



View & Do



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Issue 10

Your Monthly Viewing Guide

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Sesame Street 4115

Home. Happy. Healthy. These are all great words that begin with the letter “H,” so join Sesame Street’s “H” day celebration—and don’t forget to wish Maria and Luis a “Happy Anniversary!” During the celebration, Elmo, Zoe, and Big Bird sing about the letter “H”. The H-Man leads everyone in a game of “The Sound of H.” And, just when it looks like Maria and Luis might get a minute to themselves, it’s time for the letter “H” dance—the hula!

Celebrate “H” day with your child. You can play “The Sound of H” together as you take turns listening for the letter sound in different words. You can also have a letter H search by looking for the letter on neighborhood signs and food items in the supermarket. Remember to help your child practice saying the letter sound and “H” words. And if you celebrate the “H” holiday of Halloween, ask your child to listen for the sound of H when he says, “Happy Halloween!”

You might also want to read:

Halloween ABC by Eve Merriam.

Don't forget to check us out online.

Go to: www.sesamestreet.com
www.pbskids.org/sesamestreet
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>4109 Snuffy and Big Bird help Abby, who has just moved to <i>Sesame Street</i>, make new friends. Tip: Ask, "How would you help someone who moved to our street make new friends?" Letter and Number: I, 20</p>	<p>4076 Cookie Monster needs help to stop thinking about cookies while he waits for new ones to bake. Tip: While you're waiting with your child, make up a story together to help the time go by faster. Letter and Number: S, 10</p>
<p>4065 Elmo's World: Games Elmo learns that playing games is a fun way to make friends. Tip: Have your child teach you a game that he can play with friends Letter and Number: I, 7</p>	<p>4116 Alan plays teacher at Elmo's pretend day at school. Tip: Have a pretend day of school at home and ask your child to decide what activity you all should do. What fun things will you do and learn? Letter and Number: L, 11</p>
<p>4106 Bob's niece Samara teaches Rosita and Telly some sign language so that they can all talk and play together. Tip: Read <i>Handmade Alphabet</i> by Laura Rankin. Letter and Number: C, 2</p>	<p>4068 Elmo's World: Hands Hands help us communicate and explore the world. Tip: Read <i>Here Are My Hands</i> by Bill Martin Jr. and John Archambault. Letter and Number: L, 11</p>
<p>4110 Abby is excited about her first day at Storybook Community School where she will learn new things Tip: Together, talk about all the new things your child will learn when she goes to school. Letter and Number: C, 2</p>	<p>4117 To celebrate the letter J, Elmo changes his name to Jelmo and looks for words that begin with J! Tip: Ask your child to think about words that begin in J and make up some silly sentences using J words. Letter and Number: J, 9</p>
<p>4111 Visit Cookie's World and learn a lot about cookies! Tip: Read <i>The Doorbell Rang</i> by Pat Hutchins. Letter and Number: Q, 10</p>	<p>4069 When Snuffy's magic ukulele breaks, he is stuck being invisible. Tip: Ask, "How would you feel if your best friend became invisible? What would you do?" Letter and Number: M, 12</p>
<p>4096 Global Grover: Mexico Grover's friend Saul teaches him how to make clay figures. Tip: Work together to make creations out of clay, mud, or wet sand. Letter and Number: B, 3</p>	<p>4070 Snuffy and Big Bird are worried that Snuffy may never be visible again! Tip: Ask your child to act out how Big Bird felt when he learned that the ukulele would be fixed. Letter and Number: O, 14</p>
<p>4112 Gabi and Miles think about their very first day of school as they graduate high school. Tip: Read <i>Will I Have a Friend?</i> by Miriam Cohen. Letter and Number: P, 15</p>	<p>4107 Global Grover: China Grover's friend in China shows him the beautiful Peacock Dance. Tip: Put on some music and ask your child to make up a dance about his favorite bird. Letter and Number: M, 20</p>
<p>4113 Herb, a plant-eating dinosaur, visits <i>Sesame Street</i> and finds out that you're never too old to learn. Tip: Ask, "What is something new you could teach Herb the dinosaur?" Letter and Number: W, 0</p>	<p>4108 Count along to the number of the day--the spectacular number 7! Tip: Ask your child to count out seven objects. Ask, "What else can you do to show 7?" Letter and Number: L, 7</p>
<p>4114 Elmo's World: Penguins Elmo investigates penguins and finds out that they are birds that cannot fly—they swim! Tip: Ask, "What did you learn about penguins?" Letter and Number: O, 7</p>	<p>4118 Telly is determined to get an answer from Oscar when they play a game of "Ask Oscar!" Tip: Take turns giving clues about something your child is wearing and then guess what it is. Letter and Number: M, 4</p>
<p>4071 Students at Super Grover's School for Super Heroes learn the Superhero Alphabet. Tip: Ask your child to recall some words that she heard in the Superhero Alphabet. Letter and Number: H, 13</p>	<p>4119 Alan, Maria, and Gordon get magically changed into children when Big Bird wishes for someone to play with. Tip: Ask, "What would happen if all the grown ups in our house turned into kids?" Letter and Number: F, 17</p>
<p>4115 Elmo's World: Wild Animals Elmo takes a look at wild animals that would not make good pets. Tip: Cut out picture of animals from old magazines. Ask your child to sort the pictures into two groups, "wild animals" and "pet animals" Letter and Number: H, 3</p>	<p>4090 Spanish Word of the Day: Gracias "Gracias" means "thank you" in Spanish. Tip: Have a pretend "Tea Party" together and say "Gracias" each time you pass the tea or sandwiches. Letter and Number: T, 2</p>

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Family Tips

<p>305 Itching for a Cure The group has to find ingredients to make a cream that will cure Mungus' itch. Tip: Ask your child what he could do to make a friend feel better.</p>	<p>312 A Small Victory Max learns to focus on the things he can do, instead of the things he can't. Tip: Read <i>When I Feel Good About Myself</i> by Cornelia Maude Spelman.</p>
<p>306 Flip Flop A magical statue causes Zak and Wheezie to switch places. Tip: Ask, "What would happen if you and I switched places?"</p>	<p>313 Feliz Cumpleaños, Enrique Quetzal encourages Enrique to have a good cry when he misses the special birthday celebrations he left in Colombia. Tip: Ask, "Besides crying, what are some other things you can do when you are sad?"</p>
<p>307 Max Loves a Train Max needs help coping with his disappointment when a train ride ends early. Tip: Talk about a time when your child felt disappointed. Ask, "What made you feel better?"</p>	<p>314 Dragon Tune: C'mon and Blow Be like the breeze and blow the clouds away. Tip: Have your child test which object is harder to move, as he blows on different objects such as a feather or a piece of paper.</p>
<p>308 A New Friend The group work together to find ways that Lorca can participate the treasure hunt. Tip: Read <i>Swimmy</i> by Leo Lionni.</p>	<p>315 Dragonberry Drought The group follows a trail of footprints to find the missing dragonberries. Tip: Make some footprints from construction paper and create a trail that your child can follow to breakfast.</p>
<p>309 Finn's Blankie A giant wind blows up a big mess of laundry, and Finn's blankie is lost in the piles. Tip: Have your child sort through the clean laundry to find his clothes.</p>	<p>316 A Crown for Princess Kidoodle Ord has to face his fear of thunder when the group races to get Princess Kidoodle's crown back before her coronation. Tip: Read <i>Life Doesn't Frighten Me</i> by Maya Angelou.</p>
<p>310 Dragon Tune: Speak Up The group sings about speaking up and letting people know what you're thinking about. Tip: Help your child practice speaking up by reenacting a scene in which he felt too shy to speak up.</p>	<p>313 On Thin Ice Emmy gives Zak and Wheezie balancing tips when they learn how to ice skate. Tip: Have your child think of something he would like to learn, such as skating, and practice the new skill.</p>
<p>311 So Long Solo Zak and Wheezie have to compromise or they'll never have their acts ready for the Twilight Talent Show. Tip: Read <i>A Fish Out of Water</i> by Wesley Eure.</p>	<p>314 Down the Drain The group has to think of ways to refill Dragon Lagoon when Captain Scalawag accidentally pulls the plug. Tip: Ask, "What are some other ways you could fill Dragon Lagoon?"</p>
<p>312 The Balancing Act Ord has trouble riding a skateboard, so he has to find ways to practice his balance. Tip: Together, look for ways to practice your balance, such as walking on a sidewalk line.</p>	<p>315 Dragon Tune: Dance Dance along with your <i>Dragon Tales</i> friends. Tip: Ask your child to make up some dance steps, and then have her teach the dance to you.</p>
<p>309 Dragon Tune: Be a Dragon Your dragon friends are ready to teach you how to be a dragon. Tip: Ask your child to draw a picture of what she might see if she could fly like a dragon.</p>	<p>316 Play It and Say It The friends have to search for missing numbers when Norm the Number Gnome steals them from the hopscotch board. Tip: Ask your child to count in Spanish from 1 through 8.</p>
<p>310 Express Yourself Cassie doesn't like Enrique's new nickname for her, but she's afraid to tell him how she feels. Tip: Read <i>The Empty Pot</i> by Demi.</p>	<p>317 Moving On Cassie's terribly sad to see her favorite big sister go off to cooking school. Tip: Read <i>The Kissing Hand</i> by Audrey Penn.</p>
<p>311 Prince for a Day Ord thinks that being a prince is an easy job, but he finds out otherwise when he's named prince for the day. Tip: Point out a problem and ask your child to think about how she would solve it.</p>	<p>318 All Together Now Max has to learn how to have a good time all by himself when Emmy and Enrique are busy playing. Tip: Ask, "What are some things that you like doing by yourself?"</p>