

**ELINOR WONDERS
WHY**

WITF TV
M–F 10:30am
WITFK 24/7
M–F 9:30am,
3:30pm



Elinor Wonders Why aims to encourage your child to follow their curiosity, ask questions when they don't understand and find answers using science inquiry skills.

ACTIVITY: MONDAY, OCTOBER 18 - SOCIAL and EMOTIONAL LEARNING



Elinor wonders how she and her friends can work together to solve a problem. Try practicing teamwork by playing a hide and seek game using “hot and cold” clues. One partner hides an object somewhere in the room while the other partner waits in another room or covers their eyes. The “finder” will then try to find the hidden object by receiving clues from the other partner: “You are getting warmer” if they are close to the object or “You are getting colder” if they are far away from the object.

PA STANDARD: 1.5.PK.C – RESPOND TO WHAT A SPEAKER SAYS IN ORDER TO FOLLOW DIRECTIONS, SEEK HELP, OR GATHER INFORMATION. 16.2.PK.A.7 – PLAY COOPERATIVELY WITH A FEW PEERS FOR A SUSTAINED PERIOD OF TIME.

ACTIVITY: TUESDAY, OCTOBER 19 - MATH THINKING



Elinor wonders how to make a pattern. Start by gathering a group of two different items. For example, outside you can use rocks and sticks—lay out one rock and then one stick. Then add one more rock and ask your child what item would come next. Once your child figures out the pattern, let them build until you run out of rocks or sticks. You can also do this inside using two different items such as snack or food items (apples and oranges), spoons and forks, or toys and stuffed animals.

PA STANDARD: AL.2.PK.D – RECOGNIZE AND EXTEND SIMPLE PATTERNS. 2.4.PK.A.4 – CLASSIFY OBJECTS AND COUNT THE NUMBER OF OBJECTS IN EACH CATEGORY.

ACTIVITY: WEDNESDAY, OCTOBER 20 - EARLY LITERACY



Elinor wonders why when reading a story. While reading a story together, ask your child questions and follow their lead if they have questions or point things out in the book. You can start by looking at the cover and asking what they think the story may be about based on the picture. You can also prompt your child by asking what they think might happen next. Then when finished, ask your child their opinion of the book. Did you like it? What was your favorite part?

PA STANDARD: 1.3.PK.B – ANSWER QUESTIONS ABOUT A PARTICULAR STORY (WHO, WHAT, HOW, WHEN, AND WHERE). 1.2.PK. E – IDENTIFY THE FRONT COVER, BACK COVER AND TITLE PAGE OF A BOOK.

ACTIVITY: THURSDAY, OCTOBER 21 - SCIENCE THINKING



Elinor wonders how to make her race car go faster. You and your child can test how fast objects move by setting up a “speed racer” game. Gather objects that can roll or have wheels and make a starting and ending line. What objects move faster? What objects move slower?

PA STANDARD: 16.1.PK.B – 3.2.PK.B.1 – EXPLORE AND DESCRIBE THE MOTION OF TOYS AND OBJECT.

ACTIVITY: FRIDAY, OCTOBER 22 - THE ARTS



Elinor wonders about leaves. With your child, go on a leaf hunt and collect leaves that fall on the ground. With the leaves you collected, talk about the different colors and shapes. Then encourage your child to create pictures and shapes using the leaves on a flat surface either outside or inside. Ask questions to spark their imagination. For example, “Let’s try making a face. Which leaves can we use for the eyes? Nose? Mouth? Ears? Hair?” Or, “How about we try to make a square out of the leaves?”

PA STANDARD: 3.1.PK.A.5 – NAME THE BASIC PARTS OF LIVING THINGS. 2.2. PK. A.2 – ANALYZE, COMPARE, CREATE AND COMPOSE SHAPES. AL.3.PK.C - USE MATERIALS AND OBJECTS TO REPRESENT NEW CONCEPTS.