encouragement and practice Emmy learns how to do a cartwheel. Now she and her friends can pass the Trollbooth. Tip: Ask your child what things she's been working hard to achieve. Celebrate her attempts with a big hug!</p>
<p>202 Very Berry The gang helps Quetzal pick dragonberries for the big pie-baking day in Dragon Land. Tip: Have your child help you prepare a simple berry dessert, such as strawberries over yogurt—delicious!</p>	<p>214 Sticky Situation Max shares a lesson he learned in responsibility with his new friend Jumpin' Jack. Tip: Ask, "What did Max learn—the <i>hard</i> way?" The next time your child is about to "jump" into a situation, have him stop and think about what might happen first.</p>
<p>203 Remember the Pillow Fort A fun day of make-believe is ruined when Max and Ord bicker endlessly. Tip: Ask, "How do you think Max and Ord feel? How would you help them resolve their argument?"</p>	<p>215 Teasing is Not Pleasing Emmy gets good advice from Quetzal on how to handle the teasing she gets during a Dragonbasketball game. Tip: Ask, "What was so good about Quetzal's advice? How do you think Emmy felt when the game was over?"</p>
<p>204 Copy Cat A Copy Cat named Meow licks Max's cheek and turns him into Emmy's double—imitating everything she does! Tip: Take turns playing "Follow the Leader" with your child. For a twist, take the game outdoors.</p>	<p>216 The Shape of Things to Come To get through the guard door to Crystal Fountain, the gang must find shapes that match those on the door. Tip: Together, cut different shapes from paper and use them as a guide to find matching shapes in your home.</p>
<p>205 One Big Wish Max's wish to be bigger is granted, and at first it's great. But soon his growing height brings on a whole new set of problems. Tip: Read <i>The Biggest Boy</i> by Kevin Henkes.</p>	<p>217 The Art of Patience It's Quetzal's birthday and the gang makes clay sculptures as a special surprise. Tip: Give your child some clay or dough to play with and create her own sculptures. Let it dry and display where all can see.</p>
<p>206 Have No Fear Cassie adores her new pet Butterfrog, BeeBee, but Ord is terrified and can't be consoled. Tip: Ask your child if there's something she's fearful of. What has she done to overcome her fear? What advice would she give Ord?</p>	<p>218 So Long Solo While practicing for the Twilight Talent Show, Zak and Wheezie learn the value of cooperation and taking turns. Tip: Play boardgames with your child; take turns spinning the arrow, moving your pieces, etc. Praise him for his patience.</p>
<p>207 Something's Missing Max takes pictures of his adventures in Dragon Land so Emmy can see what he's been doing without her. Tip: Take pictures of your child doing things he enjoys and let him send them to someone he misses.</p>	<p>219 Try It, You'll Like It Everyone is excited to try the new food and rides at the amusement park, but Zak isn't so sure. Tip: When you're grocery shopping with your child, choose a new fruit or vegetable, then do a "taste test" together.</p>
<p>208 Three's A Crowd Cassie feels left out when Emmy goes off to play with another dragon, so she turns to Quetzal for advice. Tip: Ask, "Have you ever felt left out?" and "Who would you talk to if you needed advice?"</p>	<p>220 Just for Laughs It's time for the big egg hunt and the gang is rarin' to go! But first they must solve some clues. Tip: Take turns hiding objects from each other and offering clues to help find them.</p>
<p>209 Just Desserts The gang tries everything to help Mungus remember how to make a special dessert for his mother. Tip: Prepare a recipe with your child; name the ingredients aloud to help you remember the recipe.</p>	<p>221 The Balancing Act With encouragement from the gang, Ord learns how to balance. Now he's ready to ride Emmy's skateboard! Tip: Throughout the day, point out to your child opportunities to practice balancing, such as putting on her pants.</p>
<p>210 A Snowman For All Seasons Max and Emmy act quickly to fix the snow machine and keep their friends from melting. Tip: Place ice cubes in three cups. Place one in the shade, one in the sun and pour salt on the third. Wait 10 minutes—what happened?</p>	

<p>129 A Catfish Tale Sagwa learns some interesting family history facts when Yeh-Yeh tells her the unlikely story of love between a cat and a fish. Tip: Read <i>Grandma's Ashanti Cloth</i> by Maria McNaught.</p>	<p>103 Royal Cats When Dongwa discovers his family's ancestors were royalty, he admits that history isn't so bad after all! Tip: Tell your child a unique story from his family history and/or have an older relative share a story with him directly.</p>
<p>130 Up, Up and Away When Sheegwa accidentally releases Sir Richard's hot air balloon, they take off on an unexpected adventure. Tip: Ask, "How did Sagwa keep herself and everyone else calm? How do you keep cool when problems arise?"</p>	<p>104 Tung, the Singing Cricket Tai-Tai dislikes Tung's singing so much, she gets rid of him—much to the dismay of the Magistrate. Tip: Ask your child if she can think of other things Tai-Tai could have done to solve her problem without upsetting anyone.</p>
<p>131 Dongwa's Best Friend Dongwa thinks Won-Tom, the new cat, is so cool that he ignores his sisters to hang out with him. Tip: Ask, "What do you think about Dongwa's behavior? How might Dongwa make it up to his sisters?"</p>	<p>105 Cat Burglar The kittens don't like the fact that a village burglar is dubbed, "sneaky as a cat" and set off to find the burglar themselves. Tip: With your child, make up similar descriptions of other animals, i.e., "quiet as a mouse" and "strong as an ox."</p>
<p>132 The Four Dragons The kittens, Fu-Fu and some mice act out an ancient Chinese myth that tells the tale of how four rivers in China came to be. Tip: With your child, choose a favorite story, such as "The Little Red Hen" and act it out together.</p>	<p>106 Harvest Festival Race Dongwa wants to win the race so badly, that he cheats! Tip: Play games with your child. Talk about what it feels like to win and lose, and stress the importance of trying your best, regardless of the outcome.</p>
<p>133 Three Graces When Jun takes over teaching the Magistrate's daughters, the Reader writes a poem in response. Tip: Teach your child a nursery rhyme or simple poem. Recite it together, then draw pictures to illustrate the words.</p>	<p>107 Fur Cut Sagwa explains a bad haircut with a wild story that goes too far and ends up hurting Fu-Fu's feelings. Tip: Ask, "Can you tell the difference between telling stories and making up lies? How do you know when you've gone too far?"</p>
<p>134 The Cat and the Wind After hearing the story of their ancestor Ming Miao, the kittens learn that one person <i>can</i> make a difference. Tip: Show your child that <i>he</i> can make a difference, too. Donate clothing or used toys to a shelter.</p>	<p>108 Tribal Cats Sagwa and the kittens think the new cats in town are different and weird. Tip: Nurture an appreciation of diversity in your child. Go to the library and look for books that show a variety of people, places, foods and customs.</p>
<p>135 Too Close for Comfort A typhoon forces the Foolish Magistrate's cousin to move his family into the Palace. Tip: Talk with your child about the importance of getting along in difficult times. What could the families have done to make the situation better?</p>	<p>109 Cat and Mouse Sagwa is happy playing hide and seek with their mice friends until the alley cats make fun of her; then she turns her back on her little buddies. Tip: Read <i>Friend Frog</i> by Alma Flor Ada.</p>
<p>136 Sick Day Sagwa and Dongwa aren't too happy when they're told to take care of Sheegwa, who's sick. Still, they manage to have fun. Tip: Ask, "When you're sick, what comforts you?" Take turns pretending you're sick and caring for each other.</p>	<p>110 Mini-documentary: Sweets From fresh fruit and berry jam to candy, Sagwa learns that kids around the world love sweets! Tip: Tell your child what sweets you liked as a youngster. What are his favorites? Make or buy some healthy sweets and eat them together.</p>
<p>137 Shei-Hu's Secret When Sagwa breaks her promise to keep Shei-Hu's secret, troubling consequences follow. Tip: Ask your child how she thinks Sagwa feels. How can she regain Shei-Hu's trust? What would she do if that happened to her?</p>	<p>111 By the Light of the Moon The kittens make Mama Miao a special moon cake to show her how much they enjoy being with her. Tip: Spend some time with your child doing something special, such as singing, baking or playing a favorite game.</p>
<p>138 Great Balls of Fire Sheegwa is upset when Uncle Miao takes Sagwa and Dongwa on an adventure, leaving her behind. Tip: Ask your child to describe a time when she felt left behind. How did it make her feel? How did she handle it?</p>	<p>112 Fraidy Cats Yeh-Yeh's scary stories causes the kittens' imaginations to run wild, and soon they think they're seeing ghosts! Tip: Read <i>There's Something in My Attic</i> by Mercer Mayer.</p>
<p>139 Mini-documentary: Shadow Puppetry Sagwa discovers shadow puppetry, an ancient form of entertainment in China. Tip: Put on a shadow puppet show with your child. Shine light onto a wall, then use your hands or paper cut-outs to tell a story in shadows.</p>	<p>113 Alley Night Opera The kittens worry when Baba and Mama argue, but are soon reassured that their family is a loving one. Tip: Talk with your child about how conflicts are resolved in your family. Ask, "How do you handle disagreements with your friends?"</p>
<p>140 Cha-Siu Bow Wow The kittens are excited and surprised to meet their new cousin—a dog! Tip: Have your child draw a picture of her family. Tell her about people in her extended family and describe the differences and similarities among them.</p>	