

SESAME STREET

WITFK 24/7
M-F 9am

WITF TV
M-F 11am



Sesame Street's characters and friends will inspire your early learner to explore their imagination, build social skills and learn about math, literacy, science and the arts.

This week explore the world of magic and the wonders of how things work with our friends from *Sesame Street*.

ACTIVITY: MONDAY, MAY 9 – SOCIAL and EMOTIONAL LEARNING

Grover's magic carpet

Build confidence and the power of positive thinking with Super Grover! Next time you hear your child say “I can’t...”, try encouraging them by replacing “I can’t” with “I can’t yet...” or “I’m learning to...” Those simple changes will make a big difference in how your child feels about their skills and abilities. Spread out some towels on the floor and have your child pretend they are jumping on magic carpets. Before jumping to each “magic carpet” tell your child to say “I can do it!” To make it more challenging, you can spread out the towels a little farther apart after each round.

PA STANDARD: 16.1.PK.A – DISTINGUISH BETWEEN EMOTIONS AND IDENTIFY SOCIALLY ACCEPTED WAYS TO EXPRESS THEM. 16.1.PK.B – RECOGNIZE THAT EVERYONE HAS PERSONAL TRAITS WHICH GUIDE BEHAVIOR AND CHOICES. 16.1.PK.C – RECOGNIZE THAT EVERYONE MAKES MISTAKES AND THAT USING POSITIVE COPING SKILLS CAN RESULT IN LEARNING FROM THE EXPERIENCE.

ACTIVITY: TUESDAY, MAY 10 – MATH THINKING

Count's magic trick

Try this fun magic number trick! Gather three plastic cups (not see-through), line them in a row and turn them upside down. On separate small pieces of paper, write down numbers 1-5 or 1-10 (depending on your child's math knowledge). Pick a number and put under one of the cups with your child watching. Tell them you are going to move the cups around and when finished, they will try to find the one with the secret number. Slide the cups in different positions, start slow and then go faster as your child gets more familiar with game. Then stop and ask your child to guess which cup has the number. When they find the correct cup, ask them to tell you the secret number. Set aside. Keep playing until you get all the numbers. When done, try putting the numbers in the correct number sequence.

PA STANDARD: 2.1.PK.A.1 – KNOW NUMBER NAMES AND COUNT SEQUENCE. AL.2.PK.E RETAIN AND RECALL INFORMATION PRESENTED OVER A SHORT PERIOD OF TIME.

ACTIVITY: WEDNESDAY, MAY 11 – EARLY LITERACY

Abby's magic spells

Talk about magic spells, poems, and songs you may know from popular fairy tales and stories. Perhaps you and your child can recite some together. Then, play a “Repeat, Rhyme and Jump” game with your child using words that rhyme with “spell” (words that end with the –ell sound). You can start out with the word “spell”. Have your child repeat the word “spell” and jump. Then say another word that rhymes with spell. For example, you can say “spell, bell” and have your child repeat it and jump. Continue the pattern using the last rhyming word first in the next sequence: “bell, tell”; “tell, smell”; “smell, well”; “well, shell” and so on until you run out of rhymes.

PA STANDARD: 1.1.PK.D – DEVELOP BEGINNING PHONICS AND WORD SKILLS. 1.1.PK.C – DEMONSTRATE UNDERSTANDING OF SPOKEN WORDS, SYLLABLES, AND SOUNDS (PHONEMES).

ACTIVITY: THURSDAY, MAY 12 – SCIENCE THINKING

Elmo's science magic

Elmo asks “Is it magic or science?” Try these fun experiments with your child that seem magical but are really just science in disguise! You can try mixing simple ingredients to make a “chemical reaction”—making it into something new. What happens when you add a little baking soda to vinegar? Ta da! Hmm...Elmo wonders what will happen if you add salt to an ice cube. Put two ice cubes on separate plates. Sprinkle table salt on one ice cube and ask your child what might happen. Observe which one melts faster. Ta da! Hmm...Elmo wonders what you can do with a piece of paper that your child colored. Try making it into something new—a paper airplane! Ta da!

PA STANDARD: 3.2.PK.A.3 – NOTICE CHANGE IN MATTER. 3.2.PK.A.6 PARTICIPATE IN SIMPLE INVESTIGATIONS OF MATTER TO ANSWER A QUESTION OR TO TEST A PREDICTION.

ACTIVITY: FRIDAY, MAY 13 – THE ARTS

Zoe's magic art

Zoe has two fun “magical” activities for you to try! Have your child draw or write something in white crayon on a piece of white paper. When finished, use water color paints to paint over the writing. The watercolor resists sticking to the waxy crayon, and the drawing or writing magically appears! Zoe's other idea is to make a magic wand using craft sticks, recycled paper towel roll or a plastic cooking spoon. Add decorations, paper star, ribbons, etc. Be creative! Then encourage your child to go on a magical adventure with their special wand.

PA STANDARD: AL.3.PK.C – USE MATERIALS AND OBJECTS TO REPRESENT NEW CONCEPTS. 9.1.V.PK.B – COMBINE A VARIETY OF MATERIALS TO CREATE A WORK OF ART. 9.1.D.PK.E – USE IMAGINATION AND CREATIVITY TO EXPRESS SELF THROUGH DRAMATIC PLAY.