



# View & Do



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Issue 6

Your Monthly Viewing Guide

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## Sesame Street 4106

Telly and Rosita are playing outdoors when they meet Samara, Bob's niece. They would like Samara to join them in a game of tag but wonder how they can talk and play together since Samara is deaf and can't hear them. Samara explains that she can sign language to talk to them with her hands. She shows Rosita and Telly some basic signs, including the alphabet, and they all have a great time playing and learning together.

Together, talk about ways to make new friends. Help your child practice saying hello to new friends using different languages including sign language. You can find directions for basic signs such as "hello" and "good-bye" on the Internet or in books at your local library.

### You might also want to read:

*Sesame Street Sign Language ABC with Linda Bove* by Linda Bove.

### 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)

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<p><b>4061</b> Zoe and Baby Bear help Cinderella when her Fairy Godmother accidentally turns her into a chicken. <b>Tip:</b> Read <i>Regina's Big Mistake</i> by Marissa Moss. <b>Letter and Number: E, 5</b></p>	<p><b>4076</b> Baby Bear is jealous of his little sister's growl, but learns that he should be proud of his sister. <b>Tip:</b> Read <i>Another Tree in the Yard</i> by Lucia Sera. <b>Letter and Number: G, 20</b></p>
<p><b>4062 Elmo's World: Feet</b> Elmo finds out that we use our feet to run, dance, rump, play games, and even measure. <b>Tip:</b> Have family members use their feet to measure a distance in your home, such as from the table to the refrigerator. Keep a record and talk about how the numbers changed. <b>Letter and Number: F, 6</b></p>	<p><b>4077</b> Elmo and Zoe learn to play fairly by taking turns. <b>Tip:</b> Help your child practice taking turns by playing a board game or drawing a picture together. <b>Letter and Number: U, 3</b></p>
<p><b>4098</b> Little Miss Muffett and Little Jack Horner have to tell Goldilocks how they feel when she takes their nursery rhymes and makes them her own. <b>Tip:</b> Ask, "How would you feel if you were Little Miss Muffett and Little Jack Horner? Act out how you would tell Goldilocks how you're feeling." <b>Letter and Number: Y, 5</b></p>	<p><b>4078 Elmo's World: Sleep</b> Learn about bedtime routines and the different things Elmo's friends do before they fall asleep, such as brushing their teeth and reading bedtime stories. <b>Tip:</b> Read <i>Sleepy Bears</i> by Mem Fox. <b>Letter and Number: V, 8</b></p>
<p><b>4099</b> Elmo does an experiment to test his hypothesis about what things will sink and float. <b>Tip:</b> Help your child test whether different objects sink or float. Ask her to make a hypothesis or guess before testing each new object. <b>Letter and Number: P, 15</b></p>	<p><b>4080</b> Elmo has fun when his Fairy Godperson turns him into a bird, but then he misses being a monster. <b>Tip:</b> Go bird watching outside together and see how many birds you can spot. <b>Letter and Number: X, 2</b></p>
<p><b>4100 Street Jumping</b> It's a good thing that Grover loves to jump, because it's fun and a great way to move the body, and keep it healthy and strong. <b>Tip:</b> Turn on some fun music. Take turns jumping like different animals, such as a frog, kangaroo, rabbit, and grasshopper. <b>Letter and Number: R, 10</b></p>	<p><b>4081</b> Rosita realizes that she should be proud of her Spanish accent and the way that she talks because it is part of what makes her special. <b>Tip:</b> Ask, "What would you say to the kids who laughed at Rosita's accent?" <b>Letter and Number: Y, 7</b></p>
<p><b>4102 Number of the Day: 16</b> Count von Count waltzes to the number 16. <b>Tip:</b> Have your child count 16 pieces of a healthy snack, such as whole grain cereal bits or blueberries. <b>Letter and Number: V, 16</b></p>	<p><b>4082 Elmo's World: Weather</b> Elmo finds out the certain weather occurs during different seasons. <b>Tip:</b> Check the weather together. Then ask your child to create a weather report. <b>Letter and Number: Z, 11</b></p>
<p><b>4106 Spanish Word of the Day: Cantar</b> The Spanish word of the day is <i>cantar</i>, which means "Sing!" <b>Tip:</b> Set aside time each day when you can "cantar" together. Have the family make up silly songs or "cantar" old favorites. <b>Letter and Number: C, 2</b></p>	<p><b>4058</b> Zoe, Elmo, Telly, and Baby Bear talk about which animal would make the best pet. <b>Tip:</b> Read <i>Pet Show</i> by Ezra Jack Keats. <b>Letter and Number: B, 8</b></p>
<p><b>4071</b> Super Grover teaches his students everything they need to know to be super superheroes. <b>Tip:</b> Ask your child to tell a story about how he would help his friends or family if he were a superhero. <b>Letter and Number: H, 13</b></p>	<p><b>4059</b> Baby Bear learns that it's okay that his sister has different tastes than he does. <b>Tip:</b> Read <i>Yoko</i> by Rosemary Wells. <b>Letter and Number: N, 3</b></p>
<p><b>4072</b> Gabi plays in different ways with different friends on her way to Mr. Hooper's store. <b>Tip:</b> Together, make up some fun games to play when you and your child have to wait for something. <b>Letter and Number: P, 15</b></p>	<p><b>4060</b> Big Bird gets very upset when Alan leaves for his vacation, but soon learns that change isn't always that bad. <b>Tip:</b> Ask, "How did Big Bird feel about Natalie after he got to know her?" <b>Letter and Number: D, 17</b></p>
<p><b>4073 Elmo's World: Drawing</b> Elmo and his friends use their imaginations to come up with ideas for drawing pictures. <b>Tip:</b> Take some sidewalk chalk outside and encourage your child to use her imagination to draw some pictures. <b>Letter and Number: Q, 16</b></p>	<p><b>4061 Letter of the Day</b> Everyone loves the letter of the day—the letter E! <b>Tip:</b> Ask your child to look for the letter E in one of her favorite books. Think of other words that begin with the letter E, too. <b>Letter and Number: E, 5</b></p>
<p><b>4074</b> Hooper's Store becomes filled with letters when Telly joins the Letter of the Month club. <b>Tip:</b> Celebrate a letter of the month and make the first letter the one that begins your child's name. Practice making the letter's sound. Then look for things that begin with that sound. <b>Letter and Number: R, 18</b></p>	<p><b>4068 Elmo's World: Hands</b> Hands help us communicate and explore our world. <b>Tip:</b> Read <i>Here Are My Hands</i> by Bill Martin and John Archambault. <b>Letter and Number: L, 11</b></p>

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## Family Tips

<p><b>138 Bully for You</b> Quetzal introduces the friends to a new dragon, who turns out to be a bully. <b>Tip:</b> Read <i>Swimmy</i> by Leo Lionni.</p>	<p><b>309 Dragon Tune: Be a Dragon</b> The song tells you all you need to know about being a dragon. <b>Tip:</b> Ask your child to draw a picture that shows what she would look like if she were a dragon. Then have her write or tell about her special dragon qualities.</p>
<p><b>139 Dragon Tune: The Silly Song</b> Find out just how silly you can be when you sing along with your <i>Dragon Tales</i> friends. <b>Tip:</b> After a family meal, have a contest to see who can make the silliest face.</p>	<p><b>310 A Snowman for All Seasons</b> Chilly the Snowman and his snowpuppy begin to melt when the weather warms up. <b>Tip:</b> Ask your child to make up a new ending for the story that tells what would have happened if the gang couldn't fix the snow machine.</p>
<p><b>140 Don't Bug Me!</b> Max doesn't understand Ord's fear of bugs and teases him with a rubber spider. <b>Tip:</b> Ask, "What would you do to help Ord get over his fear of bugs?"</p>	<p><b>311 Prince for a Day</b> Prince Ord has an important decision to make. Luckily, it involves his favorite subject—snacks! <b>Tip:</b> Let your child make a decision for the family, such as what activity you'll do after dinner.</p>
<p><b>301 Fly With a New Friend, Part 2</b> Enrique wishes that he could make friends more easily in his new home. <b>Tip:</b> Read <i>When William Went Away</i> by Sally Davies.</p>	<p><b>312 A Small Victory</b> Max learns to use his brain and the right tools to overcome his limitations. <b>Tip:</b> Read <i>You Can Do It</i> by Amy Hest.</p>
<p><b>302 Rise and Bloom</b> Max has trouble feeling awake when he gets up early to see the Bursting Blossoms bloom. <b>Tip:</b> When your child has trouble waking up, ask him to do a "Wake and Shake." He should start out shaking a small part of his body, such as fingers and toes, and keep going until he gets his whole body moving.</p>	<p><b>313 Dragon Tune: When You Make a New Friend</b> The <i>Dragon Tales</i> friends know what a joy it is to make a new friend. <b>Tip:</b> Ask your child to think of some ways he can make a new friend. Then encourage him to try out his ideas.</p>
<p><b>303 Hand in Hand</b> Max and Emmy have to figure out how to work together when they get stuck hand in hand. <b>Tip:</b> Have your child work with a sibling or friend to build a block tower or draw a picture together while holding hands.</p>	<p><b>314 Down the Drain</b> The group has to think of ways to refill the Dragoon Lagoon when Captain Scalawag accidentally pulls the plug. <b>Tip:</b> Ask, "What are some ways you could wash up if our bathtub wasn't working?"</p>
<p><b>304 Dragon Tune: Making It Fun</b> The group knows that any task goes more quickly when you make it fun. <b>Tip:</b> Ask your child to think of some ways to make doing the laundry together fun.</p>	<p><b>315 Dragonberry Drought</b> When all the dragonberries are missing, the friends follow the clues to find them. <b>Tip:</b> Look for footprints or tracks outdoors and together find out where they lead.</p>
<p><b>305 Itching for a Cure</b> Mungus the Giant has a terrible itch that just won't go away. <b>Tip:</b> Ask, "Why did Max and Ord keep picking chiles, even when there were fruit flies?"</p>	<p><b>316 A Crown for Princess Kidoodle</b> Ord can't let his fear of thunder stop him from reaching his goal. <b>Tip:</b> Read <i>Feeling Afraid</i> by Rochelle Barsuhn.</p>
<p><b>306 Flip Flop</b> A magical statue causes Zak to act like Wheezie and Wheezie to act like Zak. <b>Tip:</b> Ask your child to tell a story about what would happen if two family members were flip flopped by the magic statue.</p>	<p><b>317 Head Over Heels</b> Emmy has to learn to do a cartwheel in order to pay the troll toll. <b>Tip:</b> Have your child think of a way to teach someone something that she has recently learned to do.</p>
<p><b>307 Max Loves a Train</b> Max has to overcome disappointment when the Dragon Land Express is stopped in its tracks. <b>Tip:</b> Ask, "How did Max's friends help him feel better?"</p>	<p><b>318 All Together Now</b> Emmy and Enrique enjoy spending time together, and Max feels left out. <b>Tip:</b> Ask, "What are some fun things you can do all by yourself?"</p>
<p><b>308 A New Friend</b> The friends can't wait to check out their new friend's purple, sparkly wheelchair. <b>Tip:</b> Read <i>Are We There Yet?</i> by Verna Allette Wilkins.</p>	<p><b>319 The Sorry and the Party</b> Max feels sad when he's not invited to a friend's party. <b>Tip:</b> Read <i>When I Feel Sad</i> by Cornelia Maude Spelman.</p>