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sesameworkshop™

Issue 5

Your Monthly Viewing Guide

May 2004

Dragon Tales 108

The Talent Show

The Dragon School talent show is coming and all the dragons are polishing their acts. Everyone that is, except Cassie who worries she doesn't have a talent to share. Eventually, Cassie uncovers a *natural* talent—the gift of helping people. Talk with children about different kinds of talents, including those that come naturally, as Cassie's did, and those that come with practice, such playing a musical instrument. Help children feel proud of their accomplishments by acknowledging their special gifts and the efforts they put into them.

This month, *Dragon Tales* gets a starring role on the PBS Kids Share a Story Talent Show, a two-hour special airing on May 31st. PBS KIDS Share a Story is a national campaign designed to inspire adults to help children develop language and literacy skills through such activities as reading, drawing, storytelling, rhyming and singing. Special promotional spots will air around *Dragon Tales* "The Talent Pool," and other PBS Kids shows. So stay tuned to PBS Kids and encourage your children to sing along as they watch!

You might also want to read:

Joshua's Masai Mask by Dakari Hru

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>4077 Zoe and Elmo want to play, but they can't decide <i>what</i> to play or who should go first. Tip: Ask your child what her favorite games are, then choose some to play together. Letter and Number: U, 3</p>	<p>4062 Elmo's "Little Furry Red Monster Parade" quickly turns into an <i>anybody</i> parade that <i>everyone</i> can join! Tip: Start your own parade: Make paper hats, sing silly songs and march around your home. Letter and Number: F, 6</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>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>4079 Miles and his band members need to practice, but everytime they think they've found a quiet place, they get disturbed. Tip: Read <i>Five Minutes' Peace</i> by Jill Murphy. Letter and Number: W, 5</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>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>4065 Elmo and Zoe have a shape-filled day playing "Sesame Street Squares." Tip: With your child, cut differently sized squares from colored paper. Glue them onto another piece of paper in a mosaic picture. Letter and Number: I, 7</p>
<p>4081 With the help of her friends, Rosita realizes that she should be proud of her accent because it makes her so unique! Tip: Sit in front of a mirror with your child and point out his special qualities. Then give him a big hug! Letter and Number: Y, 7</p>	<p>4066 Baby Bear writes a new story featuring the <i>four</i> bears. Tip: Together with your child, choose a favorite tale and give it a twist, such as "Jack and the Celery Stalk." How will that change the story? Letter and Number: J, 9</p>
<p>4082 Every time Big Bad Wolf loses, he huffs and puffs, and upsets everyone! Tip: Together, use facial expressions to show various emotions. Then discuss good ways your child can cope with feelings of anger and/or frustration, such as taking a deep breath. Letter and Number: Z, 11</p>	<p>4067 Elmo is happy to finally find new band members for his quartet. Tip: Help your child make a funky guitar: Wrap rubberbands around a shoebox and strum away. Sing along and you've got a band! Letter and Number: K, 4</p>
<p>4057 Elmo takes a trip down <i>Sesame Street</i> memory lane and revisits special events with the cast and characters. Tip: Look through a family album with your child and recall the special things you've done together. Letter and Number: C, 10</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>4058 Elmo's World: Bath Time Elmo learns that people take baths in different ways, and that baths keep people—and <i>animals</i>—clean and healthy. Tip: Offer your child soap and a washcloth, and let him give his toys a bath. Talk about why it's important to stay clean. Letter and Number: B, 8</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>4059 Baby Bear can't believe Curly doesn't like porridge—his favorite food! Tip: Ask, "What's your favorite food?" Then choose a healthy dish to prepare together and enjoy! Letter and Number: N, 3</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>4060 Baby Bear and Big Bird have difficulty adjusting to Alan's replacement at Hooper's Store. Eventually, they realize change can be a good thing! Tip: Explore change with your child by rearranging her bedroom furniture together. Letter and Number: D, 17</p>	<p>4071 In Super Grover's School for Super Heroes, students choose super hero names and sing the "Help Song." Tip: Ask, "What name would you choose? What do you think makes a super hero, <i>super</i>?" Letter and Number: H, 13</p>
<p>4061 Cinderella's Fairy Godmother is so upset after making a mistake (turning Cinderella into a chicken), she quits! Tip: Ask your child how he's felt when he's made a mistake. What helps him to feel better? Letter and Number: E, 5</p>	

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Family Tips

<p>220 Just for Laughs The gang is eager to find Quetzal's special eggs, but first they must work together to solve some clues. Tip: Cook scrambled eggs together. Make them special by topping with shredded cheese.</p>	<p>107 The Giant of Nod Zak and Wheezie argue over which song to perform at the concert. Tip: Play a selection of music for your child. As you listen, ask her to describe what she likes about each piece.</p>
<p>221 Make No Mistake Max is excited—and nervous—about landing the lead in the School in the Sky play. Tip: Talk with your child about a time when he was worried about making a mistake. Assure him that <i>everyone</i> makes mistakes.</p>	<p>108 The Talent Pool Cassie doesn't think she has a talent to contribute to the Dragon School show. Tip: Help your child identify a "natural" talent, such as drawing or sharing toys. Celebrate his gift with a hug or by sharing his "talent" with others.</p>
<p>222 Sorrow and the Party Max is hurt when his friend doesn't invite him to his birthday party. So Quetzal suggests he do things that make him happy. Tip: Ask, "What things make <i>you</i> happy?" Then do some of them together.</p>	<p>109 Dragon Sails Ord laments his large size when he topples a small boat and sends everyone into the water. Tip: Explain to your child that people come in all shapes and sizes. Discuss the benefits of being large, small, etc.</p>
<p>223 Putting the Fun in Fun Houses Ord is too scared to go into the carnival fun house, so the gang helps him overcome his fear. Tip: Ask, "What do you think about the things they tried? What would you suggest?"</p>	<p>110 Eggs Over Easy When a slinky serpent steals a special egg, Cassie blames herself for being too afraid to speak up and stop him. Tip: Ask, "Have you ever been afraid to speak up? What made you feel that way?"</p>
<p>224 Puzzlewood To rescue their friends, Max and Emmy must solve several tricky puzzles. Tip: Together, make a puzzle: Cut an old drawing into different shapes. Mix them up, then try to put them back together.</p>	<p>111 Sky Pirates The gang helps Captain Scaliwag find his treasure by figuring out the hidden meaning in his pictures. Tip: Go outside with your child to look at the clouds. What images do you see in their shapes?</p>
<p>101 The Forest of Darkness Quetzal gives Ord an assignment in the Forest of Darkness, but Ord is afraid of the dark! Tip: Before bedtime, offer your child a flashlight and encourage her to explore her room in the dark.</p>	<p>112 Dragon Tunes: Round and Round This catchy song has the gang wiggling, giggling and stomping the ground as the world goes 'round! Tip: Play some music, then get up and wiggle, giggle and stomp around in your own silly dance.</p>
<p>102 Goodbye Little Caterpoozle When Cassie believes her pet caterpoozle has died, her friends cheer her up by remembering the fun they had together. Tip: Share with your child fond memories of a pet or loved one who has passed away.</p>	<p>113 A Kite for Quetzal The gang wants to surprise Quetzal with a handmade kite but realize they must plan their task first. Tip: Plan an outing with your child. Make a list of what you need, such as a blanket and ball.</p>
<p>103 Knot a Problem Max learns how to tie a knot so he can help the gang find a missing carousel pony. Tip: Gather colorful string, yarn or shoelaces from around the house, then practice making different kinds of knots with your child.</p>	<p>114 Dragon Drop Emmy helps Zak and Wheezie practice their catching skills for the Sackberry Toss. Tip: Play catch with your child using different kinds of balls, including big rubber balls, ping-pong balls or bean bags.</p>
<p>104 Calling Dr. Zak Zak is nervous about having to see Dr. Booboogone about his hurt foot. Tip: Ask, "How do you feel visiting the doctor?" Take turns playing doctor: Listen to your heartbeat or take your temperature.</p>	<p>115 A Cool School Quetzal offers Max and Emmy encouragement as they learn new dragon activities. Tip: Make a list of things your child can do already, along with things she's learning. Then help her practice.</p>
<p>105 Dragon Tunes: The Hello Song According to this lively song, saying "hello" is the thing to do when meeting someone new! Tip: Say "hello" to everyone you and your child meet a little differently; add a wave, a smile, even a handshake!</p>	<p>116 It Happened One Nightmare Ord had a terrible dream and kept everyone awake all night. And even though he's exhausted, he's too scared to nap! Tip: Read <i>There's a Nightmare in My Closet</i> by Mercer Mayer.</p>
<p>106 Snow Dragons Max and Ord ignore Quetzal's request to stay together and get lost on Snowy Summit. Tip: Talk with your child about how he would feel if he got lost. Together, make a plan for what to do if it should ever happen.</p>	

<p>136 The Name Game The kittens learn the story of their names and realize how special they are. Tip: Celebrate your child's name: Together, design a sign for her bedroom door or spell it out in raisins on bread with peanut butter.</p>	<p>110 Sheegwa and the Blizzard After a long day with Sheegwa, Sagwa realizes that being a big sister can be both difficult and rewarding. Tip: Ask, "What is the best—and most challenging—thing about being a big/little brother?"</p>
<p>137 Mini-documentary: Neighborhood Kids from around the world show Sagwa what it's like to live in their neighborhoods. Tip: Read <i>My Painted House, My Friendly Chicken, and Me</i> by Maya Angelou.</p>	<p>111 Treasure Hunters When Sagwa, Fu-Fu and Shei-hu get trapped in a cave, they each use their talents to escape. Tip: Ask your child what talents she has that would help in a sticky situation? Has she ever used them?</p>
<p>138 Return of the Rat The kittens pair up to look for Nai-Nai's Zodiac figures, but Dongwa leaves Sheegwa behind because he thinks she's too slow. Tip: Ask your child if he's ever been left behind. How did it make him feel?</p>	<p>112 The Tortoise and the Cat A friendly tortoise helps Sagwa appreciate the beauty of her home and garden. Tip: Take a stroll through a park with your child and point out the beauty you see—from flowers to insects.</p>
<p>139 On the Run Sagwa is bored of her village and ready for an adventure, but she gets more than she bargained for. Tip: Read <i>Adventures of Taxi Dog</i> by Debra Barracca.</p>	<p>113 Alley Night Opera Baba sings in anticipation of an upcoming opera performance and disturbs Mama. Tip: Discuss with your child different ways Baba might have expressed his joy of opera. Then together, sing a few of your favorite songs.</p>
<p>140 Mutt Who Would Be King Sagwa learns a lesson from Sheegwa about being kind and generous to those in need. Tip: Together with your child, offer to help an elderly friend or neighbor with grocery shopping or other chores.</p>	<p>114 Princess Sheegwa When Sheegwa is proclaimed a Princess, Sagwa becomes jealous of the attention she gets. Tip: Ask, "Why do you think Sagwa behaved that way? How do you think she should have handled it?"</p>
<p>104 Sagwa's Lucky Bat Despite their differences, Fu-Fu and Sagwa have become best friends. Tip: Ask your child what she likes best about her friends. Then invite some of them over to play!</p>	<p>115 Sagwa Rules When Sheegwa gets hurt after breaking a rule, the kittens realize some rules are important. Tip: Talk with your child about why certain rules, such as wearing a seatbelt, are necessary.</p>
<p>105 Cat Burglar The kittens catch a burglar and prove that being "sneaky as a cat" isn't necessarily a bad thing. Tip: Do something good <i>and</i> sneaky with your child, such as placing an "I love you" note in a family member's lunch bag.</p>	<p>116 Mini-documentary: Hobbies Sagwa learns about children whose hobbies include flying kites and taking photographs. Tip: Set aside time with your child to help him with a hobby. Photograph him doing it and place it in a frame.</p>
<p>106 The Foolish Magistrate's New Clothes No one except Sagwa will tell the Magistrate that his "new robes" don't actually exist. Tip: Have your child draw a picture of new robes he thinks The Foolish Magistrate would be proud to wear.</p>	<p>117 Comic Opera Sagwa must make an important delivery along a route filled with obstacles. Luckily, Fu-Fu helps her out. Tip: Ask, "When has your best friend helped you? How did it feel to know she was there for you?"</p>
<p>107 Magistrate Loses His Post When The Foolish Magistrate thinks he's lost his job, his staff and family try make his last days special. Tip: Ask, "What kind of job would you like to have when you grow up?"</p>	<p>118 Festival of Lanterns Sheegwa, Dongwa and Sagwa accidentally ruin the beautiful lantern Mama and Baba worked hard to create. Tip: Together with your child, create something unique from construction paper, scissors, tape and crayons.</p>
<p>108 Sagwa's Swan Song The kittens and Tai-Tai learn an important lesson about gift-giving and receiving: It's the thought that counts. Tip: Together with your child, frame a special drawing or photograph as a gift for a friend or relative.</p>	<p>119 Snagged by a Thread Sagwa considers letting someone else take the blame for an accident, then decides it's best to admit she was also responsible. Tip: Ask, "Has something like this happened to you? How was the situation resolved?"</p>
<p>109 Stinky Tofu Sagwa loves her Grandfather's stories but can't stand his smelly breath. Will she be able to tell him the truth? Tip: Talk with your child about how to handle such situations appropriately, without hurting anyone's feelings.</p>	