

**SESAME STREET**  
WITF TV  
M–F 11am  
WITFK 24/7  
M–F 9am



Do you know how to get to *Sesame Street*? On this very special street, Sesame’s characters and friends inspire your child to explore their imagination, build social skills and learn about math, literacy, science, and the arts. What better way to prepare for school and life than by going to *Sesame Street*!

**ACTIVITY: MONDAY, OCTOBER 11 - SOCIAL and EMOTIONAL LEARNING**



*Sesame Street* friends practice being good listeners. Your child can practice too by playing the game “Telephone”. Line up family members or classmates and take turns whispering simple and short sentences in each other’s ears and passing it down the line. You can also play in pairs. At the end, repeat back what you said to one another. Was it the same or different?

PA STANDARD: 16.2.PK.A - INTERACT WITH PEERS AND ADULTS IN A SOCIALLY ACCEPTABLE MANNER. 1.5.PK.C - ENGAGE IN RECIPROCAL COMMUNICATION WITH ADULTS AND PEERS.

**ACTIVITY: TUESDAY, OCTOBER 12 - MATH THINKING**



Make some counting “chocolate chip cookies” with circles of paper and a hole-punch or marker. Put a different number of chips or holes on each cookie. On the back of each “cookie”, you can write the number of chips. Start with numbers 1-5 for younger children. Place the “cookies” on a tray or flat surface and ask your child to count the chips on each cookie using their finger to touch each chip as they count, then flip over the cookies to check their counting.

PA STANDARD: 2.1.PK.A.1 - KNOW NUMBER NAMES AND COUNT SEQUENCE. 2.1.PK.A.2 - COUNT TO TELL THE NUMBER OF OBJECTS. 2.4.PK.A.4 - CLASSIFY OBJECTS AND COUNT THE NUMBER OF OBJECTS IN EACH CATEGORY.

**ACTIVITY: WEDNESDAY, OCTOBER 13 - EARLY LITERACY**



Talk to your child about rhymes and explain that two words rhyme when they end in the same sound such as “big” and “dig” and “bird” and “word”. Try playing an “I Spy” rhyming game with your child. Choose an object for your child to find (for example, a block). Then think of a word that rhymes with your chosen object and include it in the spy clue: “I spy something that rhymes with sock.” Your child will then look for something that rhymes with your clue. You may need to give your child hints. Once they guess correctly, try and think of other words that rhyme with that clue.

PA STANDARD: 11.1.PK.C - DEMONSTRATE UNDERSTANDING OF SPOKEN WORDS, SYLLABLES, AND SOUNDS (PHONEMES).

**ACTIVITY: THURSDAY, OCTOBER 14 - SCIENCE THINKING**



Fruits and vegetables are some of Elmo’s healthy heroes. Ask your child where they think vegetables and fruit come from and talk about how plants and trees grow food we eat. Either at the produce section of a food store or at home, invite your child to describe how some of the fruits and vegetables look, smell and feel. Then, together make a healthy snack with a favorite vegetable or fruit!

PA STANDARD: 3.2.PK.A.1 - SORT AND DESCRIBE OBJECTS ACCORDING TO SIZE, SHAPE, COLOR, AND TEXTURE. 4.4.PK.A - IDENTIFY WHAT PLANTS AND ANIMALS NEED TO GROW. 10.1.PK.C - IDENTIFY FOODS THAT KEEP OUR BODY HEALTHY.

**ACTIVITY: FRIDAY, OCTOBER 15 - THE ARTS**



Make homemade *Sesame Street* puppets. Encourage your child to “draw” pictures of their favorite *Sesame Street* characters on top of paper lunch bags or on paper that you can attach to a popsicle stick. Then put on a puppet show. Pick a situation or story for the puppets to act out. Sing a favorite song or talk like Cookie Monster, Elmo, or Oscar.

PA STANDARD: 9.1.V.PK.B - COMBINE A VARIETY OF MATERIALS TO CREATE A WORK OF ART. 9.1.V.PK.E - USE IMAGINATION AND CREATIVITY TO EXPRESS SELF THROUGH VISUAL ARTS.  
9.1.D.PK.B - RECREATE A DRAMATIC PLAY EXPERIENCE FOR AN AUDIENCE.