

**CURIOUS
GEORGE**
WITFK 24/7
M-F 11:30am
M-F 4:30pm

WITF TV
M-F 9am



Curious George inspires your young learner to be curious and explore science, technology, engineering, the arts and math (STEAM) in the world around them.

This week, explore building things along with George and his friends!

ACTIVITY: MONDAY, JANUARY 17 - SOCIAL and EMOTIONAL LEARNING



When George has a hard problem to solve, he gets help from his friends and they work together for a solution. Explore some “teambuilding” activities with your child by building a tall tower together with blocks or pillows. Does it fall down? How can you build it so it doesn’t fall down? Try playing a “parachute” game using a towel or small bed sheet and place a small stuffed animal or a ball in the middle. As each partner holds up a side, work together to keep the item from falling out.

PA STANDARD: AL.1.PK.C – ENGAGE IN COMPLEX PLAY SEQUENCES WITH TWO OR MORE CHILDREN. AL.4.PK.C – ATTEMPT PROBLEM SOLVING ACTIVITIES TO ACHIEVE A POSITIVE OUTCOME.
16.1.PK.C – RECOGNIZE THAT EVERYONE MAKES MISTAKES AND THAT USING POSITIVE COPING SKILLS CAN RESULT IN LEARNING FROM THE EXPERIENCE.

ACTIVITY: TUESDAY, JANUARY 18 - MATH THINKING



George likes to build shapes out of things he finds. With your child, try making some 3D shapes such as a cube, pyramid or sphere using blocks, cubes, marshmallows, and/or other household items. For example, to make a pyramid, place 5 blocks in a row, then add 4 blocks on top (centering so a little edge is showing on each end of the bottom row). Continue adding another layer of 3, then 2, then 1. Encourage your child to count the blocks or items as they build shapes.

PA STANDARD: AL.3.PK.C - USE MATERIALS AND OBJECTS TO REPRESENT NEW CONCEPTS. 2.3.PK.A.1 – IDENTIFY AND DESCRIBE SHAPES. 2.1.PK.A.2 – COUNT TO TELL THE NUMBER OF OBJECTS.
3.2.PK.A.1 – SORT AND DESCRIBE OBJECTS ACCORDING TO SIZE, SHAPE, COLOR, AND TEXTURE.

ACTIVITY: WEDNESDAY, JANUARY 19 - EARLY LITERACY



George likes to build letters. Try building letters using blocks, yarn, spoons or sticks. You can make it into a game by taking turns being the builder and the guesser. The guesser turns away or closes their eyes and when the builder is done, the guesser asks the builder questions like “Is it the letter ___?” When the guesser guesses correctly, it’s their turn to build a letter.

PA STANDARD: AL.3.PK.C - USE MATERIALS AND OBJECTS TO REPRESENT NEW CONCEPTS. 1.1.PK.B – IDENTIFY BASIC FEATURES OF PRINT.
1.1.PK.C – DEMONSTRATE UNDERSTANDING OF SPOKEN WORDS, SYLLABLES, AND SOUNDS (PHONEMES).

ACTIVITY: THURSDAY, JANUARY 20 - SCIENCE THINKING



George likes to build boats and watch them float. Help your child build a toy boat out of recycled materials. Use a large container as the body of the boat. For a sailboat, have your child help tape a craft stick or coffee stirrer pointing up, as the mast. Cut big shapes from magazines for sails and help your child tape them to the mast. Talk about whether you think the boat will sink or float and try it out. If it floats, how can you make the boat move? *Please supervise small children around water.*

PA STANDARD: AL.3.PK.C - USE MATERIALS AND OBJECTS TO REPRESENT NEW CONCEPTS. 3.2.PK.B.1 – EXPLORE AND DESCRIBE THE MOTION OF TOYS AND OBJECTS. 3.3.PK.A.4 – IDENTIFY A VARIETY OF USES FOR WATER.

ACTIVITY: FRIDAY, JANUARY 21 - THE ARTS



George likes to build his own music instruments. Make handmade instruments using simple materials. Stretch rubber bands across a tissue box to make a guitar (you can add a paper towel tube for the neck). Fill small plastic containers with pebbles, twigs, rice or beans to make shakers (just make sure the lid is on tight or you can tape together for added security). Now play along with your favorite music or make up your own! *Make sure you supervise children with small objects that could be a choking hazard.*

PA STANDARD: AL.3.PK.C - USE MATERIALS AND OBJECTS TO REPRESENT NEW CONCEPTS. 9.1.M. PK. A – KNOW AND USE BASIC ELEMENTS AND PRINCIPLES OF MUSIC AND MOVEMENT.
9.1.M.PK.E – USE IMAGINATION AND CREATIVITY TO EXPRESS SELF THROUGH MUSIC AND DANCE.