



# View & Do



sesameworkshop™

Issue 10

Your Monthly Viewing Guide

October 2004

## Sesame Street 4062

Elmo wants to have a “Little Furry Red Monster Parade” but can’t find any other little, red, furry monsters. When Zoe wants to join him, he changes the name to the “Little Furry Red and *Orange* Monster Parade” so she can march in the parade, too! Then they meet more and more friends who want to join them so the name gets longer and longer! Eventually, Elmo changes the name to the “Anybody Who Loves to March in a Parade” parade—and they all march happily ever after!

Everyone loves a parade! The costumes, music and marching are all so exciting—and of course, everyone wants to be included in the fun! Invite children to put on their own parade where they can plan, make decisions, problem solve, cooperate and work together as a team. What kind of parade will it be? What costumes do they want to wear? Help children make simple props, such as newspaper hats, construction paper flags and paper towel roll batons. Choose lively marching music and let children join in by banging spoons on plastic containers or empty coffee can drums, and tooting horns made from toilet paper rolls. March all around for everyone to see!

### You might also want to read:

*Parade* by Donald Crews

### Don't forget to check us out online.

Go to: [www.sesamestreet.com](http://www.sesamestreet.com)

[www.pbskids.org/dragontales](http://www.pbskids.org/dragontales)

[www.pbskids.org/sagwa](http://www.pbskids.org/sagwa)



The Workshop's mission to help all children reach their highest potential is made possible in part by the generous support of these partners.

© 2004 Sesame Workshop. *Sesame Street* © 2004 Sesame Workshop. “Sesame Street,” characters and related elements are trademarks of Sesame Workshop. All rights reserved. *Sesame Street Music Works* is a public service initiative that encourages children to explore, create and grow with music.

*Dragon Tales* is funded in part by a *Ready To Learn* grant from the Corporation for Public Broadcasting through funds from the U.S. Department of Education. *Dragon Tales* is underwritten in part by Kellogg's. © 2004 Sesame Workshop/Columbia Tristar Television Distribution. “Dragon Tales,” characters and related elements are trademarks of Sesame Workshop/Columbia Tristar Television Distribution. All rights reserved.

*Sagwa, The Chinese Siamese Cat*, is produced by CinéGroupe in association with Sesame Workshop based on the book written by Amy Tan and illustrated by Gretchen Schields. © 2004 CinéGroupe Sagwa Inc. Original Characters © 2004 Amy Tan and Gretchen Schields. All rights reserved.

See it on PBS KIDS logo TM & © PBS. All rights reserved. Used with permission. Funded in part by a *Ready To Learn* grant from the U.S. Department of Education through the Corporation for Public Broadcasting.

<p><b>4082 Spanish Word of the Day: Zapato</b> Rosita's Spanish word of the day, "zapato" means "shoe" in Spanish. <b>Tip:</b> With your child, say "zapato!" as you help her put on and take off her shoes. Ask, "What is your favorite pair of zapatos?" <b>Letter and Number: Z, 11</b></p>	<p><b>4067</b> Miles, Gordon and Miles' grandfather, Mr. Robinson decide that music is an activity they can all have fun doing together! <b>Tip:</b> Ask your child how she and her friends agree on what to do. What's their favorite activity? <b>Letter and Number: K, 4</b></p>
<p><b>4057</b> Elmo learns more about his friends and all the special moments they have shared on <i>Sesame Street</i>. <b>Tip:</b> Have your child draw a picture of her favorite <i>Sesame Street</i> story or character. <b>Letter and Number: C, 10</b></p>	<p><b>4068</b> Telly loves to "boing, boing, boing" on his pogo stick—until he falls off and is too scared to get back on again! <b>Tip:</b> Ask your child what he likes best about riding a bike, roller skating, etc. Discuss important safety rules before he takes off. <b>Letter and Number: L, 11</b></p>
<p><b>4058 Global Grover: Jordanian Banana Leaves</b> Grover returns from Jordan where his friends learned how to make banana-leaf baskets from their grandmother. <b>Tip:</b> Together, collect empty berry baskets and weave differently colored scraps of ribbon through the slats. <b>Letter and Number: B, 8</b></p>	<p><b>4069 Elmo's World: Sky</b> Elmo learns that some things, like the moon, stars and clouds, only appear in the sky. <b>Tip:</b> Go outside with your child during the day and at night to watch the sky. Ask her to describe the different things she sees. <b>Letter and Number: M, 12</b></p>
<p><b>4059</b> Alan helps Baby Bear understand that the differences between him and Curly are a special part of their relationship. <b>Tip:</b> Look through photographs of your child and his sibling; talk about the differences and similarities. <b>Letter and Number: N, 3</b></p>	<p><b>4070</b> Snuffy, Big Bird and Elmo try to stay busy while they wait for the ukulele to be fixed. <b>Tip:</b> Help your child pass the time by asking "What if?" questions. "What if... Everything was purple? You could fly?" <b>Letter and Number: O, 14</b></p>
<p><b>4060 Elmo's World: Bugs</b> There are so many different kinds of bugs! Some fly, some crawl and others hop. <b>Tip:</b> Go outside with your child and look for bugs. Where do you find them? How do they look and move about? <b>Letter and Number: D, 17</b></p>	<p><b>4071</b> Super Grover teaches students how to be a super hero at his new School for Super Heroes. <b>Tip:</b> Ask, "If you were a super hero, what special powers would you want to have?" What would you do with them?" <b>Letter and Number: H, 13</b></p>
<p><b>4061</b> Cinderella's Fairy Godmother is so upset when she turns Cinderella into a chicken that she quits! <b>Tip:</b> Discuss with your child what Zoe and Baby Bear did to help. Then ask what would help <i>her</i> feel better? <b>Letter and Number: E, 5</b></p>	<p><b>4072 Global Grover: Mongolian Bowl Dance</b> Grover returns from Mongolia where he visited a friend who had fun practicing and learning the traditional Mongolian Bowl Dance. <b>Tip:</b> Gather several small plastic bowls. Together, try to walk—then dance—while balancing a bowl or two on your head. <b>Letter and Number: P, 15</b></p>
<p><b>4062</b> At first, Elmo only wants little furry red monsters in his parade. Then, he decides to let <i>everyone</i> march! <b>Tip:</b> Ask, "Why did Elmo keep changing the name of the parade? Why was it a good thing to include <i>everyone</i> in the parade?" <b>Letter and Number: F, 6</b></p>	<p><b>4073</b> Oscar and Grundgetta feel that something really grouchy is about to happen and sing a song in anticipation. <b>Tip:</b> Sing, "When You're Happy and You Know It Clap Your Hands" with your child. <b>Letter and Number: Q, 16</b></p>
<p><b>4063</b> Elmo loved his dream of a chicken dance so much, he asks everyone to help him go back to sleep to dream it again! <b>Tip:</b> Read <i>How Do Dinosaurs Say Good Night?</i> by Jane Yolen. <b>Letter and Number: T, 20</b></p>	<p><b>4074</b> Telly's Letter of the Month Club delivery keeps Alan from preparing for a birthday party. <b>Tip:</b> Ask, "How did Alan feel about all the letters being delivered to Hooper's Store? What did Telly learn at the end of the story?" <b>Letter and Number: R, 18</b></p>
<p><b>4064 Spanish Word of the Day: Abrazo</b> Rosita's Spanish word of the day, "abrazo," means "hug" in Spanish. She gets a special "abrazo" from an <i>elephant</i>! <b>Tip:</b> Imagine what kind of hugs other animals might give, such as birds or snakes. Then give yourselves a big hug! <b>Letter and Number: A, 1</b></p>	<p><b>4075</b> Gabi helps Cookie Monster use his imagination to write a fun story while waiting for Alan to bake more cookies. <b>Tip:</b> Ask, "When have you had to wait? How did you feel? What did you do to pass the time?" <b>Letter and Number: S, 19</b></p>
<p><b>4065</b> Elmo and Zoe have fun looking for squares all over <i>Sesame Street</i>! <b>Tip:</b> Trace differently shaped objects onto a piece of paper. Then have your child try to match the objects to their outlines. <b>Letter and Number: I, 7</b></p>	<p><b>4076</b> Baby Bear learns to appreciate and be proud of his sister, Curly, who has such a loud growl. <b>Tip:</b> Make a family handprint mural. Have everyone choose a color, paint their hands and press them onto a sheet of paper. Display for all to admire. <b>Letter and Number: G, 20</b></p>
<p><b>4066</b> Baby Bear and his family are eating porridge together when Goldilocks walks in and takes a bite of Baby Bear's porridge! <b>Tip:</b> Ask your child to make up a fun story about his favorite storybook character. <b>Letter and Number: J, 9</b></p>	

The Workshop's mission to help all children reach their highest potential is made possible in part by the generous support of these partners.



## Family Tips

<p><b>117 Follow the Dots</b> Norm the Number Gnome helps the gang find a missing object. <b>Tip:</b> With your child, draw lots of dots on a piece of paper and take turns connecting them with different-colored crayons. Notice your interesting patterns.</p>	<p><b>128 A True-Blue Friend</b> When the gang finishes finger painting, they discover they've accidentally covered themselves in a wild array of colors! <b>Tip:</b> Finger paint with your child. Encourage him to mix different colors to make new variations.</p>
<p><b>118 Wheezie's Hairball</b> Emmy and Max help Zak and Wheezie with the challenges of taking care of their new pet, Slurpy. <b>Tip:</b> Talk with your child about different types of pets and the special care they need, including being loved.</p>	<p><b>129 Zak Takes a Dive</b> Zak doesn't want to swim until Wheezie encourages him to try it—and he likes it! <b>Tip:</b> Have your child remember when she tried something for the first time. What helped her get over her hesitation?</p>
<p><b>119 Dragon Tunes: Hum</b> According to this cheerful song, you can hum your troubles away! <b>Tip:</b> Ask your child what she does to help calm her worries. Does she think humming might work for her? Why or why not?</p>	<p><b>130 Light My Firebreath</b> Dr. Booboogone gives Wheezie specific directions to help her get her firebreath back. <b>Tip:</b> Explain to your child what to expect from a doctor visit. Stress the importance of following the doctor's directions for getting better.</p>
<p><b>120 Blowin' with the Wind</b> Cassie and Emmy help Windy learn to whistle so she can be a Big Whistling Wind like her father. <b>Tip:</b> Try some of their tips to help your child learn to whistle. Acknowledge his efforts with encouraging words.</p>	<p><b>131 Max and The Magic Carpet</b> Ord feels hurt because he wants to play with Max, but all Max wants to do is ride the magic carpet. <b>Tip:</b> Offer your child paints, clay or puppets, and encourage him to use them to express different feelings.</p>
<p><b>121 Do Not Pass Gnome</b> To play "Simon Says," the gang must pay careful attention to the instructions they're given. <b>Tip:</b> Play Follow the Leader with your child, taking turns being the leader. How closely can you follow each other's movements?</p>	<p><b>132 Baby Troubles</b> The kids and dragons try everything to get KiKi to take her nap, and won't give up until she's sleeping. <b>Tip:</b> Ask, "What do you think about the different things they tried? What would you suggest?"</p>
<p><b>122 Get Offa My Cloud</b> Max pours too much Wonder Water on a sunflower and it grows into the sky—taking Max with it! <b>Tip:</b> Offer your child a watering can; let her help water your plants and thank her when she's finished.</p>	<p><b>133 Roller Coaster Dragon</b> Wheezie finds it difficult to wait for her turn on the roller coaster. Everyone urges her to be patient, but all she can think about is the ride. <b>Tip:</b> Read <i>Harriet and the Roller Coaster</i> by Nancy Carlson.</p>
<p><b>123 Sounds Like Trouble</b> After Ord is reassured that the "scary" sounds in the cave come from harmless things, he's ready to venture inside. <b>Tip:</b> Ask your child what sounds he finds scary. Help him learn where the sounds come from.</p>	<p><b>134 Wild Time</b> Max wreaks havoc in Dragon Land with his inappropriate behavior. <b>Tip:</b> Explain to your child that certain places and situations need certain kinds of behavior. Practice appropriate behavior for a library, restaurant, playground, etc.</p>
<p><b>124 The Greatest Show in Dragon Land</b> Everyone's excited about flying to Wonder World but decide to walk when they discover Zak and Wheezie have a broken wing. <b>Tip:</b> Ask, "Have you done anything similar to help out a friend? How did it feel?"</p>	<p><b>135 Dragon Tunes: Zoo</b> This song sings the praises of all there is to see and do at the zoo! <b>Tip:</b> Together with your child, roar like a lion, laugh like a hyena, hiss like a snake. Which animal is her favorite?</p>
<p><b>125 Wheezie's Last Laugh</b> A trickster elfin named Mr. Pop mixes up animal sounds in Dragon Land. <b>Tip:</b> Together, imagine such funny changes as a cow squeaking like a mouse or a bird roaring like a lion. What's the silliest combination?</p>	<p><b>136 The Ugly Dragling</b> Priscilla feels better about her bulky feathers after the gang explains that everyone is different in <i>some</i> way. <b>Tip:</b> Look through magazines for people with characteristics similar to and different from your child. Remind him that everyone is special.</p>
<p><b>126 The Big Cake Mix-Up</b> The gang works together to bake a special dragonberry carrot cake. <b>Tip:</b> Make fruit shakes with your child. Let her pour milk, berries, bananas and some frozen yogurt into a blender. Process until smooth and enjoy!</p>	<p><b>137 Out With The Garbage</b> Wheezie is upset when Zak cleans their room and throws out her "junk"—which are really her <i>treasures</i>. <b>Tip:</b> Ask your child to show you some of her treasures and explain why they're special.</p>
<p><b>127 Dragon Tunes: Stretch</b> Reach out and stretch—from your fingers to your toes! <b>Tip:</b> Play a fun and challenging game with your child by taking turns calling out the names of different parts of your bodies, then stretching them.</p>	

<p><b>128 Fu-Fu's Full Moon Flight</b> When Fu-Fu is bullied by some mean bats he loses his confidence. With the help of a bat guru, he gets his confidence back—just in time to rescue Sagwa! <b>Tip:</b> Read <i>Bully</i> by Judith Caseley.</p>	<p><b>139 Catsitter</b> The kittens learn to believe in themselves from an unusual catsitter. <b>Tip:</b> Nurture your child's self esteem by having her join you in simple chores. Thank her for her help—even if it's less than perfect.</p>
<p><b>129 A Catfish Tale</b> Sagwa learns to appreciate the wisdom of her Yeh Yeh after he shares a magical love story. <b>Tip:</b> Help your child make a card for a special grandparent or a favorite relative expressing her love and appreciation.</p>	<p><b>140 Cha-Siu Bow Wow</b> The kittens are a bit surprised when they meet their adopted cousin—a dog! <b>Tip:</b> Read <i>Tell Me Again about the Night I was Born</i> by Jamie Lee Curtis.</p>
<p><b>130 Spreading Rumors</b> Sagwa is jealous of the attention Dongwa is paying Hun-Hun and decides to start a rumor about her—but it quickly gets out of hand. <b>Tip:</b> Ask, "What else could Sagwa have done to better express her feelings?"</p>	<p><b>101 How Sagwa Got Her Colors</b> Sagwa is curious about the scroll her parents are working on, but accidentally spills the ink, changing her colors—and the <i>law!</i> <b>Tip:</b> Offer your child paper, paint and different-sized brushes, and let him experiment with painting.</p>
<p><b>131 Dongwa's Best Friend</b> Dongwa is impressed with the new cat Won-Tom, until he takes all the credit for the lion dance. <b>Tip:</b> Nurture your child's self esteem; acknowledge his special qualities, accomplishments and best efforts, then give him a hug!</p>	<p><b>102 The New Year's Clean-Up</b> Tai-Tai orders the cats to rid the palace of rats, but a wily rat convinces Sagwa she should let him stay. <b>Tip:</b> Ask, "Have you ever been talked into a bad idea? What could you do differently next time?"</p>
<p><b>132 Mini-documentary: Mythical Animals</b> Dragons and unicorns aren't real animals, they're <i>mythical</i> and they hold an important place in several cultures. <b>Tip:</b> Together, imagine your own mythical animal complete with fantastic features. Then draw a picture of it.</p>	<p><b>103 Mini-documentary: Music</b> Sagwa shares different music and instruments, including an Arabic Orchestra! <b>Tip:</b> Turn on the radio and listen to different kinds of music with your child. Talk about which music you like best and why.</p>
<p><b>133 Lost and Found</b> Sagwa and Fu-Fu play treasure hunters with an expensive medallion meant for the Emperor. <b>Tip:</b> Play treasure hunt with your child using an <i>inexpensive</i> treasure. Hide the object and offer clues to help her find it.</p>	<p><b>104 Sagwa's Lucky Bat</b> Sagwa meets Fu-Fu for the first time when he rescues her from an ash can. From then on, they're best friends! <b>Tip:</b> Ask, "How do you and your friends help each other? What do you like best about helping?"</p>
<p><b>134 The Cat and the Wind</b> Through the vivid paintings of an ancestor, the kittens learn to appreciate the beauty of artistic expression. <b>Tip:</b> Look through books featuring different artists and artwork. Ask, "What do you think the artist is trying to say?"</p>	<p><b>105 Cat Burglar</b> The kittens catch a burglar and prove that being "sneaky as a cat" isn't necessarily a bad thing. <b>Tip:</b> 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><b>135 Sister Act</b> The Foolish Magistrate is jealous of Magistrate Chang and tries to change himself to be more like him. <b>Tip:</b> Trace your child's body on a piece of paper. Talk about his special qualities while he fills in his features.</p>	<p><b>106 The Foolish Magistrate's New Clothes</b> No one except Sagwa will tell the Magistrate that his "new robes" don't actually exist. <b>Tip:</b> Have your child draw a picture of new robes he thinks The Foolish Magistrate would be proud to wear.</p>
<p><b>136 The Name Game</b> The kittens hear the story of where their names came from. <b>Tip:</b> Help your child write her name on construction paper and let her decorate it with markers, paint, ribbon scraps, etc. Display it prominently.</p>	<p><b>107 Magistrate Loses His Post</b> When The Foolish Magistrate thinks he's lost his job, his staff and family try make his last days special. <b>Tip:</b> Ask, "What kind of job would you like to have when you grow up?"</p>
<p><b>137 Shei-Hu's Secret</b> Sagwa learns there are consequences to breaking promises when she breaks her word and terrible things happen. <b>Tip:</b> Ask, "How do you think Sagwa felt? What can she do next time to keep her promise?"</p>	<p><b>108 Sagwa's Swan Song</b> The kittens and Tai-Tai learn an important lesson about gift-giving and receiving: It's the thought that counts. <b>Tip:</b> Together with your child, frame a special drawing or photograph as a gift for a friend or relative.</p>
<p><b>138 Mini-documentary: Sweets</b> People around the world enjoy eating sweets—from special Russian jam to candy from Mexican piñatas. <b>Tip:</b> Ask your child to name his favorite sweet treats. Then discuss the importance of a healthy diet.</p>	