



View & Do



sesameworkshop.

Issue 6

Your Monthly Viewing Guide

June 2004

Sesame Street 4065 The Square Game (on IPTV 6/28/04 at 9 a.m.)

Join Elmo and Zoe as they play an exciting new game show, the “*Sesame Street Square Game*.” After the host, Mr. Square, points out exactly what a square looks like, Zoe and Elmo have to find ten squares before a mouse climbs up the grandfather clock and rings the bell. The search begins on *Sesame Street* as the two furry monsters look for squares. Each time they find one, Mr. Square counts how many they have and how many they still need to find. They find a sign shaped like a square, a block with sides shaped like squares, and more . . . all before the bell rings.

Preschoolers love to explore shapes. Activities such as playing with and identifying shapes in the world around them help young children develop early math skills, and give them a strong foundation for later math learning. Ask your child to name his favorite shape. Then create your own Shape Game, searching for your child’s favorite shape in your house or around the neighborhood. Take paper and a pen with you so you can write down everything your child points out. Later, you can look at the list together and talk about what you saw. You could even make your own “square” book full of pictures of the things your child saw on her square safari.

You might also want to read:

What Is Square? by Rebecca Kai Dotlich

Don’t forget to check us out online.

Go to: www.sesamestreet.com

www.pbskids.org/dragontales

www.pbskids.org/sagwa

www.pbskids.org/sesamestreet



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>4072 (6/1/04) Gabi plays <i>Rhyme and Stop</i> with Snuffy when she gets sidetracked on her way to Hooper's store. Tip: Play your own rhyming game by taking turns thinking of rhymes for words like <i>cat</i>, <i>fly</i>, and <i>bee</i>. Letter and Number: P, 15</p>	<p>4057 Global Grover (6/16/04) Global Grover learns about the beautiful Chinese peacock dance. Tip: Ask, "What dance would you teach Grover?" Letter and Number: C, 10</p>
<p>4073 Elmo's World: Drawing (6/2/04) Elmo and his friends show what amazing things they can do with a crayon. Tip: Read <i>Harold and the Purple Crayon</i> by Crockett Johnson. Letter and Number: Q, 16</p>	<p>4058 (6/17/04) Maria helps Zoe, Elmo, Telly, and Baby Bear see that each of them has the best pet for him or her. Tip: Read <i>A Pet for Me: Poems</i> by Lee Bennett Hopkins. Letter and Number: B, 8</p>
<p>4074 (6/3/04) Telly's delivery of letters from the "Letter of the Month" club fill up Hooper's store, leaving no room for Henrietta Honker's birthday party. Tip: Read <i>Chicka Chicka Boom Boom</i> by John Archambault. Letter and Number: R, 18</p>	<p>4059 (6/18/04) Baby Bear finds it hard to believe that his little sister doesn't like porridge. Tip: Talk about different things that members of your family like, and don't like to eat. Letter and Number: N, 3</p>
<p>4075 (6/4/04) Cookie Monster has to wait for Alan to bake a new batch of cookies, so he passes the time by making up a story. Tip: Ask your child to tell a story about what King Cookie would do if he didn't have any cookies. Letter and Number: S, 19</p>	<p>4060 (6/21/04) Someone new takes over Hooper's store when Alan goes on vacation, and Big Bird has to adjust to the change. Tip: Read <i>Meredith's Mother Takes the Train</i> by Deborah Lee Rose. Letter and Number: D, 17</p>
<p>4076 (6/7/04) Baby Bear is shocked when his baby sister has a louder growl than he does. Tip: Ask, "How did Baby Bear feel when his baby sister growled louder than he could?" Letter and Number: G, 20</p>	<p>4061 (6/22/04) Cinderella's Fairy Godmother makes a mistake and accidentally turns her into a chicken. Tip: Ask, "How do you think Cinderella's Fairy Godmother felt after she turned Cinderella into a chicken?" Letter and Number: E, 5</p>
<p>4077 (6/8/04) Gabi helps Zoe and Elmo learn to play fairly when they visit her at Hooper's store. Tip: Help your child practice taking turns by playing a board game or Follow the Leader. Letter and Number: U, 3</p>	<p>4062 Elmo's World: Feet (6/23/04) You find them at the bottom of your body, and you couldn't walk or run or ride a bike without them. They're your very own feet. Tip: Read <i>The Foot Book</i> by Dr. Seuss. Letter and Number: F, 6</p>
<p>4078 (6/9/04) Baby Bear has a problem to solve when he can't get Curly Bear to take a nap. Tip: Ask, "What would you do to help get Curly Bear to sleep?" Letter and Number: V, 8</p>	<p>4063 (6/24/04) Elmo's chicken dance dream is so good, he wants to have it again! Tip: Ask, "Which song would you sing to help Elmo go to sleep?" Letter and Number: T, 20</p>
<p>4079 Global Grover (6/10/04) Global Grover visits Puerto Rico and learns about a percussion instrument called the <i>guiro</i> (GWEE ro). Tip: Make your own guiro by rubbing a spoon against the ridges of an empty plastic water bottle. Letter and Number: W, 5</p>	<p>4064 (6/25/04) Rocco is teaching Elmo and Zoe a new dance and they wind up in Oscar's trashcan grooving with his pet pig. Tip: Have your child select some music and teach you a new dance she made up. Letter and Number: A, 1</p>
<p>4080 (6/11/04) Elmo's Fairy Godperson grants his wish and turns him into a bird, but he soon realizes that he really wants to be his old self, Elmo. Tip: Ask your child to show you how he would act if a Fairy Godperson turned him into a furry red monster. Letter and Number: X, 2</p>	<p>4065 Elmo's World: Games (6/28/04) Learn about the games that Elmo and his friends like to play. Tip: Play a game of Duck, Duck, Goose with your child and her siblings or friends. Letter and Number: I, 7</p>
<p>4081 (6/14/04) When two kids make fun of Rosita's accent, she decides not to speak at all. Tip: Ask, "How did Rosita feel when the children made fun of her accent?" Letter and Number: Y, 7</p>	<p>4066 (6/29/04) Baby Bear rewrites the story of "Goldilocks and the Three Bears" to include his baby sister, Curly. Tip: Read <i>Dusty Locks and the Three Bears</i> by Susan Lowell. Letter and Number: J, 9</p>
<p>4082 (6/15/04) Big Bad Wolf has to learn how to control his huffing and puffing after he loses a game. Tip: Play a board game with your child. Talk about how your child feels when he wins or loses. Letter and Number: Z, 11</p>	<p>4067 (6/30/04) Elmo, Miles, Gordon, and Mr. Robinson find that they have something in common—they all love music! Tip: Have your child create a Family Sing-along by teaching everyone his favorite song. Letter and Number: K, 4</p>



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

<p>117 A Smashing Success (6/1/04) Zak gets blamed for breaking Wheezie's trumpet because Emmy doesn't want to confess that she broke it. Tip: Ask, "What would you do if you broke a friend's toy?"</p>	<p>128 A True-Blue Friend (6/16/04) Fingerpainting gets really messy when the gang accidentally uses permanent paint. Tip: Ask, "What directions did Quetzal give to remove the paint?"</p>
<p>118 Wheezie's Hairball (6/2/04) Zak and Wheezie have to figure out a way to talk to their new pet fur ball. Tip: Ask, "How did Zak and Wheezie learn what their pet needed?"</p>	<p>129 Zak Takes a Dive (6/17/04) Zak wants to swim with his friends at the Dagoon Lagoon, but he has to learn how to swim first. Tip: Help your child practice a new skill that she wants to learn, such as climbing the monkey bars in the park.</p>
<p>119 A Tall Tale (6/3/04) Max proves that even though he's small, he can get the job done. Tip: Read <i>You're Too Small</i> by Shen Roddie.</p>	<p>130 Light My Firebreath (6/18/04) Wheezie's lost her firebreath, and the gang has to follow Dr. Boobogone's directions to help her get it back. Tip: Read <i>Froggy Gets Dressed</i> by Jonathan London.</p>
<p>120 Dragon Tunes: "Wiggle" (6/4/04) Get ready to wiggle with your Dragon Tales friends as they sing a song together. Tip: Play a game of "Follow the Wiggling Leader," where the leader shows which body part to wiggle.</p>	<p>131 Max and the Magic Carpet (6/21/04) Ord's feelings are hurt when Max spends all his time playing with a flying carpet. Tip: Talk about what your child would do if he wanted to play with a friend who was busy doing something else.</p>
<p>121 Treasure Hunt (6/7/04) The gang gets stuck inside the Treasure Trove when they forget Quetzal's directions. Tip: Together, sing "Head, Shoulders, Knees, and Toes." Remember to follow the directions in the song.</p>	<p>132 Baby Troubles (6/22/04) Getting Cassie's baby sister down for a nap is a lot of work for Max, Emmy, and their dragon friends. Tip: Read <i>Little Brown Bear Won't Take a Nap</i> by Jane Dyer.</p>
<p>122 Get Offa My Cloud (6/8/04) Max rides a huge sunflower into the sky when he adds Wonder Water to the gang's garden. Tip: Read <i>The Tiny Seed</i> by Eric Carle.</p>	<p>133 Roller Coaster Dragon (6/23/04) It's hard for Wheezie to wait for her turn when the gang has to stand in line for a ride on the roller coaster. Tip: To pass the time when your child has to wait for a turn, play a game of "I Spy" together.</p>
<p>123 Dragon Tunes: "Clap" (6/9/04) The gang sings a song that you can clap along to. Tip: Show your child how to clap to different tempos by putting on slow and fast music and asking your child to clap along to the beat.</p>	<p>134 Up, Up, and Away (6/24/04) The gang gets to work when Ord floats away inside a giant bubble. Tip: Ask your child to tell you a story about how she would get you out of a giant bubble.</p>
<p>124 Dragon Tunes: "Stretch" (6/10/04) See how high you can stretch when you sing this song. Tip: Ask your child to describe what he sees when he looks up and stretches up high, then what he sees when he looks down and stretches down low.</p>	<p>135 Dragon Tunes: "Zoo" (6/25/04) The gang sings about a trip to the zoo and they act like the animals they see there. Tip: Have an "Animal Olympics," and see who has the fastest spider crawl, the longest kangaroo jump, and the loudest monkey screech.</p>
<p>125 Frog Prints (6/11/04) Max finds a uni-croaker frog and can't wait to take it home as a pet. Tip: Read <i>Make Way for Ducklings</i> by Robert McCloskey.</p>	<p>136 The Ugly Dragling (6/28/04) The gang teaches a colorful dragon that being different isn't a bad thing. Tip: Read <i>Bein' With You This Way</i> by W. Nikola-Lisa</p>
<p>126 Crash Landings (6/14/04) Zak is afraid to get hurt after he crashes into a tree, and he doesn't want to enter the big race. Tip: Have your child tell a story about what Zak should do to prepare for the next race.</p>	<p>137 Lights, Camera, Dragons! (6/29/04) Emmy learns to think about the feelings of her brother and her friends when she directs a movie. Tip: Ask, "How do you think Max and the dragons felt when Emmy didn't listen to them?"</p>
<p>127 Quetzal's Magic Pop-up Book (6/15/04) When the gang goes inside Quetzal's magic book, the stories come to life because of everyone's thoughts. Tip: Ask, "How would you change the story of <i>The Three Little Pigs</i> if you were inside Quetzal's book?"</p>	<p>138 Bully for You (6/30/04) The dragons learn something about the new bully at school who has been hurting their feelings. Tip: Read <i>Stop Picking on Me</i> by Pat Thomas.</p>

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

<p>120 A Collar of Time (6/1/04) Sagwa buries her new collar when everyone teases her about it, then is upset when it's missing. Tip: Ask, "Why do you think Sagwa wanted to wear her collar in the end?"</p>	<p>131 Mini-documentary: Moon Festival (6/16/04) The moon is the inspiration behind a Chinese festival, and an African folktale. Tip: Read <i>Owl Moon</i> by Jane Yolen.</p>
<p>121 Mini-documentary: Cooking (6/2/04) Meet a girl who likes to bake cakes, and find out about an interesting snack on the Australian outback. Tip: Let your child help you cook by measuring ingredients for you.</p>	<p>132 Zodiac Zoo (6/17/04) The twelve animals of the Chinese calendar compete to see who will be first. Tip: Read <i>Corduroy</i> by Don Freeman.</p>
<p>122 New Cook in the Kitchen (6/3/04) Cook feels jealous of his little brother when everyone loves his cooking, but they work together to make a special "nine-treasure soup." Tip: Read <i>I Love You the Purplest</i> by Barbara Joose.</p>	<p>133 Lost and Found (6/18/04) Sagwa and Fu-Fu lose an expensive medallion, then argue about whose fault it is. Tip: Read <i>Oscar Got the Blame</i> by Tony Ross.</p>
<p>123 Tough Guy Dongwa (6/4/04) Dongwa has to ignore his friends' jibes when a little lost bird needs his help. Tip: Ask, "What do you think the little bird might tell <i>his</i> friends about Dongwa?"</p>	<p>134 All Grown Up (6/21/04) Sheegwa wants everyone to think she's mature, and Baba wants to prove he is young. They both learn to appreciate their ages. Tip: Let your child search through old magazines to find people. Talk about how young and old people are shown in the pictures.</p>
<p>124 A Precious Gift (6/7/04) Sheegwa wants to keep Tai-Tai's beautiful necklace, but the alley cats run off with it. Tip: Ask, "Why do you think Tai Tai was happy to have the necklace back, even though it was broken?"</p>	<p>135 Too Close for Comfort (6/22/04) The palace becomes crowded and cramped when the Magistrate's family moves in. Tip: Ask your child to tell a story about what would happen if your family had to move into the palace.</p>
<p>125 The Favorite (6/8/04) Sagwa doesn't do her work for the Dragon Festival because she is too worried about Dongwa being her father's favorite child. Tip: Spend some time alone with your child and tell her why you think she is special.</p>	<p>136 The Name Game (6/23/04) The alley cats make fun of the kittens' names. Nai Nai tells them a story that shows how special their names are. Tip: Ask, "How do you think the kittens felt about their names after they heard Nai Nai's story?"</p>
<p>126 Tea for Two Monkeys (6/9/04) Cook brings in two tea monkeys when the Magistrate demands more tea which needs to be picked. Dongwa gets jealous of the attention they get. Tip: Read <i>Yertle the Turtle</i> by Dr. Seuss.</p>	<p>137 Homesick Jun (6/24/04) Jun is happy at the palace, until she misinterprets a fortuneteller's reading and becomes homesick. Tip: Read <i>You Can Go Home Again</i> by Jirina Marton.</p>
<p>127 Mini-documentary: Neighborhood (6/10/04) Visit different neighborhoods, from a city to a cattle station in Australia. Tip: Take a walk around your neighborhood with your child and talk about the people who live and work there.</p>	<p>138 Return of the Rat (6/25/04) A rat promises to help Sheegwa, but only if she'll steal for him. Tip: Ask, "What would you do if someone told you to steal a cookie?"</p>
<p>128 Fu-Fu's Full Moon Flight (6/11/04) Two bully bats cause Fu-Fu to lose his confidence before his big night as the leader of the flock. Tip: Help your child practice what he would say to someone who bullied him.</p>	<p>139 Catsitter (6/28/04) The kittens learn things about themselves from an unusual catsitter. Tip: Read <i>The Little Engine That Could</i> by Watty Piper.</p>
<p>129 A Catfish Tale (6/14/04) A fish and a cat fall in love in this magical tale, and the story shows Sagwa the importance of family. Tip: Ask your child to tell you something that she learned from an older person.</p>	<p>140 Cha-Siu Bow Wow Miao (6/29/04) A Miao who barks? Sagwa and her siblings are surprised to learn that their cousin is a dog. Tip: Ask your child to tell a story about Sagwa meeting an uncle who is a duck.</p>
<p>130 Spreading Rumors (6/15/04) When she finds out that Dongwa has been ignoring her to play with a friend, Sagwa starts a rumor that grows and grows. Tip: Ask, "Do you think Sagwa would have told the rumor if she knew what would happen in the end?"</p>	<p>101 How Sagwa Got Her Colors (6/30/04) When the Foolish Magistrate declares, "No singing," Sagwa accidentally changes the rule and does a wonderful thing for the village. Tip: Ask, "What would it be like if there was really a no singing rule?"</p>