

**WATCH TOGETHER** | **EXPLORE TOGETHER**

## CURIOS GEORGE

WITF TV  
M-F 9am  
WITFK 24/7  
M-F 4:30pm; 5pm



**Curious George** inspires children to explore science, engineering, and math in the world around them. And what better guide is there for this kind of exploration than the world's most curious monkey? George lives to find new things to discover, touch, spill, and chew. Everything is new to George and worth investigating and these investigations often have unintended consequences.



Curious George often gets himself in a tricky situation or a bit of trouble. Ask your child: "How do you feel when you get in trouble or make a mistake?" Remind your child that mistakes happen to everyone. Even to you!

PA STANDARD: 16.1.K.A.3 - DISTINGUISH BETWEEN EMOTIONS AND IDENTIFY SOCIALLY ACCEPTED WAYS TO EXPRESS THEM.  
16.1.K.B.4.4 - DEMONSTRATE CONFIDENCE IN OWN ABILITIES.



Play a math game with your child using a deck of cards. Take out all the face cards and then deal the rest of the cards evenly between the two of you. Flip over one card at a time. The highest card wins both cards. Keep playing until someone has collected all the cards.  
**EXTEND IT:** Test your sense of balance by trying to build a house out of cards. Lean the cards against each other to construct some shapes.

PA STANDARD: 2.1.K.A.3 - APPLY THE CONCEPT OF MAGNITUDE TO COMPARE NUMBERS AND QUANTITIES. 3.4.4.C - OBSERVE AND DESCRIBE DIFFERENT TYPES OF FORCE AND MOTION.  
3.2.4.D - RECOGNIZE AND USE THE TECHNOLOGICAL DESIGN PROCESS TO SOLVE PROBLEMS. 2.3.K.A.2 - ANALYZE, COMPARE, CREATE, AND COMPOSE TWO- AND THREE-DIMENSIONAL SHAPES.



What is something your child is curious about? Take a muffin tin or a clean empty egg carton and go outside to create a collection. Look for different kinds of rocks or plants or leaves. Put one in each cup. Now look at your specimens and describe and compare them? Are some bumpier or heavier? Are they similar in color of different? Try describing them together. **EXTEND IT:** Play a version of "Guess who?" using your collection. Give clues to your child to eliminate some of the items. For instance, say, "It is green". Then your child can eliminate everything that is NOT green. Keep playing and giving clues until your child guesses.

PA STANDARD: 3.2.4.B - DESCRIBE OBJECTS IN THE WORLD USING THE FIVE SENSES. 2.4.K.A.1 - DESCRIBE AND COMPARE MEASURABLE ATTRIBUTES OF LENGTH AND WEIGHTS OF EVERYDAY OBJECTS.  
3.2.PK.A.1 - SORT AND DESCRIBE OBJECTS ACCORDING TO SIZE, SHAPE, COLOR, AND TEXTURE.



Curious George has lots of questions. Read a story together and try predicting. Look at the cover. Ask your child what they think the book will be about and why they think that. Then several times while you are reading the story pause and ask your child what they think will happen next. Those predictions help your child become a better reader.

PA STANDARD: 1.1.1.B - DEMONSTRATE UNDERSTANDING OF THE ORGANIZATION AND BASIC FEATURES OF PRINT.  
1.2.1.B / 1.3.1.B - ASK AND ANSWER QUESTIONS ABOUT KEY DETAILS IN A TEXT.



Go outside and bring something like a stick, leaf, flower or rock inside. Provide some art materials like crayons, watercolors, play dough or colored pencils. Try using the natural item in your art.  
**EXTEND IT:** Create something that is inspired by your item from nature. You may use the same colors or shapes. You may think about the type of item. While you are creating, ask your child to tell you about their choices.

PA STANDARD: 3.4.4.A - RECOGNIZE BASIC CONCEPTS ABOUT THE STRUCTURE AND PROPERTIES OF MATTER.  
9.1.V.PK.B - COMBINE A VARIETY OF MATERIALS TO CREATE A WORK OF ART.