



PROGRAM	WATCH & PLAY
<p><b>Monday,</b> <b>January 11, 2021</b> <b>at 10:00am</b> <b>DANIEL TIGER'S</b> <b>NEIGHBORHOOD</b></p> 	<p><b>SOCIAL AND EMOTIONAL LEARNING</b></p> <p><b>EPISODES - Good Morning Daniel/Goodnight Daniel</b></p> <p><b>FOCUS - Importance of routines</b></p> <p><small>PA STANDARD: CC.1.4.K.B USE A COMBINATION OF DRAWING, DICTATING, AND WRITING</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Following a schedule each day makes children feel safer and happier, which often leads to better behavior and cooperation. When they know what to expect, and what's expected of them, kids feel more comfortable and confident about what lies ahead. Encourage your child to make a chart or write a list of their daily morning and evening routines. Younger children can dictate or write phonetically and add pictures.</p>
<p><b>Tuesday,</b> <b>January 12, 2021</b> <b>at 10:30am</b> <b>ELINOR WONDERS</b> <b>WHY</b></p> 	<p><b>SCIENCE AND NATURE</b></p> <p><b>EPISODES - The Science of Staying Warm/The Seed of an Idea</b></p> <p><b>FOCUS - How nature inspired designs of certain human-made objects</b></p> <p><small>PA STANDARD: 3.3.4.B - KNOW THAT LIVING THINGS ARE MADE UP OF PARTS THAT HAVE SPECIFIC FUNCTIONS 3.2.4.B - RECOGNIZE AND USE THE TECHNOLOGICAL DESIGN PROCESS TO SOLVE PROBLEMS</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Play a guessing game to match an animal with the human-made object it inspired. Give your child a list of animals and human-made objects to draw or cut out in magazines. Put the animals in one pile and the pictures of human-made objects in another. Look at the pictures together. Ask your child "Which animal has a feature that is like the human-made object?" Examples: airplane and bird wings; scuba fins and frog legs/feet; bullet train and Kingfisher bird beak; Velcro and bur seeds; LED lights and fireflies; medical adhesive bandages and spider silk. Can you think of other human-made objects that might be inspired by nature?</p>
<p><b>Wednesday,</b> <b>January 13, 2021</b> <b>at 11:30am</b> <b>PEG + CAT</b></p> 	<p><b>MATHEMATICS</b></p> <p><b>EPISODES -The Pentagirls Problem/The Tree Problem of National Importance</b></p> <p><b>FOCUS - Exploring height and length</b></p> <p><small>PA STANDARD: CC.2.4.K.A.1 DESCRIBE AND COMPARE ATTRIBUTES OF LENGTH, AREA, WEIGHT, AND CAPACITY OF EVERYDAY OBJECTS</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Use tape to create a line on the floor and get out a measuring tape or ruler. Have your child stand at one end of the line and jump forward as far as they can. Mark where they landed and then measure together how far your child jumped. Encourage your child to write down how many inches/feet and how many centimeters/meters they jumped. Then, try measuring the height and length of other objects in the room and keep a chart. If you don't have a measuring tape or ruler, try using a non-standard unit of measurement such as your child's foot, a pillow, a spoon, etc.</p>
<p><b>Thursday,</b> <b>January 14, 2021</b> <b>at 11am</b> <b>SESAME STREET</b></p> 	<p><b>SOCIAL AND EMOTIONAL LEARNING/LITERACY</b></p> <p><b>EPISODE - The Great Sesame Street Cake Off</b></p> <p><b>FOCUS - Literacy activity: making a birthday cake</b></p> <p><small>PA STANDARD: CC.1.4.K.B USE A COMBINATION OF DRAWING, DICTATING, AND WRITING. CC.1.4.K.C / CC1.4.K.O WITH PROMPTING AND SUPPORT, GENERATE IDEAS AND DETAILS TO CONVEY INFORMATION...DESCRIBE EXPERIENCES AND EVENTS.</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Gather paper and crayons or markers for your child to create a paper birthday cake. Make a simple outline of a square or round cake and write out on separate paper (or dictate) instructions for your child to read or follow as they decorate the cake. Examples: 1) Pick a flavor and color the side of the cake in a way that makes you think of that flavor; 2) Pick a frosting and color the top of the cake; 3) Above the cake, write out "Happy Birthday". Older children can write a short story about their favorite birthday or a "how to" mini-book on how to make a cake, using the cake they created as their cover.</p>
<p><b>Friday,</b> <b>January 15, 2021</b> <b>at 10am</b> <b>DANIEL TIGER'S</b> <b>NEIGHBORHOOD</b></p> 	<p><b>SOCIAL AND EMOTIONAL LEARNING</b></p> <p><b>EPISODES - Daniel Learns About Lizards/Daniel Wonders About Trolley</b></p> <p><b>FOCUS - Fostering curiosity and imagination</b></p> <p><small>PA STANDARD: 3.2.4.C - RECOGNIZE AND USE THE ELEMENTS OF SCIENTIFIC INQUIRY TO SOLVE PROBLEMS</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Share with your child something you recently learned or discovered and encourage them to share in return. Is there something they saw or heard that made them curious and want to learn more about it? Encourage your child to research and investigate and write about their findings. Younger children can dictate or sound out words phonetically. Then, play a pretend trolley game! Let your child line up chairs in pairs or row. Encourage your child's imagination by pretending to look out the window and talk about what you see.</p>