



View & Do



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Issue 7

Your Monthly Viewing Guide

July 2005

Dragon Tales 305 The Big Race

In the Dragon Land Road Race, pairs of friends have to work together to find a way to get through the race course. Enrique and Lorca get off to a great start, but the partners soon have trouble getting along. First, Enrique does not want Lorca's help, and then Lorca doesn't want Enrique's help later. Quetzal offers advice on working together so all the teams can finish the race.

Like the Dragon Tales gang, young children need a little extra help and encouragement in order to work together well, especially siblings who have to vie for possessions and attention. You can promote teamwork by providing opportunities for siblings (or friends) to cooperate. For example, you can form a sandwich line to prepare the family's lunch. An older child could spread on the peanut butter and jelly and a younger child could put the bread on top. Let your children know that working together makes these sandwiches even more special, and delicious!

You might also want to read:

Let's Play as a Team by P.K. Hallinan.

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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<p>4090 Telly and astronaut Buzz Aldrin talk about how food gives the body the energy it needs to think and play. Tip: Before heading out to play, let your child choose a healthy snack to give her body energy. Letter, Number: T, 2</p>	<p>4046 The number of the day is 2! Tip: Have your child make a collage of things that come in pairs, such as socks, mittens, and ears. Letter, Number: O, 2</p>
<p>4040 Baby Bear and Telly try to predict what games Zoe would like to play. Tip: With your child, think of unique ways to play typical games. You could play “Duck, duck, banana” or “I smell with my little nose...” and so on. Letter, Number: T, 2</p>	<p>4086 Elmo learns that farms are places where farmers grow the food we eat. Tip: Together, create a collage of colorful foods that grow. Describe how these foods keep the body healthy and strong. Letter, Number: Q, 8</p>
<p>4091 Grover takes a trip to Hawaii to learn all about hula dancing. Tip: Read <i>Hawaii Is a Rainbow</i> by Stephanie Feeney. Letter, Number: I, 0</p>	<p>4047 Telly accidentally hurts his friend Baby Bear and then is afraid to play with him. Tip: Read <i>Wemberly Worried</i> by Kevin Henkes. Letter, Number: D, 4</p>
<p>4041 Spanish Words of the Day: Abierta and Cerrado! “Abierta” means “open” in Spanish and “cerrado” means “closed.” Tip: Ask your child which Spanish words you should use when you open and close doors in your home. Letter, Number: E, 6</p>	<p>4087 Bert and Ernie sing about the importance of sleep. Tip: Read <i>Sleepy Bears</i> by Mem Fox. Letter, Number: E, 5</p>
<p>4092 Big Bird and Snuffy observe all the things around them on their very first hike. Tip: Have your child mix together her favorite healthy snacks. Then head out on a hike together to explore the environment. Letter, Number: U, 8</p>	<p>4048 Elmo learns that bugs move in different ways. Tip: Ask “Can you crawl like an ant? Leap like a grasshopper? Creep like an inchworm?” Letter, Number: H, 7</p>
<p>4042 Elmo looks for a sitter who can take care of his pet goldfish, Dorothy. Tip: Ask, “What would a good babysitter need to know how to do?” Letter, Number: K, 12</p>	<p>4088 The Fairy Balloon Person counts by 5 until there are enough balloons to lift Snuffy into the air. Tip: Count by 5 using family members hands and feet. How many fingers and toes are there all together? Letter, Number: K, 12</p>
<p>4083 Yankee manager Joe Torre helps Telly practice catching a ball. Tip: Give your child some choices of physical activities he could learn, such as riding a bike or climbing a jungle gym. Once he chooses, help him practice doing the activity. Letter, Number: D, 4</p>	<p>4050 Zoe and Telly try to figure out different ways to get Zoe’s tutu out of a tree. Tip: Ask your child to create a plan for what he would do if his favorite toy were stuck in a tree. Letter, Number: A, 3</p>
<p>4043 Elmo and Zoe pretend to be detectives as they search for Zoe’s pet rock. Tip: Together, go outside and search for things that are round and smooth. Draw pictures of what you find. Letter, Number: L, 13</p>	<p>4089 The fruit stand at Hooper’s store gets the whole street excited about fruit and vegetables. Tip: Read <i>Growing Vegetable Soup</i> by Lois Ehlert. Letter, Number: O, 4</p>
<p>4084 Baby Bear makes up a fantastic story to get his little sister to try a banana. Tip: Offer a new food for your child to try, but first, make up a fantastic story about it together. Letter, Number: J, 9</p>	<p>4051 Telly takes great care of a baby duck. Tip: Read <i>The Day the Babies Crawled Away</i> by Peggy Rathmann. Letter, Number: J, 5</p>
<p>4044 Play “Journey to Ernie” and look for Ernie at the beach. Tip: Together, talk about all of the things that you find at the beach. Where would be some good places to hide? Letter, Number: W, 14</p>	<p>4090 Cookie Monster sets off on a mission to the moon. Tip: Read <i>I Don’t Want to Live on the Moon</i> by Jeff Moss. Letter, Number: T, 2</p>
<p>4085 Elmo and Zoe play a game where they have to find healthy foods that are red, white, green, and purple. Tip: Ask your child to help you prepare a healthy dinner. Make sure there are healthy foods of four different colors on the plate. Letter, Number: G, 6</p>	

<p>105 Zak's Song Zak's friends ignore his advice on how to approach the Do-Re-Mi birds. Tip: Ask your child to make up a song that would attract the Do-Re-Mi birds.</p>	<p>305 Finn's Blankie The gang has to sort a pile of laundry to find little Finn's missing blankie. Tip: Ask your child to help you fold and sort clean laundry, and describe the different piles. How does she know which clothes belong to each family member?</p>
<p>106 Snow Dragons Max and Ord get sidetracked on a snowy adventure and can't find Quetzal. Tip: Help your child practice what to do when lost by role playing.</p>	<p>117 Dragon Tune: Shake It's time to get up and shake your dragon tail! Tip: Make your own shakers by filling empty, clean juice boxes with dry pasta. Seal the boxes with tape, then get up and shake the shakers to the beat of some music you put on.</p>
<p>107 The Big Sleepover There's a big sleepover at Zak and Wheezie's, but Cassie's never spent the night away from home before. Tip: Read <i>Froggie's Sleepover</i> by Jonathan London.</p>	<p>118 Wheezie's Hairball Wheezie and Zak have to take care of a strange new pet. Tip: Ask your child to make up a story about what would happen if he had to take care of a baby boinger.</p>
<p>108 A Picture's Worth a Thousand Words A doodle fairy draws pictures to show the gang where the giggle flowers are located. Tip: Take a walk through the neighborhood and look for picture symbols, such as school crossing signs. Ask your child to think of or talk about what each symbol means.</p>	<p>119 Stormy Weather Ord heads into a cave when he hears the roar of thunder. Tip: Read <i>Cow in the Dark</i> by Todd Aaron Smith.</p>
<p>109 Dragon Sails Ord's large size becomes a problem when the gang sets sail in a little boat. Tip: Ask, "What would be good about having a friend as big as Ord?"</p>	<p>120 No Hitter Max has trouble controlling his temper, and hits his sister in the arm. Tip: Ask your child to think of some acceptable ways to express her anger.</p>
<p>110 A Liking to Biking Ord needs some extra help when he tries to ride a bike. Tip: During a game of "Simon Says," challenge your child to try a new task, such as hopping on one foot.</p>	<p>121 Treasure Hunt Zak and Wheezie get trapped in the Treasure Trove, and have to follow directions to get out. Tip: Give your child a series of directions, such as "Put on your pajamas. Brush your teeth. Pick out a book." Ask him to repeat the directions back to you before he follows them.</p>
<p>111 Four Little Pigs The gang has to resolve a conflict when Emmy, Zak and Wheezie all want to play the part of the wolf in "The Three Little Pigs." Tip: Name your child "problem solver" for a day and ask her advice on resolving different conflicts that arise.</p>	<p>122 The Jumping Bean Express Quetzal's jumping beans escape from their cage, and the gang has trouble rounding them up. Tip: Ask, "What if Ord's plan didn't work? What else could the gang have tried?"</p>
<p>112 A Feat on Her Feet Cassie's friends coach her as she learns to skate. Tip: Coach your child as he learns a new task, such as riding a scooter or roller skating.</p>	<p>123 Dragon Tune: Clap Keep the beat by using your hands and feet as you clap along with your <i>Dragon Tales</i> friends. Tip: Play a call and response game. Clap out a beat, and then have your child imitate. Then have your child take the lead.</p>
<p>113 A Kite for Quetzal The gang needs a good plan when they set out to make a surprise for Quetzal. Tip: Together, plan a picnic for the park (or your living room.) Ask your child to help you make a list of the things you will need.</p>	<p>124 The Greatest Show in Dragon Land Wheezie's friends walk with her to Wonderland when she is grounded by a hurt wing. Tip: Read <i>We Can Do It!</i> by Laura Dwight.</p>
<p>114 Dragon Drop Zak and Wheezie practice catching a ball to get ready for the Sackberry Toss. Tip: Have your child practice catching a ball. Start with a large light ball, such as a beach ball. As she succeeds, offer smaller and smaller balls.</p>	<p>125 Frog Prints Max wants to take a uni-croaker frog home, but learns that it's happy outdoors. Tip: Go outside and let your child have some time to observe outdoor creatures. You can even use a magnifying glass to get a closer look at things.</p>
<p>115 A Cool School Max and Emmy get permission to go the School in the Sky for a day to help Max get over his first-day jitters. Tip: Read <i>First Day Jitters</i> by Julie Danneberg.</p>	