



View & Do



sesameworkshop.

Issue 8

Your Monthly Viewing Guide

August 2004

Sesame Street #4081

Global Grover: Mexican Pottery

(on IPTV 8/25/04 at 9:00 a.m.)

Grover returns from Mexico with a sack of clay and some exciting news! While he was there, Grover learned how to make clay figures from his friend Saul who made his very own piggy bank. Saul and his family were happy and so proud of his beautiful work!

Art experiences give young children unique and creative ways to express what they know and feel about the world around them. Art activities can stimulate children's creative and intellectual development, encourage self-expression, boost self-confidence, and inspire imagination—and it's fun, too! Clay is a perfect example. Children delight in pinching, rolling, and shaping clay which in turn, strengthens fine motor skills—something they'll need for writing later on.

Caring adults can ensure positive artistic endeavors for children by asking open-ended questions that encourage exploration and reflection, and acknowledge children's efforts. Try, "Tell me about your sculpture/painting, etc.," "How did you do that?" and "Why did you choose those colors/that shape?" Be sure to avoid such judgmental words as "correct", "incorrect," "good" and "bad." Young children's interactions with art should focus on *process*, not product. What they gain from *creating* art is infinitely more important to their self-esteem and overall development than any finished piece.

You might also want to read:

Josefina by Jeanette Winter

Don't forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

www.pbskids.org/sagwa



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Sagwa, The Chinese Siamese Cat, is produced by CineGroup in association with Sesame Workshop based on the book written by Amy Tan and illustrated by Gretchen Schields. © 2003 CineGroup Sagwa Inc. Original Characters © 2003 Amy Tan and Gretchen Schields. All rights reserved.

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Sesame Street airs weekdays at 9 a.m. on IPTV.

<p>4064 (8/2/04) Although Elmo is having difficulty learning Rocco's new dance, he keeps on trying and never gives up! Tip: Ask your child why she thinks Elmo kept trying, even when the dance got so hard. Letter and Number: A, 1</p>	<p>4075 (8/17/04) Cookie Monster ate the last cookie at Hooper's and has to wait while Alan bakes more. Tip: Read <i>The Doorbell Rang</i> by Pat Hutchins. Letter and Number: S, 19</p>
<p>4065 (8/3/04) Elmo and Zoe play a fun game where they look for square-shaped objects on <i>Sesame Street</i>. Tip: Have your child choose a shape then see how many similarly shaped items he can find before you count to twenty. Letter and Number: I, 7</p>	<p>4076 Elmo's World: Ears (8/18/04) Everyone has ears, but not everyone can hear. Some people use hearing aids to help them hear, some people can't hear at all. Tip: Read <i>I Have a Sister, My Sister Is Deaf</i> by Jeanne Whitehouse Peterson. Letter and Number: G, 20</p>
<p>4066 Elmo's World: Books (8/4/04) Elmo discovers there are many ways to enjoy books! You can read books, look at the pictures, or listen as someone reads to you! Tip: Read a book with your child. Afterward ask, "What was your favorite part?" Letter and Number: J, 9</p>	<p>4077 (8/19/04) Elmo and Zoe are in disagreement but Gabi helps them see the situation from each other's perspectives. Tip: Ask, "Why did Elmo and Zoe feel upset? What would you tell them to help them play together?" Letter and Number: U, 3</p>
<p>4067 (8/5/04) Miles, Gordon, and Mr. Robinson save Elmo's day when they lend their multi-generational talents to his band. Tip: Make music with your family; clang spoons, clap your hands, and sing to a favorite tune. Letter and Number: K, 4</p>	<p>4078 (8/20/04) Who will put Curly to sleep? Baby Bear, Maria, the Fairy Napmother, and even Oscar give it a try! Tip: Ask, "Why is sleep important for your body?" Then, have your child draw a picture of himself sleeping. Letter and Number: V, 8</p>
<p>4068 (8/6/04) Big Bird and others help soothe Telly's fear of pogo sticks by sharing stories of overcoming their own fears. Tip: Ask your child about a time when she felt scared. What helped? What would she say to Telly to help him feel better? Letter and Number: L, 11</p>	<p>4079 Journey to Ernie: Dancing (8/23/04) Everyone—and everything—is dancing! How will Big Bird ever find Ernie? Tip: Together, make up your own dance with different combinations of stepping, hopping, and other movements. Letter and Number: W, 5</p>
<p>4069 Global Grover: Visit to Israel (8/9/04) Grover visits Israel where his friends worked together to build a special playhouse. Tip: Ask your child what he noticed about the kids' teamwork. Help him construct a simple playhouse using materials found around your home. Letter and Number: M, 12</p>	<p>4080 (8/24/04) After being a bird for a while, Elmo decides that he's happiest as a furry red monster. Tip: Ask your child what she likes best about being who she is, then give her a big hug! Letter and Number: X, 2</p>
<p>4070 Spanish Word of the Day: Por favor (8/10/04) Rosita's word "por favor," means "please" in English. Tip: Explain to your child that saying nice words, such as "please" and "thank you," makes people feel respected. Together, practice saying these words every day! Letter and Number: O, 15</p>	<p>4081 (8/25/04) Rosita feels sad and embarrassed after two kids tease her about her "funny" accent. Tip: Ask, "Why did Rosita feel sad and embarrassed? What would you say to help her feel better?" Letter and Number: Y, 7</p>
<p>4071 (8/11/04) Super Grover's School for Super Heroes teaches students everything they need to know about being a <i>super</i> super hero. Tip: Besides a cape, what else does your child think a super hero needs to be super? Letter and Number: H, 13</p>	<p>4082 Global Grover: Egyptian Countryside Picnic (8/26/04) Grover visits Egypt where friends share a picnic with special bread and other delicious foods. Tip: Plan a picnic with your child. Pack food, utensils, and a blanket, then find a nice outdoor spot to eat. Letter and Number: Z, 11</p>
<p>4072 (8/12/04) On her way to help out at Hooper's Store, Gabi meets Snuffy who asks her to play "Rhyme and Stomp" with him while he waits for Big Bird. Tip: Read <i>Max Found Two Sticks</i> by Brian Pinkney. Letter and Number: P, 15</p>	<p>4057 (8/27/04) After thinking about wonderful <i>Sesame Street</i> events, Elmo tells everyone how much he loves <i>Sesame Street</i> and all his friends! Tip: Have your child draw a picture of all the people he loves. Display it for everyone to see! Letter and Number: C, 10</p>
<p>4073 (8/13/04) When Curly scribbles on Baby Bear's picture, Oscar and Grundgetta prepare for a grouchy response—but Baby Bear disappoints them. Tip: Ask, "Why do you think Baby Bear was so understanding? How was he being nice to Curly Bear?" Letter and Number: Q, 16</p>	<p>4058 (8/30/04) Who has the best pet? Zoe, Telly, Elmo, and Baby Bear each think they know. Tip: Ask, "If you could have any animal in the world as a pet, what would it be and why?" Letter and Number: B, 8</p>
<p>4074 (8/16/04) Telly is overwhelmed when the "Letter of the Month Club" delivers all the letters of the alphabet! Tip: Help your child cut</p>	<p>4059 (8/31/04) When Curly Bear tries porridge for the first time, she spits it out in disgust! Tip: Talk with your child about more appropriate ways</p>

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out the letters in his name from old magazines. Paste them onto a piece of paper titled, "My Name!" **Letter and Number: R, 18**

to express dislike for something. **Letter and Number: N, 3**

Dragon Tales airs weekdays at 8 a.m. and 5 p.m. on IPTV.

<p>221 Dragon Tunes: Be a Dragon (8/2/04) Celebrate the delightful dragons in this catchy tune. Tip: Point out your child's special qualities. Together, incorporate them into a short simple song, such as, "You're a great helper, yeah, yeah, yeah!"</p>	<p>208 A Crown For Princess Kidoodle (8/17/04) Zak, Wheezie, Ord, and Cassie each overcome personal challenges as they search for the Princess's crown. Tip: Have your child name a task she's having trouble with then help her learn how to overcome the challenge.</p>
<p>222 Sorrow and the Party (8/3/04) Max is hurt when he doesn't get invited to his friend's birthday party, so Emmy and Quetzal try their best to cheer him up. Tip: Read <i>Best Friends for Frances</i> by Russell Hoban.</p>	<p>209 Knuck, Knuck, Who's Where? (8/18/04) Cassie and Emmy set off on an adventure but then can't find their way home. Tip: Ask, "How did Cassie and Emmy finally get home?" Have your child draw a picture of his house with familiar landmarks.</p>
<p>223 Putting the Fun in Fun Houses (8/4/04) The gang helps Ord conquer his fear of fun houses by constructing one of their own. Tip: Discuss with your child a fear he has. Together, think of ways to help him overcome his fear.</p>	<p>210 Dragonberry Drought (8/19/04) The gang finds the missing dragonberries in a giant pie Mungus made for his mother. Tip: Let your child select an assortment of berries the next time you're grocery shopping. Add them to your cereal for a breakfast treat!</p>
<p>224 Let's Dance (8/5/04) Wheezie is supposed to guard the Gremlin's magical boxes but her curiosity gets the best of her. Tip: Ask your child what advice she would give Wheezie to help her practice patience.</p>	<p>211 I Believe in Me (8/20/04) Cassie wants to try out for the play but she's too shy. Then Emmy convinces her to go for it. Tip: Ask, "Have you ever felt too shy to try something new? How did you overcome your discomfort?"</p>
<p>201 Lucky Stone (8/6/04) Ord learns that if he believes in himself he can perform his flying tricks even <i>without</i> his lucky stone! Tip: Make a special meal to celebrate a time when your child believed in himself and succeeded.</p>	<p>212 Back to the Fairytales (8/23/04) The gang takes an adventure inside the pages of Quetzal's Magic Pop-up Book. Tip: Ask, "If you could go inside any book, which book would you choose?" Then read that book and imagine yourselves in the adventures!</p>
<p>202 Cassie Catches Up (8/9/04) Cassie calls upon her own special talents to win a pinwheel at the Dragon Land Fair. Tip: Play a variety of games with your child: catch, tag, board games, etc. What does she like best? Why?</p>	<p>213 The Serpent's Trail (8/24/04) The gang follows the clues to find Cyrus and Emmy's missing detective kit. Tip: Have your child search for clues that will tell her what's for dinner. What can she tell from the ingredients and utensils you're using?</p>
<p>203 Remember the Pillow Fort (8/10/04) It's time for dress-up in Dragon Land. Emmy and Cassie pretend to be doctors while Max and Ord are kings for a day! Tip: Offer your child clothes, hats, scarves, and other props to play dress-up.</p>	<p>214 Sticky Situation (8/25/04) Max learns a lesson in responsibility after the baby animals he's supposed to be watching escape. Tip: Read <i>It's Not My Fault!</i> by Nancy Carlson.</p>
<p>204 Big Funky Cloud (8/11/04) Ord becomes so sad when he loses his favorite blanket, that a Big Funky Cloud follows him around wherever he goes. Tip: Ask, "Have you ever felt that sad? What or who helped you feel better?"</p>	<p>215 Teasing Is Not Pleasing (8/26/04) Buster and Mookie tease Emmy throughout the game of dragonball. But the tables are turned when <i>she</i> scores the winning point! Tip: Ask your child what she thinks about Emmy's behavior. Why didn't she tease the boys?</p>
<p>205 One Big Wish (8/12/04) Max's wish to be bigger comes true. But he's more than bigger, he's <i>gigantic</i>! Tip: Have your child draw a picture of himself if he were to become enormous. Together, imagine what his life would be like.</p>	<p>216 Dragon Tunes: Wake up (8/27/04) In this song, the gang wakes up to a beautiful day and they are ready to play! Tip: Ask, "What's your idea of a perfect day? What would you have for breakfast? What games would you play?"</p>
<p>206 Dragon Tunes: Dance (8/13/04) "Just feel the rhythm in your heart and soul!" are the words to this lively song. Tip: Play some music and together, see if you can "feel the rhythm." Then let loose and dance!</p>	<p>217 Hide and Can't Seek (8/30/04) The gang gathers for an exciting game of Doodle Fairy hide and seek. Tip: Play a similar game with your child. Take turns hiding an object and drawing clues as to where it's hidden.</p>
<p>207 Cassie, the Green-Eyed Dragon (8/16/04) Cassie becomes jealous when she sees all the attention her little brother, Finn receives from her friends. Tip: Talk with your child about the feelings of pride and jealousy Cassie had about her brother.</p>	<p>218 Hands Together (8/31/04) Ord is upset because he can't get the hang of Zak and Wheezie's new song and dance. Tip: Ask, "How did the others help Ord?" Explain how different people learn at their own paces.</p>

Sagwa airs weekdays at 12:30 p.m. through August 27, 2004 on IPTV.

<p>124 Lord of the Fleas (8/2/04) Sagwa tries to convince the Sleeve Dogs to be friends but instead, they scare Sheegwa into the forest. Tip: Read <i>Ghost-Eye Tree</i> by Bill Martin Jr. and John Archambault.</p>	<p>135 Sister Act (8/17/04) Sagwa and Sheegwa discover that their differences—and similarities—can come in handy. Tip: Ask your child to describe differences and similarities between herself and a friend or sibling, and identify how these have added to their friendship.</p>
<p>125 My Fair Kitty (8/3/04) The kittens help an alley cat pretend to be a palace cat to impress his cousin. Tip: Ask your child what she thinks the alley cat learned. What does she like best about <i>her</i> home?</p>	<p>136 Sick Day (8/18/04) While Sheegwa is sick in bed, Dongwa and Sagwa take turns telling her a story to pass the time. Tip: Take turns telling a story with your child. Write it down as you go, then draw accompanying illustrations.</p>
<p>126 Tea for Two (8/4/04) Dongwa realizes his jealousy of the tea monkeys got the better of him and apologizes for his behavior. Tip: Ask, "Was it difficult for Dongwa to apologize? How did he feel before and after apologizing?"</p>	<p>137 Shei-Hu's Secret (8/19/04) Shei-Hu shows Sagwa a mouse village where mice walk on stilts made of chopsticks! Tip: Encourage your child to imagine what a village of cats, birds, etc. might look like. Make up a story about your village.</p>
<p>127 ...And Action (8/5/04) Two film directors visit the palace and almost <i>everyone</i> goes crazy vying for their attention. Tip: Let your child direct the action in a pretend movie. Offer a paper towel roll to use as a camera lens.</p>	<p>138 Great Balls of Fire (8/20/04) Sheegwa is upset when Uncle Miao takes Sagwa and Dongwa on an adventure and leaves her at home. Tip: Together, plan a special outing with your child: walk to the park, take a bus to the library, etc.</p>
<p>128 Ba-Do and the Lantern Festival (8/6/04) When Ba-Do and Sagwa get dirty at the lantern festival, they are mistaken for commoners. Tip: Ask, "How do you think Sagwa and Ba-Do felt?" Discuss the importance of not judging people by the way they look.</p>	<p>139 On the Run (8/23/04) Sagwa thinks her village is the most boring place in the world—until she takes an unexpected trip. Tip: Ask, "What do you think Sagwa learned from her adventure? What does she think about her home <i>now</i>?"</p>
<p>129 Wedding Day Mess (8/9/04) After a series of mishaps the bride and groom are united by laughter and loving family. Tip: Recall a time when things didn't go according to plan for your family. Would laughing about it have helped?</p>	<p>140 Mutt That Would Be King (8/24/04) Through her own generosity, Sheegwa shows Sagwa how to open her heart to those in need. Tip: Does your child know someone in need? Together, think of something you can do to offer someone a helping hand.</p>
<p>130 Up, Up and Away (8/10/04) Sheegwa panics when she and Sagwa take an unexpected flight in Sir Richard's hot air balloon. Luckily, Sagwa keeps her cool. Tip: Ask, "What do you think about Sagwa's behavior? How did she manage to stay so calm?"</p>	<p>101 Mini-documentary: Neighborhoods (8/25/04) Sagwa visits neighborhoods in great places all around the world. Tip: Ask, "What <i>is</i> a neighborhood?" Have your child draw a picture of his neighborhood, including people, houses, plants, shops, etc.</p>
<p>131 The Jade Rabbit (8/11/04) Fu-Fu and Sagwa eat their mooncakes in the shelter of a pagoda where a friendly rabbit tells his version of the origin of mooncakes. Tip: Read <i>Beautiful Blackbird</i> by Ashley Bryan.</p>	<p>102 Firefly Nights (8/26/04) Dongwa is tired of being treated as a kitten, but not yet ready for the work required of grown-ups! Tip: With your child, compare and contrast the work you each do. How is it different and similar?</p>
<p>132 The Four Dragons (8/12/04) Fu-Fu and the kittens are drawn into a magical tale of how China's great rivers started out as dragons. Tip: Using a similar idea, make up a story together about how nearby mountains or lakes were formed.</p>	<p>103 Royal Cats (8/27/04) After discovering that his family's ancestors were royalty, Dongwa learns to appreciate history. Tip: Share family photographs with your child and tell a story from your own family history.</p>
<p>133 Three Graces (8/13/04) The Reader feels left out when Jun takes over assisting the girls with their studies. Tip: Ask, "How do you think the Reader feels? How should he share his feelings with Jun?"</p>	<p>104 Mini-documentary: Sports NOT AIRING Sagwa visits Chinese acrobats, a young basketball player, and a Double-Dutch team—and everyone is jumping into sports! Tip: Jump into sports with your child! Jump with two feet, then one. How far can you jump? How high?</p>
<p>134 Mini-documentary: Abstract Art (8/16/04) Sagwa says calligraphy is "abstract art" – meaning you don't have to understand Chinese to see its beauty. Tip: Offer your child paints and brushes, and let him create his own abstract art.</p>	<p>105 Sagwa's Good Deed NOT AIRING With support from friends and family, Sagwa helps out a new friend <i>and</i> is home in time for dinner. Tip: Ask, "Have you ever faced a similar situation? What did you do? Could Sagwa have done anything differently?"</p>