



View & Do



sesameworkshop.



Issue 1

Your Monthly Viewing Guide

January 2005

Sesame Street Professor Super Grover's School for Super Heroes

Everyone's favorite furry blue monster, Super Grover, opens his very own School for Super Heroes. He teaches his students everything they need to know about being a super, super, super hero. He gets a lot of coaching from his students as they choose super hero names, sing the super hero alphabet, and learn how to sing the "Help Song."

Add fun to the winter doldrums by creating a super hero school in your own home! Make capes by attaching dishtowels or pillow cases to your shoulders with masking tape. Encourage each family member to choose a super hero name. Together, sing the super hero alphabet! At dinner, serve a special super hero meal, and talk about what makes each super hero in your family special. As you clean up, sing the "Help Song." Talk about other ways your super heroes can help out at home.

You might also want to read:

The Monster at the End of this Book by Jon Stone

Don't forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales



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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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.

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<p>4071 Elmo's World: Firefighters Elmo learns about all the important jobs of being a firefighter. Tip: As a family, practice "get low and go" and explain why it is important to crawl to safety if there is smoke in the house. Letter and Number: H, 13</p>	<p>4057 Elmo takes viewers on a journey around <i>Sesame Street</i> and enjoys a trip down memory lane with flashbacks of special events on <i>Sesame Street</i>. Tip: Look at family photos together and talk about people, places, and events that have been special to your family. Letter and Number: C, 10</p>
<p>4072 Gabi wants to help Alan at the store, but she decides to stop and help a lot of other friends before she gets there. Tip: Ask, "What are some ways that you help people? What are some ways that people help you?" Letter and Number: P, 15</p>	<p>4058 Global Grover: Jordan Grover's friend Amira learns how to make banana-leaf baskets. Tip: Look at baskets in your home and together identify what materials were used to make them. Letter and Number: I, 7</p>
<p>4073 Spanish Word of the Day: Casa <i>Casa</i> means house in Spanish. Tip: Take a walk outside and explore the different types of <i>casas</i> in your neighborhood! Letter and Number: Q, 16</p>	<p>4059 Elmo's World: Food Elmo loves healthy foods because they help Elmo stay strong and healthy. Tip: Have your child cut out pictures from an old magazine to create a healthy menu for dinner. Letter and Number: N, 3</p>
<p>4074 Hooper's Store is filled with the letters that arrive for Telly from his Letter of the Month club. Tip: Read <i>Quilt Alphabet</i> by Lesa Cline-Ransome. Letter and Number: R, 18</p>	<p>4060 Spanish Word of the Day: Gracias <i>Gracias</i> is another way to say "thank you" to someone. <i>Gracias</i> means thank you in Spanish. Tip: Encourage your child to say <i>gracias</i> throughout the day. Letter and Number: D, 17</p>
<p>4075 Cookie Monster writes a story about a king who is missing something in his life. Tip: Ask your child to tell a story about a monster who had trouble waiting for cookies to bake. Letter and Number: S, 19</p>	<p>4061 The excellent letter "E" is the extraordinary letter of the day! Tip: Ask your child to search your home to find things that begin with the letter "E." Letter and Number: E, 5</p>
<p>4076 Journey to Ernie: Rubber Duckie Join Ernie as he searches for his favorite yellow, squeaky friend. Tip: Ask your child to search for things that are yellow like Rubber Duckie. Then ask him to think of things that squeak like Rubber Duckie. Letter and Number: G, 20</p>	<p>4062 Elmo changes his "Little Furry Red Monster Parade" to include all of his colorful friends. Tip: Ask your child to draw a picture of Elmo's parade. She will need lots of colors! Letter and Number: F, 6</p>
<p>4077 Elmo's World: Dinosaurs Elmo finds out that dinosaurs lived a long, long time ago. Tip: Read <i>Danny and the Dinosaur</i> by Syd Hoff. Letter and Number: U, 3</p>	<p>4063 Elmo's World: Birds Elmo learns that birds move in all different ways. Tip: Read <i>Birds in Your Backyard</i> by Barbara Herkert. Letter and Number: T, 20</p>
<p>4078 Elmo's World: Sleep Elmo learns that sleep gives us energy to think and play when we are awake. Tip: Read <i>Sleepy Bears</i> by Mem Fox. Letter and Number: V, 8</p>	<p>4064 Zoe's pet rock teaches Elmo a new dance which becomes very complicated. Tip: Put on some fun music and copy the dance steps that your child creates! Letter and Number: A, 1</p>
<p>4080 The Count presents the number 2. Tip: Have your child look in a mirror and name her body parts. How many eyes does she have? Ears? Hands? Feet? Letter and Number: X, 2</p>	<p>4065 Mr. Square hosts the "Square Game" where Zoe and Elmo have to find squares all over <i>Sesame Street</i>. Tip: Look for squares in your neighborhood. Letter and Number: I, 7</p>
<p>4081 Global Grover: Mexico Grover's friend from Mexico teaches him how to make clay figures. Tip: Give your child some play dough to create figures with. What can he make? Grover, perhaps? Letter and Number: Y, 7</p>	<p>4066 Global Grover: Poland Grover's friends in Poland teach him how to make a scarecrow. Tip: Help your child make a mini-scarecrow by stuffing paper towels or newspaper into baby clothes. Ask your child to tell you how the scarecrow will be used. Letter and Number: J, 9</p>
<p>4082 Big Bad Wolf has to learn to control his frustration when he loses a game. Tip: Read <i>Emily's Art</i> by Peter Catalanotto. Letter and Number: Z, 11</p>	

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Family Tips

<p>120 No Hitter Max gets mad during a game of Dragonball and he hits his sister in the arm. Tip: Ask your child to tell you what words he would use if he were really mad.</p>	<p>131 Dragon Tunes “The Silly Song” This playful tune will help you find out just how silly you can be. Tip: Make up your own silly expressions and sounds to add to “The Silly Song.”</p>
<p>121 Treasure Hunt Emmy, Max, Wheezie, and Zak get trapped in the treasure trove and need to follow directions in order to get out. Tip: As you go to the supermarket, ask your child to give you instructions on how to get there.</p>	<p>132 Rope Trick Zak and Wheezie have to learn to jump rope together or they won't be able to get their jump rope back to normal. Tip: Invite your child to practice jumping rope with you and remind your child of Emmy's advice of “up, over, jump, jump!”</p>
<p>122 The Jumping Bean Express The gang has to figure out a way to round up two escaped jumping beans. Tip: Ask, “How would you have rounded up Quetzal's jumping beans?”</p>	<p>133 Roller Coaster Dragon Wheezie has a hard time waiting in line for a ride on the roller coaster, so her friends help her find ways to pass the time. Tip: Invite your child to make up a song that she can sing when she has to wait in line.</p>
<p>123 Dragon Tunes “Clap” The gang encourages you to use your hands and feet to keep the beat as they sing a melody. Tip: Read <i>We're Going on a Bear Hunt</i> by Michael Rosen.</p>	<p>134 Up, Up, & Away Max and Zak dump bubble powder into a pond, and Ord gets trapped in the middle of a great big bubble. Tip: Ask, “What other things could the gang do to get Ord out of the bubble?”</p>
<p>124 The Greatest Show in Dragon Land 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: Read <i>Apt. 3</i> by Ezra Jack Keats.</p>	<p>135 Dragon Tunes “Zoo” Sing along with your dragon friends as they sing about zoo animals. Tip: Give your child an old magazine which has pictures of animals in it. Have him cut out the pictures and create a collage.</p>
<p>125 Wheezie's Last Laugh A troll named Mr. Pop uses his Super-Duper Sound Switcher to mix up the sounds of things in Dragon Land. Tip: Have your tell a story about what would happen if Mr. Pop used his Super-Duper Sound Switcher to switch the voices of people in your family with zoo animals.</p>	<p>136 The Ugly Dragling Priscilla, a new dragon, is embarrassed by her big, bulky feathers which make her look different from other dragons. Tip: Read <i>The Ugly Duckling</i> by Hans Christian Andersen.</p>
<p>126 The Big Cake Mix-Up Things get all mixed up when the kids and dragons decide to make a Dragonberry carrot cake for the Annual Baking Contest. Tip: Read <i>Big Moon Tortilla</i> by Joy Cowley.</p>	<p>137 Lights, Camera, Dragons Emmy's looking for a detective to cast in her new mystery video, and Max believes he is perfect for the part. Tip: Ask your child to choose a favorite story to act out. Cast family members in the different roles and put on a show.</p>
<p>127 My Way or Snow Way Chilly the Snowman has lost his snowpuppy, and everyone agrees to help him out. Tip: Read <i>Amazing Grace</i> by Mary Hoffman.</p>	<p>138 The Great White Cloud Whale Captain Scaliwag and the gang head off in search of the Great White Cloud Whale that has swallowed his ship. Tip: Read <i>The Little Engine That Could</i> by Watty Piper.</p>
<p>128 Dragon Tunes “Pretend” The gang knows that all you need is your imagination to go anywhere you want to go. Tip: Turn a towel into a “flying carpet” and ask your child to use his imagination to take you on a pretend adventure.</p>	<p>139 Much Ado About Nodlings Max ignores Cassie's warnings to watch out for Nodlings in the grass, and he accidentally breaks the Nodlings' wagon with his toy bulldozer. Tip: Ask, “How would you have helped the Nodlings gather food for the winter?”</p>
<p>129 Under the Weather The gang realizes that the only way to improve the weather is to help Pollynimbus clean up her messy house. Tip: Read <i>The Very Hungry Caterpillar</i> by Eric Carle and ask your child to create a different ending for the story.</p>	<p>140 Dragon Tunes “Betcha Can” Your Dragon Tale friends betcha can hop on one foot without putting the other foot down, then spin around. Tip: Ask your child to think of new “Betcha Can” things to do.</p>
<p>130 My Emmy or Bust Dragon Land just isn't the same for Max when his sister isn't around. Tip: Give your child a large index card to use to create a postcard that she can send to someone that she misses.</p>	