

SESAME STREET

WITFK 24/7
M-F 9am

WITF TV
M-F 11am



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*!

This week's focus: learning through role play.

ACTIVITY: MONDAY, NOVEMBER 29 - SOCIAL and EMOTIONAL LEARNING

Can Bert and Ernie get along?

Talk to your child about what it means to have a conflict, when people argue or disagree about something. Ask your child to tell you about a time when they and a friend had a conflict. How did it make them feel? How did their friend feel? What did they do to resolve the conflict? Have your child choose two stuffed animals to use to role play. Together, pretend that the stuffed animals disagree about something, such as what game to play. Ask your child to think of some solutions so that the stuffed animals can play together. Act them out! What solutions seemed to work best?

PA STANDARD: 16.1.PK.B – RECOGNIZE THAT EVERYONE HAS PERSONAL TRAITS WHICH GUIDE BEHAVIOR AND CHOICES.
16.2.PK.D – RECOGNIZE THAT CONFLICT OCCURS AND DISTINGUISH BETWEEN APPROPRIATE AND INAPPROPRIATE WAYS TO RESOLVE CONFLICT.

ACTIVITY: TUESDAY, NOVEMBER 30 - MATH THINKING

Elmo's Pretend Store

Set up a pretend store in your home or classroom. Take turns being the store worker and the customer. Experiment with different quantities of items to practice your child's understanding of what numbers and quantities represent. For example, the customer asks: "May I please have three spoons?" In response, the store worker gathers the items and counts them out loud to make sure they have the correct amount before giving them to the customer.

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, DECEMBER 1 - EARLY LITERACY

Zoe and Abby Make a Story

Encourage your child to pretend to be their favorite superhero or prince/princess and act out a simple story which includes a beginning, middle and end. What does their character do first? What happens next? What happens at the end of their story? For older children, they can also draw their story on paper. Make three boxes to represent the beginning, middle and end. Your child can illustrate a picture inside each box and then tell their story.

PA STANDARD: 1.3.PK.C – WITH PROMPTING AND SUPPORT, ANSWER QUESTIONS TO IDENTIFY CHARACTERS, SETTINGS, AND MAJOR EVENTS IN A STORY.
1.4.PK.M – DICTATE NARRATIVES TO DESCRIBE REAL OR IMAGINE EXPERIENCES OR EVENTS. 1.4.PK.P – RECOUNT A SINGLE EVENT AND TELL ABOUT THE EVENTS IN THE ORDER IN WHICH THEY OCCURRED.

ACTIVITY: THURSDAY, DECEMBER 2 - SCIENCE THINKING

Grover's Neighborhood Safari

Go on your own pretend safari. Take turns being the tour leader and the animal. The partner who is the animal can demonstrate how they move (hop, jump, slither, crawl, etc.) and what sounds they make. Can the tour leader guess the animal? Try being creative by using household items to demonstrate what an animal looks like (for example, use a scarf for a tail or a paper towel roll for a trunk or a horn).

PA STANDARD: 3.1.PK.A.5 – NAME THE BASIC PARTS OF LIVING THINGS. 10.4.PK.A – DEMONSTRATE COORDINATION OF BODY MOVEMENTS IN ACTIVE PLAY.
9.1.D.PK.E – USE IMAGINATION AND CREATIVITY TO EXPRESS SELF THROUGH DRAMATIC PLAY.

ACTIVITY: FRIDAY, DECEMBER 3 - THE ARTS

Cookie Monster's Food Truck

Play pretend restaurant or food truck. One person is the chef and the other partner is the customer. Take turns ordering a pretend food item while the chef pretends to make and cook the item and serves it. Encourage the chef to talk about the ingredients and describe how they are "preparing and cooking" the item. Be sure to have fun pretend "tasting" the items.

PA STANDARD: 9.1.D.PK.B – RECREATE A DRAMATIC PLAY EXPERIENCE FOR AN AUDIENCE. 9.1.D.PK.E – USE IMAGINATION AND CREATIVITY TO EXPRESS SELF THROUGH DRAMATIC PLAY.
AL.1.PK.C – ENGAGE IN COMPLEX PLAY SEQUENCES WITH TWO OR MORE CHILDREN.