



View & Do



Issue 9

Your Monthly Viewing Guide

September 2004

Dragon Tales 115 A Cool School

Max and Emmy are soon heading off to a new school, and Max is feeling a little anxious about it. Emmy has a great idea—Max can practice by going to the School in the Sky with their dragon friends. Max and Emmy have a lot of fun, but they also have a hard time learning some of the things that are easy for dragons to do. Quetzal's encouragement helps them persist at these difficult tasks.

Young children who are heading off to school for the first time may be overwhelmed by separation anxiety. Even kids who are accustomed to going to school may feel hesitant to go back to school because they will be in a new classroom. Make going back to school a team effort that your whole family is involved in and excited about. Encourage conversations about all the things your child would like to learn about in school this year. Make a visit to the library to borrow some books or “play” school together at home. Have your child help you prepare his clothes and backpack for the first day of school. A child who is very upset about leaving you might be reassured by a small picture of you that she can keep in her pocket.

You might also want to read:

The Kissing Hand by Audrey Penn

Don't forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

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<p>4060 Elmo's World: Bugs Elmo looks closely at the small creatures you can find in trees, on the sidewalk, under rocks, and in the water. Tip: Read <i>Miss Spider's ABC</i> by David Kirk. Letter and Number: D, 17</p>	<p>4071 Super Grover opens a school for superheroes and teaches his friends everything they need to know about being a super, superhero. Tip: Ask, "If you were a superhero, what would your super power be? How would you use it to help people?" Letter and Number: H, 13</p>
<p>4061 Global Grover: Trinidad Grover's friend from Trinidad has to work hard to learn how to dance on stilts for the big parade. Tip: Ask, "What have you had to work on really hard to learn how to do? How did you feel when you finally did it?" Letter and Number: E, 5</p>	<p>4072 Gabi plays "Rhyme and Stomp" with Snuffy while he waits for Big Bird. Tip: Play your own game of "Rhyme and Stomp" together. Letter and Number: P, 15</p>
<p>4062 Elmo has to change the name of his "Little Furry Red Monster Parade," to include all of his friends. Tip: Ask, "Why did Elmo change the name of his parade? Who would you ask to join your parade?" Letter and Number: F, 6</p>	<p>4073 Oscar is disappointed when Baby Bear shows patience and understanding when he teaches Curly Bear how to draw. Tip: Ask, "Why do you think Curly Bear wasn't ready to learn how to share yet?" Letter and Number: Q, 16</p>
<p>4063 Elmo has trouble falling asleep, so Rosita sings him a chicken lullaby in Spanish. Tip: Teach your child how to sing his favorite lullaby. Letter and Number: T, 20</p>	<p>4074 Journey to Ernie: Circus Where in the world can you find Ernie? Let's look at the circus! Tip: Read <i>Olivia Saves the Circus</i> by Ian Falconer. Letter and Number: R, 18</p>
<p>4064 Elmo's World: Dancing Elmo knows that dancing is FUN and it's good for you! Tip: Put on some music and have a family dance party. Letter and Number: A, 1</p>	<p>4075 Cookie Monster makes up a story to pass the time when he has to wait for a new batch of cookies. Tip: Ask your child to tell a story about a kingdom of his favorite food. Letter and Number: S, 19</p>
<p>4065 Elmo and Zoe have to find 10 squares when they play the <i>Sesame Street</i> square game. Tip: Cut 10 paper squares and have your child count them. Hide the squares and ask your child to find all 10. Letter and Number: I, 7</p>	<p>4076 Papa Bear helps Baby Bear learn to feel proud of his little sister's really big growl. Tip: Read <i>Sheila Rae the Brave</i> by Kevin Henkes. Letter and Number: G, 20</p>
<p>4066 Baby Bear writes his own version of the Goldilocks story that includes his baby sister, Curly Bear. Tip: Have your child create his own version of Goldilocks that includes your family members. Letter and Number: J, 9</p>	<p>4077 Elmo's World: Dinosaurs Elmo learns about dinosaurs who lived on the Earth a long, long, LONG time ago. Tip: Ask your child to move like dinosaurs—a big, slow dinosaur, a small, quick one, a flying dinosaur, and one that swims. Letter and Number: U, 3</p>
<p>4067 Elmo learns that he has a lot in common with Miles and his family—they all love music! Tip: Talk about something that everyone in your family likes to do. Letter and Number: K, 4</p>	<p>4078 Baby Bear has an unusually difficult time getting Curly Bear to sleep at naptime. Tip: Ask, "How would you get Curly Bear to sleep?" Letter and Number: V, 8</p>
<p>4068 Global Grover: South Africa Grover's friend Nyanga lives in South Africa. His cousin shows him how to make a wire car. Tip: Read <i>Galimoto</i> by Karen Lynn Williams. Letter and Number: L, 11</p>	<p>4079 Global Grover: Puerto Rico Grover's friend Coral makes a musical instrument from a dried fruit. Tip: Make your own guiro-like instrument by rubbing a popsicle stick on an empty water bottle that has ridges on the side. Letter and Number: W, 5</p>
<p>4069 Elmo's World: Sky Look up at the sky with Elmo! What do you see? Tip: Spread a blanket or towel on the ground, then lie down and look at the sky together. Talk about the things you see. Letter and Number: M, 12</p>	<p>4080 Elmo has a lot of fun when a Fairy Godperson turns him into a bird, but then he misses being himself and wants to be Elmo again. Tip: Read <i>Incredible Me!</i> by Kathi Appelt. Letter and Number: F, 6</p>
<p>4070 Spanish Word of the Day: Por favor Please is a nice way to ask for things, even if you're asking in Spanish—<i>por favor!</i> Tip: Say <i>por favor</i> instead of please for a day, and ask your child to join you. Letter and Number: O, 14</p>	<p>4081 Elmo's World: Singing Sing along with Elmo—fast and slow, high and low, and loud and soft. Tip: Help your child make up a song about how he is feeling right now. Letter and Number: Y, 7</p>

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Family Tips

<p>219 Try It, You'll Like It Zak is hesitant to eat new foods and ride on the new rides at the Dragon Land amusement park. Tip: Read <i>Yoko</i> by Rosemary Wells.</p>	<p>106 Dragon Tunes: "Shake" The <i>Dragon Tales</i> friends know how to shake their dragon tails. Do you? Tip: Put some sand in a small, empty plastic bottle to make a shaker your child can shake along to the music. Make sure to seal the bottle cap with glue or tape.</p>
<p>220 Just for Laughs The gang has to follow some rhyming clues to find six hidden eggs. Tip: Give your child clues to help him select his clothes for the day.</p>	<p>107 The Giant of Nod Zak and Wheezie can't agree on which kind of song to perform, and their fighting wakes up a sleeping giant. Tip: Ask, "What would you do if you wanted to play blocks and your friend wanted to paint a picture?"</p>
<p>221 Make No Mistake Max becomes paralyzed with fear when he worries about making a mistake in front of everybody during the play. Tip: Ask, "How do you think Max felt after the play was over? Why do you think that?"</p>	<p>108 The Talent Pool Cassie worries that she won't have any special talents to bring to the Dragon School talent show. Tip: Ask your child what he would do at the talent show.</p>
<p>222 Room for a Change Cassie has to move into a new room because her family is getting bigger, and she is sure that she won't like it. Tip: Ask, "How does it feel to be going into a new classroom?"</p>	<p>109 Emmy's Dream House Emmy and Max want to build a tree house, but Emmy's friends march off when she won't listen to their ideas. Tip: Ask, "What would you say to Emmy if you were her friend?"</p>
<p>223 Putting the Fun in Fun Houses Ord knows that the fun house should be fun, but he's scared because it's dark and he doesn't know what's around each corner. Tip: Read <i>Where the Wild Things Are</i> by Maurice Sendak.</p>	<p>110 A Liking to Biking Emmy and Max bring their bicycles to Dragon Land, and Ord can't wait to learn how to ride. Tip: Help your child practice a new skill, such as riding a bike or jumping rope.</p>
<p>224 Let's Dance Wheezie has to hold Greta the Gremlin's boxes. She has a hard time waiting to open them. Tip: Ask, "How would you have helped Wheezie wait for Greta to come back?"</p>	<p>111 Dragon Tunes: "Wiggle" The dragon friends sing a song that is guaranteed to make you wiggle—and giggle! Tip: Play "Simon Says Wiggle" asking your child to wiggle different body parts.</p>
<p>101 Dragon Tunes: "Hello" Saying, or singing "Hello!" is a great way to make a new friend. Tip: Take a trip to the playground and encourage your child to say hello to a child there.</p>	<p>112 Zak and the Beanstalk The Do-Re-Mi birds have been kidnapped by a giant, and Emmy, Max, Zak, and Wheezie are determined to get them back. Tip: Read <i>The Little Engine That Could</i> by Watty Piper.</p>
<p>102 To Kingdom Come Ord uses a wish shell to go to Kingdom Come. The only way he can return home is to learn to share. Tip: Ask, "Would you want to go to Kingdom Come? Why?"</p>	<p>113 A Kite for Quetzal The gang needs a good plan when they decide to work together to make a kite for Quetzal. Tip: Help your child make a plan for setting the table together.</p>
<p>103 Knot a Problem Max has to learn how to tie a knot in order to round up a runaway carousel pony. Tip: Remember to sing Max's song to help your child practice tying his shoes.</p>	<p>114 Dragon Drop Zak and Wheezie are going to get covered in sticky purple juice if they don't learn how to catch a sackberry. Tip: Have your child practice throwing a ball into a box or a bowl.</p>
<p>104 Calling Dr. Zak The gang helps Zak cope with his fear of the doctor by playing a game of pretend doctor with him. Tip: Have your child tell you about her visit to the doctor.</p>	<p>115 Max's Comic Adventure Max's 3-D glasses show hidden picture symbols that lead to a cave where a superhero is trapped. Tip: Make picture symbols on index cards that lead to a special treat for your child, like a bowl of her favorite fruits.</p>
<p>105 Pigment of Your Imagination The gang tries different ways to keep track of all the ingredients in Mungus the Giant's special dessert recipe. Tip: Put a puzzle together with your child. Remind your child of the dragon friends' tips about matching colors, shapes, edges, and corners.</p>	<p>116 It Happened One Nightmare The dragons are too tired to party after Ord keeps them awake because of his bad dreams. Tip: Read <i>Tell Me Something Happy Before I Go to Sleep</i> by Joyce Dunbar.</p>

<p>106 Harvest Festival Race When the Reader of the Rules is ashamed to fail at the festival games, the Magistrate assures him that it's more important that he have fun. Tip: Play games outside, like relay races and freeze tag. Keep the focus on having fun.</p>	<p>117 Comic Opera Sagwa has to travel a confusing and treacherous route to deliver a libretto to Sing Bad. Tip: Read <i>Anansi Does the Impossible</i> by Verna Aardema.</p>
<p>107 Magistrate Loses His Post The Foolish Magistrate believes he has lost his position, and everyone works to make his last days special. Tip: Plan a special family story night where you share snacks and talk about important events in your family.</p>	<p>118 Festival of Lanterns Mama and Baba design an amazing lantern for the lantern contest, but the kittens accidentally ruin it. Tip: Give your child paper and drawing materials and ask him to design a lantern for the lantern festival.</p>
<p>108 Tribal Cats Sagwa challenges some new and "different" cats to a competition. Tip: Ask, "Were the new cats really so different? How do you think Sagwa felt about them after their competition?"</p>	<p>119 Master of Mistakes Sheegwa worries that she will never be as good as Sagwa is at calligraphy and becomes impatient practicing it. Tip: Read <i>A Whistle for Willie</i> by Ezra Jack Keats.</p>
<p>109 Stinky Tofu Sagwa can't stand her grandfather's stinky breath, and misses out on his stories. Tip: Talk about what would have happened if Sagwa didn't tell Yeh Yeh how she felt about his tofu breath.</p>	<p>120 The Birds, the Bees, and the Silkworms Dongwa tries to hide his feelings when he learns that his new friend is moving away. Tip: Ask, "What would you say to a friend who was moving away?"</p>
<p>110 Foolish Magistrate's Aching Tooth Sagwa makes a new friend when she comes face-to-face with the feared Crested Porcupine. Tip: Read <i>Big Al</i> by Andrew Clements.</p>	<p>121 Dongwa the Sailor The alley cats think Dongwa is scared to jump over a dangerous gap, but really, Dongwa just knows when a situation is too risky. Tip: Ask, "What would you do if your friends told you to do something that was dangerous?"</p>
<p>111 Mini-documentary: Lucky Animals Sagwa is lucky to have a friend like Fu-Fu. Bats are the only mammal that can fly, and they are considered lucky in China. Tip: Read <i>Bat Loves the Night</i> by Nicola Davies.</p>	<p>122 New Cook in the Kitchen Cook's brother takes over the kitchen when cook injures his arm. Tip: Have your child and a sibling or friend work together to plan and prepare lunch.</p>
<p>112 Fraidy Cats Sheegwa thinks she hears a ghost in the palace after listening to Yeh Yeh's scary stories. Tip: Talk about some of the things that your child is afraid of and how he overcomes those fears.</p>	<p>123 Mini-documentary: Art There are many different forms of art, from Chinese calligraphy to abstract paintings. Tip: Take a trip to a museum and view art. You can also view art on your home or library computer at http://www.metmuseum.org/explore/museumkids.htm?HomePageLink=museumkids_c</p>
<p>113 Mini-documentary: Breakfast What's cooking for breakfast? If you live in South China, breakfast might be congee, a rice dish. Tip: Have your child create a healthy breakfast menu by cutting out pictures of breakfast foods from old magazines and gluing them to construction paper.</p>	<p>124 Lord of the Fleas Sagwa thinks that she has a truce with the Sleeve Dogs for the family's vacation day, but they soon show their true colors. Tip: Ask your child to draw a picture of Sheegwa hiding in the forest. Ask him to describe how Sheegwa feels and tell you why.</p>
<p>114 Princess Sheegwa Sheegwa's "birthmark" shows that she is a princess, much to Sagwa's dismay. Tip: Have your child tell a story about what would happen if someone came to your house and said that someone in your family was a princess.</p>	<p>125 Mini-documentary: Sports Meet some athletes who tumble and jump acrobatically, dribble a basketball, and jump rope double-Dutch style. Tip: Have a family sports day. Bring some balls to the park and play games together.</p>
<p>115 Sagwa Rules The kittens learn a lesson about the importance of rules when Sheegwa gets hurt. Tip: Talk about some of the rules in your home and why they are important to follow.</p>	<p>126 Luck Be a Bat Fu-Fu dreams of living in the palace, but misses his freedom when his dream comes true. Tip: Ask your child to tell a story about what would happen if he brought a bat inside to live in his room.</p>
<p>116 Explorer's Club Dongwa won't let Sagwa into his club, so she decides to start one of her own. Tip: Read <i>Amazing Grace</i> by Mary Hoffman.</p>	<p>127 ...And Action Everyone in the palace acts silly in front of the camera when two French film directors visit the palace. Tip: Read <i>A Bad Case of Stripes</i> by David Shannon.</p>