



# View & Do



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Issue 7

Your Monthly Viewing Guide

July 2004

## Sagwa 120 The Birds, the Bees, and the Silkworms (on IPTV 7/27/04 at 12:30 p.m.)

Tai Tai thinks that birds, bees, and silkworms are ugly and useless, so she banishes them from the palace. Tai Tai soon finds out that life without these creatures is not what she expected, and learns that each creature has an important purpose in the life of the palace. In the end, she gladly welcomes the creatures back to the palace.

Summer is the perfect time to spend some quiet time outdoors with your child exploring and enjoying small pleasures. Bring a magnifying glass outside, and take the time to discover and appreciate the tiny things that share your world. You might sprinkle some crumbs on the ground and watch ants at work. Or you could listen to the different bird calls you hear, and then try to imitate them. You can give your child a teaspoon to use to dig up a small patch of dirt, and talk about any creatures she finds underneath the ground. Let your child know that each of these creatures has an important place in the world.

### You might also want to read:

*Under One Rock: Bugs, Slugs, and Other Ughs* by Anthony D. Fredericks

### 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)

[www.pbskids.org/sagwa](http://www.pbskids.org/sagwa)



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

<p><b>4068 (7/1/04)</b> Telly crashes when he tries a big <i>boing</i> on his pogo stick and is afraid to get back on it again. <b>Tip:</b> Read <i>The Fabulous Flying Fandinis</i> by Ingrid Slyder. <b>Letter and Number: L, 11</b></p>	<p><b>4079 (7/16/04)</b> It isn't easy for Miles and his band to find a quiet place to practice on <i>Sesame Street</i>. <b>Tip:</b> Ask, "Where would be the best place for Miles to practice on our street? What makes that a good place?" <b>Letter and Number: W, 5</b></p>
<p><b>4069 (7/2/04)</b> Big Bird's magic ukelele makes Snuffy appear and disappear. When it breaks, Snuffy remains invisible. <b>Tip:</b> Ask, "How would you help Big Bird and Snuffy wait while the ukelele is getting fixed?" <b>Letter and Number: M, 12</b></p>	<p><b>4080 (7/19/04)</b> Elmo wants to have feathers like Big Bird, but when he gets magically turned into a bird, Elmo just wants to be his furry self again. <b>Tip:</b> Read <i>I Like Me!</i> By Nancy Carlson. <b>Letter and Number: X, 2</b></p>
<p><b>4070 (7/5/04)</b> When Big Bird and Snuffy find out that the ukelele might never get fixed, they worry that they will never see each other again. <b>Tip:</b> Have your child tell how he would feel if his friend became invisible. <b>Letter and Number: O, 14</b></p>	<p><b>4081 Global Grover: Mexico (7/20/04)</b> Grover goes to Mexico to get a lesson in working with clay. <b>Tip:</b> Give your child clay or play dough and ask him to make his own clay creation. <b>Letter and Number: Y, 7</b></p>
<p><b>4071 Elmo's World: Firefighters (7/6/04)</b> Elmo learns how to stay safe in case there's a fire. <b>Tip:</b> Together, practice "Get Low and Go" and "Stop, Drop, and Roll" and talk about why they are important to keep safe. <b>Letter and Number: H, 13</b></p>	<p><b>4082 (7/21/04)</b> Big Bad Wolf learns that it's okay to be disappointed, but not okay to blow everything away when he feels that way. <b>Tip:</b> Ask, "What would you do if you lost a game and felt disappointed like Big Bad Wolf?" <b>Letter and Number: Z, 11</b></p>
<p><b>4072 (7/7/04)</b> When Zoe doesn't show up for a playdate, Gabi helps Elmo by singing a song and acting like a chicken. <b>Tip:</b> Ask your child to show you how she would help Elmo. <b>Letter and Number: P, 15</b></p>	<p><b>4072 Number of the Day: 15 (7/22/04)</b> Count with Count von Count as he presents the fantastic number 15. <b>Tip:</b> When you're preparing a meal, ask your child to count out 15 pieces of something on his plate, such as beans or carrot slices. <b>Letter and Number: P, 15</b></p>
<p><b>4073 Global Grover: Jamaica (7/8/04)</b> Grover tells all about his trip to Jamaica where he saw his friends making tie-dye T-shirts. <b>Tip:</b> Read <i>The Tangerine Tree</i> by Regina Hanson. <b>Letter and Number: Q, 16</b></p>	<p><b>4058 Elmo's World: Bathtime (7/23/04)</b> Elmo gets bubbly as he explores all the different ways people and animals take a bath. <b>Tip:</b> Read <i>Tub Toys</i> by Terry Miller Shannon. <b>Letter and Number: B, 8</b></p>
<p><b>4074 Spanish Word of the Day: Feliz (7/9/04)</b> What's a great way to show that you're happy? Say, "feliz." <i>Feliz</i> means "happy" in Spanish. <b>Tip:</b> Invite your child to say, "feliz" and show you how he looks when he's happy. <b>Letter and Number: R, 18</b></p>	<p><b>4059 (7/26/04)</b> While Baby Bear wants his little sister to be just like him, he learns that differences make everyone unique. <b>Tip:</b> Ask, "What are some ways that we are different? How are we the same?" <b>Letter and Number: N, 3</b></p>
<p><b>4075 (7/12/04)</b> Cookie Monster makes up a story to pass the time while he waits for a new batch of cookies. <b>Tip:</b> When you have to wait, ask your child to tell a story to pass the time just like Cookie Monster did. <b>Letter and Number: S, 19</b></p>	<p><b>4060 (7/27/04)</b> Big Bird and Baby Bear have a hard time adjusting to the changes at Hooper's store when Alan goes on vacation. <b>Tip:</b> Read <i>Some Things Change</i> by Mary Murphy. <b>Letter and Number: D, 17</b></p>
<p><b>4076 (7/13/04)</b> Baby Bear thinks of words that begin with the letter <b>G</b> when he tries to get a louder growl like his little sister. <b>Tip:</b> Look for things that begin with the letter <b>G</b> in books and magazines. <b>Letter and Number: G, 20</b></p>	<p><b>4061 Global Grover: Canada (7/28/04)</b> Grover tells about his trip to Canada and how his two cowgirl friends there take care of their horses. <b>Tip:</b> Together, pretend to be cowgirls or boys and round up some stuffed animals. <b>Letter and Number: E, 5</b></p>
<p><b>4077 Elmo's World: Dinosaurs (7/14/04)</b> Elmo is thinking about dinosaurs! He learns all about dinosaurs and the scientists who study dinosaur fossils. <b>Tip:</b> Have your child draw a picture of her favorite dinosaur. Ask, "Is your dinosaur big or small? Does it eat meat or plants? How does it move?" <b>Letter and Number: U, 13</b></p>	<p><b>4062 (7/29/04)</b> Elmo has to change the name of his "Little Furry Red Monster Parade" to include all the friends that join in. <b>Tip:</b> Take out some plastic containers and spoons and have your own "Anyone Who Loves to March in a Parade" parade. <b>Letter and Number: F, 6</b></p>
<p><b>4078 Global Grover: Argentina (7/15/04)</b> Grover returns from Argentina and shares the story of how his chocolate piggy bank was created. <b>Tip:</b> Read <i>The Magic Bean Tree: A Legend from Argentina</i> by Beatriz Vidal. <b>Letter and Number: V, 8</b></p>	<p><b>4063 (7/30/04)</b> Elmo loves his chicken-dance dream so much that he wants to dream it again. <b>Tip:</b> Read <i>Grandmother's Dreamcatcher</i> by Becky Ray McCain. <b>Letter and Number: T, 20</b></p>

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

<p><b>139 Much Ado About Nodlings (7/1/04)</b> Max accidentally breaks the Nodlings' tiny wagon and needs his friends' help to fix it. <b>Tip:</b> Have your child pretend to be Max telling the Nodlings what happened.</p>	<p><b>210 A Snowman for All Seasons (7/16/04)</b> It suddenly gets warm on Snowy Summit, and the gang has to find a way to keep their frozen friends from melting. <b>Tip:</b> Read <i>Mike Mulligan and His Steam Shovel</i> by Virginia Lee Barton.</p>
<p><b>140 Over and Over (7/2/04)</b> Max isn't sure he can get to the top of the monkey bars, but he succeeds by using Ord's tips. <b>Tip:</b> Go to the park together and help your child practice a new skill, such as swinging.</p>	<p><b>211 DragonTunes: The Ord Shuffle (7/19/04)</b> Shuffle your feet as the gang sings about the coolest, sweetest dragon in the land. <b>Tip:</b> Ask your child to make up a song that tells about the things that she likes to do and the things she is good at.</p>
<p><b>201 The Me-First Wizard (7/5/04)</b> When the gang can't decide who will go first, the Me-First Wizard appears and he won't let anyone take a turn. <b>Tip:</b> Pick a game to play together and ask, "What do you think is a fair way to choose who will go first?"</p>	<p><b>212 Dragon Scouts (7/20/04)</b> Emmy makes new friends at Cassie's Dragon Scouts meeting. <b>Tip:</b> Ask your child to tell you about how he would make a new friend.</p>
<p><b>202 DragonTunes: Friends (7/6/04)</b> The gang sings about the special friends who make you smile and pick you up when you've fallen down. <b>Tip:</b> Encourage your child to make a new friend at the playground by smiling and introducing herself.</p>	<p><b>213 Head Over Heels (7/21/04)</b> Emmy has to learn how to do a cartwheel so the gang can pass by the trollbooth troll. <b>Tip:</b> Read <i>Oops-a-Daisy</i> by Claire Freedman.</p>
<p><b>203 Finders Keepers (7/7/04)</b> Wheezie loses the tickets to the aquarium in her very messy room. <b>Tip:</b> When your child can't find a toy, remind him to close his eyes and think about the last place he was playing with it.</p>	<p><b>214 Green Thumbs (7/22/04)</b> The gang takes care of a baby flower who was uprooted by the rain. <b>Tip:</b> Help your child plant a seed of a quick-growing plant, such as beans or lentils, and talk about what the plant needs to help it grow.</p>
<p><b>204 Copy Cat (7/8/04)</b> Emmy wants Max to be just like her, until he does act like her after a Copy Cat licks him. <b>Tip:</b> Ask, "How would you feel if your friend acted exactly like you?"</p>	<p><b>215 Team Work (7/23/04)</b> Zak and Wheezie blame each other when they get sprayed by a Stinkydink Bug. <b>Tip:</b> Ask, "How did Zak and Wheezie solve the problem when they lost their badges?"</p>
<p><b>205 One Big Wish (7/9/04)</b> A wishing well grants Max his wish to be bigger, and he keeps growing and growing until he's just too big! <b>Tip:</b> Read <i>The Mixed-Up Chameleon</i> by Eric Carle.</p>	<p><b>216 The Shape of Things to Come (7/26/04)</b> The gang has to match the shapes on the door that guards the Crystal Fountain, or they won't be able to get inside. <b>Tip:</b> Read <i>Shapes, Shapes, Shapes</i> by Tana Hoban.</p>
<p><b>206 Have No Fear (7/12/04)</b> Ord is afraid that Cassie's new Butterfrog pet will hurt him. <b>Tip:</b> Ask, "What do you think Ord would do if he found a Butterfrog now?"</p>	<p><b>217 The Art of Patience (7/27/04)</b> Max can't wait to get Quetzal's birthday celebration started, and winds up ruining his friend's sculptures. <b>Tip:</b> Read <i>Kate Can't Wait</i> by Marilyn Eisenstein.</p>
<p><b>207 Something's Missing (7/13/04)</b> Max spends a day in Dragon Land without Emmy, and realizes how special it is to have his sister with him. <b>Tip:</b> Read <i>Jacques and Spock</i> by David Michael Slater.</p>	<p><b>218 So Long Solo (7/28/04)</b> Zak needs to find a Jugglebug. Wheezie needs to practice for her trumpet solo. They can't do both at the same time, so they learn to compromise. <b>Tip:</b> Ask, "What would you do if you wanted to play a game and your friend wanted to read a book?"</p>
<p><b>208 Three's a Crowd (7/14/04)</b> Cassie and Emmy have been planning their crystal-gathering day, but Emmy leaves to play with the new dragon in town. <b>Tip:</b> Ask, "What would you do if your friend wanted to play with someone else?"</p>	<p><b>219 Sneezzy Does It (7/29/04)</b> The Big Whistling Wind has a cold, so the gang helps him follow Dr. Boobogone's orders. <b>Tip:</b> Ask your child to tell you why it is important to go to the doctor.</p>
<p><b>209 Just Desserts (7/15/04)</b> The gang tries different ways to keep track of all the ingredients in Mungus the Giant's special dessert recipe. <b>Tip:</b> Play a memory game together. Put out a collection of five toys. While your child closes her eyes, take one toy away. Ask your child to say which toy is missing.</p>	<p><b>220 Just for Laughs (7/30/04)</b> Max, Emmy, and their dragon friends have to work together to solve difficult clues, and take care of Cassie's little brother and sister. <b>Tip:</b> Hide a few items in your home. Give your child and a family member or friend clues and have them work together to find the items.</p>

**Sagwa airs weekdays at 12:30 p.m. on IPTV.**

<p><b>102 Firefly Nights (7/1/04)</b> Dongwa wants to prove that he's all grown up, but after a day of taking on adult responsibilities, he realizes that being a kitten is more fun. <b>Tip:</b> Ask your child to tell you what he likes about being his age.</p>	<p><b>113 Cats of a Different Class (7/16/04)</b> Sagwa envies the fine pillows and booties of some visiting "high class" cats, until she finds out how unhappy they really are. <b>Tip:</b> Ask, "How do you think Sagwa feels about the pillows and booties now?"</p>
<p><b>103 Acrobat Cats (7/2/04)</b> Sagwa is convinced that she wants to be an acrobat, but learns to appreciate her true talent. <b>Tip:</b> Read <i>Annie's Gifts</i> by Angela Shelf Medearis.</p>	<p><b>114 Sagwa, Fu-Fu, and the Whistling Pigeon (7/19/04)</b> Sagwa and Fu-Fu both want to impress a talented new pigeon who arrives at the palace. <b>Tip:</b> Read <i>Frog in the Middle</i> by Susanna Gretz.</p>
<p><b>104 Tung the Singing Cricket (7/5/04)</b> Tai Tai learns the value of the Magistrate's pet cricket when she pretends Tung has died and upsets the Magistrate. <b>Tip:</b> Ask, "How do you think Tai Tai feels about the cricket now?"</p>	<p><b>115 Mini-documentary: Cooking (7/20/04)</b> Find out about some interesting meals, from an extravagant Chinese banquet to a snack of grubs on the Australian outback. <b>Tip:</b> Invite your child to help you prepare one of his favorite dishes. Let him gather ingredients according to your directions and invite him to help measure, pour, and stir.</p>
<p><b>105 Mini-documentary: Pets (7/6/04)</b> Cats and crickets are popular pets in China, and hermit crabs and goldfish make good pets, too. <b>Tip:</b> Read <i>Harry, the Dirty Dog</i> by Gene Zion.</p>	<p><b>116 Time for Everything (7/21/04)</b> Dongwa thinks that his parents won't understand why he really missed his first solo rule. <b>Tip:</b> Have your child pretend to be Dongwa telling Baba how he really feels.</p>
<p><b>106 The Foolish Magistrate's New Clothes (7/7/04)</b> Sagwa paints the truth of the Foolish Magistrate's "beautiful" new robes. <b>Tip:</b> Ask, "What do you think would have happened if Tai Tai told the Magistrate the truth about his robes?"</p>	<p><b>117 Not-So-Purrfect Patient (7/22/04)</b> Dongwa gets treated so well when he gets hurt that he doesn't want to tell anyone that he is better. <b>Tip:</b> Ask, "Why do you think Dongwa decided to tell the truth?"</p>
<p><b>107 Mini-documentary: Mythical Animals (7/8/04)</b> Dragons are symbols of the spirit of strength and goodness in China. <b>Tip:</b> Ask your child to draw a picture of a creature that she thinks is good and strong.</p>	<p><b>118 Festival of Lanterns (7/23/04)</b> Sheegwa, Dongwa, and Sagwa work hard to fix a lantern that they have ruined. <b>Tip:</b> Read <i>It Wasn't My Fault</i> by Helen Lester.</p>
<p><b>108 Sagwa's Swan Song (7/9/04)</b> Tai Tai is angry when she thinks that the anniversary gifts that she and the Magistrate received aren't spectacular. <b>Tip:</b> Talk about what made Tai Tai change the way she felt about the gifts.</p>	<p><b>119 Mini-documentary: Monument (7/26/04)</b> Visit monuments around the world, from the Great Wall of China to Ellis Island. <b>Tip:</b> Save some empty boxes and have your child use them to build a monument that honors your family.</p>
<p><b>109 Cat and Mouse (7/12/04)</b> Sagwa gives in to peer pressure and stops playing with her friends, the mice. <b>Tip:</b> Ask, "What would you say to someone who told you that you shouldn't play with one of your friends?"</p>	<p><b>120 Collar of Time (7/27/04)</b> The collar that Sagwa is embarrassed to wear turns out to be sacred to her family. <b>Tip:</b> Ask, "Why do you think Sagwa wanted to wear the collar in the end?"</p>
<p><b>110 Foolish Magistrate's Aching Tooth (7/13/04)</b> Dongwa warns Sagwa to stay away from the Crested Porcupine, but she has to get a quill to help the Magistrate's tooth ache. <b>Tip:</b> Read <i>Big Al</i> by Andrew Clements.</p>	<p><b>121 Invention by Mistake (7/28/04)</b> The Foolish Magistrate wants to invent something useful, and Sagwa and Fu-Fu are eager to help. <b>Tip:</b> Give your child some paper-towel tubes, pipe cleaners, paper, and tape. Then ask her to invent something and talk about what it can be used for.</p>
<p><b>111 Treasure Hunters (7/14/04)</b> Sagwa and her friends go on a treasure hunt and have to work together when they get trapped in a cave. <b>Tip:</b> Ask, "What would have happened if Shei-hu wasn't there to help Sagwa and Fu-Fu?"</p>	<p><b>122 New Cook in the Kitchen (7/29/04)</b> Cook worries that his recipes are no longer good enough when everyone praises his little brother's cooking. <b>Tip:</b> Read <i>The Pain and the Great One</i> by Judy Blume.</p>
<p><b>112 Mini-documentary: Moon (7/15/04)</b> Moon cakes are a tasty treat that are eaten during the Chinese Moon Festival. <b>Tip:</b> Read <i>The Moon Lady</i> by Amy Tan.</p>	<p><b>123 Tough Guy Dongwa (7/30/04)</b> Dongwa wants to help a hurt bird, but the alley cats tease him about it. <b>Tip:</b> Ask, "What would you have said to the alley cats if you wanted to help the bird?"</p>