



View & Do



sesameworkshop.



Issue 11

Your Monthly Viewing Guide

November 2004

Dragon Tales: Dragon Tunes “Friends”

November is a time to give thanks, and the Dragon Tales gang is thankful for their friends! Join in on the fun as the dragons sing about the things they like to do with their friends. Ask your child to tell you what she likes to do with her friends.

Your child's ideas of friendship will grow and change over the years. They begin with the side-by-side play of babies, move into the give-and-take, ever-changing play of preschoolers, and develop into the special, deep friendships of school-age children. These important steps may not look like most adult's definitions of friendship, but for preschoolers it is different. During these interactions, children practice social skills such as meeting new people, sharing, taking turns, having empathy for others, and more. Encourage your child to make new friends by modeling the behavior yourself. If there is a new child your child is interested in playing with at the playground, introduce yourself to the child's parent or caregiver. These early friendships are a valuable part of your child's experiences, be sure to praise the efforts your child makes to make new friends and get along with others.

You might also want to read:

Margaret and Margarita by Lynn Reiser

Don't forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

www.pbskids.org/sesamestreet



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>4077 Zoe gets upset when she thinks Elmo is being unfair to Rocco. Tip: Ask, "What would you do if you and a friend both wanted to play with the same toy?" Letter and Number: U, 3</p>	<p>4062 Elmo's World: Feet Elmo finds out that feet are good for many things, like walking, playing games, and taking measurements. Tip: Together, use your feet to measure a short distance, such as from the bathroom door to the sink. Letter and Number: F, 6</p>
<p>4078 Elmo's World: Sleep Elmo explores the things people do before they go to sleep. Tip: Have your child draw pictures to tell a story about what she does before she goes to bed at night. Letter and Number: V, 8</p>	<p>4063 Elmo has a great chicken dream, and he wants to get back to sleep so he can dream it again. Tip: Ask your child to sing and act out "Old McDonald Had a Chicken." Letter and Number: T, 20</p>
<p>4079 Miles and his band have a hard time finding a quiet place to practice, so they head up to the roof. Tip: Ask, "How would you feel if you couldn't find a place to practice your music? What would you do?" Letter and Number: W, 5</p>	<p>4064 Rocco the rock teaches Elmo a complicated new dance that involves an elephant, some chickens, and Oscar's pig. Tip: Create your own dance. Have your child make up the steps. Letter and Number: A, 1</p>
<p>4080 At first, Elmo has a great time when he is magically turned into a bird, but then he begins to miss his furry monster self. Tip: Read, <i>I Love You Stinky Face</i> by Lisa McCourt. Letter and Number: X, 2</p>	<p>4065 Elmo and Zoe play the <i>Sesame Street Square Game</i>. Tip: Invite your child to play the game and find square-shaped things in your home. Letter and Number: I, 7</p>
<p>4081 Rosita stops speaking when two kids make fun of her accent. Tip: Ask, "What would you say to Rosita about her accent – or about the way she speaks?" Letter and Number: Y, 7</p>	<p>4066 Baby Bear writes an updated fairy tale titled, "Goldilocks and the Four Bears." Tip: Ask your child to make up a new version of the story using his name, "____ and the Three Bears." Letter and Number: J, 9</p>
<p>4082 Journey to Ernie: Jungle Journey to the heart of the jungle to find where Ernie is hiding. Tip: Read <i>Rumble in the Jungle</i> by Giles Andreae. Letter and Number: Z, 11</p>	<p>4067 When Elmo loses the members of his fuzzy musical foursome, Miles, Gordon, and Mr. Robinson make good replacements. Tip: Read <i>Charlie Parker Played BeBop</i> by Virginia Hamilton. Letter and Number: K, 4</p>
<p>4057 Elmo takes viewers on a journey around <i>Sesame Street</i>. Tip: Ask your child to take you on a tour of her favorite space in your home. Letter and Number: C, 30</p>	<p>4068 Telly crashes when he tries a big "boing" on his pogo stick, and then is afraid to get back on the stick. Tip: Ask, "How did Telly feel? What did his friends tell him?" Letter and Number: L, 11</p>
<p>4058 Global Grover: Jordan Grover shows how his Jordanian friend, Amira, learns to make a banana-leaf basket. Tip: Invite an older relative or friend to teach your child how to make something. Letter and Number: B, 8</p>	<p>4069 Snuffy gets a magic ukulele that makes him invisible when he plays it. Big Bird worries when it breaks and Snuffy is invisible. Tip: Ask, "How would you feel if one of your friends became invisible?" Letter and Number: M, 12</p>
<p>4059 Elmo's World: Food Elmo knows that trying new, healthy foods is fun and important. He learns that they help your body grow and be strong. Tip: Ask your child to help you plan a healthy breakfast. Letter and Number: N, 3</p>	<p>4070 Snuffy and Big Bird have to wait longer than expected for the magic ukulele to be fixed. Tip: Talk about other ways Snuffy and Big Bird could have kept busy while they waited for the ukulele. Letter and Number: O, 14</p>
<p>4060 Natalie fills in at Hooper's store and teaches Baby Bear and Big Bird that some changes can be good. Tip: Talk about some of the good changes in your child's life. Ask her how she felt about the change. Letter and Number: D, 17</p>	<p>4077 Number of the Day: 3 Count von Count presents the wonderful number 3! Tip: Give your child a pile of objects, such as blocks or crayons, and have her put them into groups of 3. Letter and Number: U,</p>
<p>4061 Cinderella's fairy godmother learns that it's okay to make mistakes and try again. Tip: Read <i>Regina's Big Mistake</i> by Marissa Moss. Letter and Number: E, 5</p>	<p>4073 Baby Bear is patient and understanding with his little sister as she learns to draw. Tip: Ask, "What would you say if a baby scribbled on your drawing?" Letter and Number: Q, 16</p>

<p>138 Bully for You Quetzal introduces the gang to a new dragon, Spike, who picks on Cassie. Tip: Say, "Spike was acting mean because he is lonely. What could Spike do to make new friends?"</p>	<p>209 Knuck, Knuck, Who's Where Cassie and Emmy stay calm when they get lost in a Knuckerhole. Tip: Talk about what your child should do if he ever became lost and separated from you.</p>
<p>139 Much Ado About Nodlings Max is reluctant to take responsibility when he accidentally breaks the Nodlings wagon. Tip: Ask, "Why do you think Max needed to help fix the wagon?"</p>	<p>210 Dragonberry Drought The gang follows a trail of footprints that leads to the giant who picked all the dragonberries. Tip: Cut out paper footprints and create a trail that your child will have to follow to find a favorite book.</p>
<p>140 Don't Bug Me The gang is excited to find the last butterfly that Quetzal needs for his collection, but Ord is afraid of bugs. Tip: Read <i>When Addie Was Scared</i> by Linda Bailey.</p>	<p>211 Dragon Tune: "Ord Shuffle" The truest, bluest friend in Dragon Tales has his very own song. Tip: Invite your child to make up a song about one of her friends.</p>
<p>201 Dragon Tune: "Doodli-do" Even when the sky is grey and you're feeling blue, you can cheer yourself up with a doodli-do. Tip: Make up your own doodli-do dance by moving like different animals and things, such as ocean waves, kites, and elephants.</p>	<p>212 Back to the Fairy Tales In Quetzal's Magic Book, whatever you imagine will appear on the page. Tip: Read one of your child's favorite stories, and together imagine how you might change the story.</p>
<p>202 Cassie Catches Up The Dragon Land Fair shows Cassie that while she may not be able to run fast or throw a ball far, she is great at solving problems. Tip: At bedtime, tell your child a story that celebrates one of his daily accomplishments. Then ask your child to tell you what makes him feel proud.</p>	<p>213 The Serpent's Trail A sneaky serpent swipes Emmy's new detective kit. Tip: Give your child clues to help her find the book that you are going to read to her at bedtime.</p>
<p>203 Remember the Pillow Fort Zak and Wheezie watch Max and Ord fighting and write a song about how sad it is to fight instead of play. Tip: Have your child tell a story about how she would help if Max and Ord were fighting again.</p>	<p>214 Sticky Situation Max gets tired of watching the baby animals, and accidentally lets a dragonpig run away. Tip: Have your child tell a story about what he would do if he had to take care of a baby animal.</p>
<p>204 Big Funky Cloud Ord feels incredibly sad after he drops his favorite blanket into the creek, and he can't get rid of the gloomy feeling. Tip: Read <i>The Boy Who Didn't Want to Be Sad</i> by Ron Goldblatt.</p>	<p>215 Dragon Tune: "Cassie" A musical tribute to Cassie, a dragon who knows her way around all the places in Dragon Land. Tip: Say, "Cassie is shy. What would you do to become her friend?"</p>
<p>205 Breaking Up Is Hard to Do Max and Ord work together to make a terrific project, but argue when they both want to be first to take it home. Tip: Read <i>The Doorbell Rang</i> by Pat Hutchins.</p>	<p>216 On Thin Ice Willie the Snow Seal's birthday party is a great opportunity for Zak and Wheezie to learn to skate. Tip: Read <i>Omar on Ice</i> by Maryann Kovalski.</p>
<p>206 Dragon Tune: "Dance" You can dance with the Dragon Tales gang as they sing this lively tune. Tip: Go to dance to at http://pbskids.org/dragontales/dragon_quetzal/singing_songs/song.html for more Dragon Tales tunes.</p>	<p>217 Hide and Can't Seek Ord needs some coaching so that he can get better at playing hide-and-seek. Tip: Play a game of hide and seek with the whole family.</p>
<p>207 Cassie the Green-Eyed Dragon Cassie wishes that she never brought her little brother to school after he gets all the attention. Tip: Read <i>A Baby Sister for Frances</i> by Russell Hoban.</p>	<p>218 Hands Together Zak and Wheezie create a new dance for the Happy Hearts Festival, but Ord is having trouble learning the steps. Tip: Teach your child a finger play, such as "The Itsy Bitsy Spider."</p>
<p>208 A Crown for Princess Kidoodle Ord faces his fear of thunder as the gang struggles to get the princess' crown to the coronation. Tip: Read <i>Thunder Cake</i> by Patricia Polacco.</p>	<p>219 Dragon Tune: "Wake Up" Jump and say good morning to the day with a song. Tip: When your child wakes up in the morning, encourage her to do a few stretches as she hums the song.</p>