








PROGRAM	WATCH & PLAY
<p><b>Monday, October 26, 2020 at 11am SESAME STREET</b></p> 	<p><b>SOCIAL/EMOTIONAL LEARNING AND LITERACY</b></p> <p><b>EPISODE - A New Friend on Sesame Street</b></p> <p><b>FOCUS - Friendship</b></p> <p>PA STANDARD: CC.1.2.1.J / CC.1.3.1.J USE WORDS AND PHRASES ACQUIRED THROUGH CONVERSATIONS, READING, AND BEING READ TO, AND RESPONDING TO TEXTS, INCLUDING WORDS THAT SIGNAL CONNECTIONS AND RELATIONSHIPS</p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Help children draw the connection between their kind, cooperative behavior and friendship. This might sound like, "I noticed that you sat by your sister when she was feeling upset. You are a good friend," or "Let's help clean up before we have dinner. Cleaning up is a great way to be a friend." Encourage your child to connect with a friend by writing a short letter, card or drawing a picture. Deliver or mail it and see if they write back.</p>
<p><b>Tuesday, October 27, 2020 at 11:30am PEG+CAT!</b></p> 	<p><b>MATHEMATICS</b></p> <p><b>EPISODES - The Parade Problem/The Halloween Problem</b></p> <p><b>FOCUS - Attributes and sorting</b></p> <p>PA STANDARD: CC.2.4.K.A.1 DESCRIBE AND COMPARE ATTRIBUTES OF LENGTH, AREA, WEIGHT, AND CAPACITY OF EVERYDAY OBJECTS. 3.2.4.B - DESCRIBE OBJECTS IN THE WORLD USING THE FIVE SENSES</p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Gather 5 different objects (for example, plastic toys, balls, crayons, stickers). Ask your child to draw and write words describing each object. Once you have completed a good list of words, introduce the word attribute--a characteristic used to describe an object. Choose one word from the list. Decide together what attribute each word describes---for example, size, shape, color, texture, etc. Then, together sort the words on a simple chart.</p>
<p><b>Wednesday, October 28, 2020 at NOON SCI GIRLS</b></p> 	<p><b>SCIENCE &amp; NATURE</b></p> <p><b>EPISODE - Cartoon Coders</b></p> <p><b>FOCUS - Creating a storyboard to tell a story or convey a message</b></p> <p>PA STANDARD: CC.1.4.K.E / CC.1.4.K.P WITH PROMPTING AND SUPPORT, ILLUSTRATE USING DETAILS AND DICTATE/WRITE USING DESCRIPTIVE WORDS / RECOUNT A SINGLE EVENT... TELL ABOUT EVENTS IN ORDER...PROVIDE A REACTION</p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Encourage your child to create a "storyboard"—a series of pictures to tell a story from beginning to end. What kind of story do they want to tell or message they want to convey? What will their characters look like? Cartoon characters or characters based on real life?</p>
<p><b>Thursday, October 29, 2020 at 12:30pm WILD KRATTS</b></p> 	<p><b>SCIENCE &amp; NATURE</b></p> <p><b>EPISODE -Secrets of the Spider's Web</b></p> <p><b>FOCUS - Spider silk and webs</b></p> <p>PA STANDARD: 3.3.4.B - KNOW THAT LIVING THINGS ARE MADE UP OF PARTS THAT HAVE SPECIFIC FUNCTIONS. 3.2.4.D - RECOGNIZE AND USE THE TECHNOLOGICAL DESIGN PROCESS TO SOLVE PROBLEMS</p> <p><b>ACTIVITY: TRY THIS</b></p> <p>You and your child can make a simple lacing spider web with just a paper plate and yarn or string. Cut several notches around the edge of the paper plate. Tape the yarn to the back of the plate. Start weaving it over and across the plate, fitting it into the notches. When you're satisfied with your web, tape the end of the yarn on the back. Then you can add a pretend spider to your web (you can use plastic toys, cut-out drawings, pom poms, etc.).</p>
<p><b>Friday, October 30, 2020 at 12:00pm WILD KRATTS</b></p> 	<p><b>SCIENCE &amp; NATURE</b></p> <p><b>EPISODE - Creepy Creatures (hour episode)</b></p> <p><b>FOCUS - Survival characteristics: bats and spiders</b></p> <p>PA STANDARD: 3.3.4.B - KNOW THAT LIVING THINGS ARE MADE UP OF PARTS THAT HAVE SPECIFIC FUNCTIONS</p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Pick a creature featured in the show such as a Vampire Bat or Goliath Tarantula and write three things you learned about that creature. What characteristics do they have that help them protect themselves from predators? Then try pretending to be a bat by using a bath towel to simulate a bat's wings. Drape the towel around your shoulders. In order to fly, a bat moves its wings in the same way a person would move his or her arms to swim the butterfly stroke. Try this by "flying" around the room.</p>