<table>
<thead>
<tr>
<th>PROGRAM</th>
<th>WATCH &amp; PLAY</th>
</tr>
</thead>
</table>
| **Monday, November 30, 2020 at 10am**  
DANIEL TIGER'S NEIGHBORHOOD | SOCIAL / EMOTIONAL LEARNING  
**EPISODES** - Line Leader Daniel/Neighborhood Jobs  
**FOCUS** - Community Helpers  
PA STANDARD:  CC.1.4.K.B USE A COMBINATION OF DRAWING, DICTATING, AND WRITING.  
CC.1.4.K.E WITH PROMPTING AND SUPPORT, ILLUSTRATE USING DETAILS AND DICTATE/WRITE USING DESCRIPTIVE WORDS.  
**ACTIVITY: TRY THIS**  
Talk with your child about essential workers and helpers in your community. What can you do together to show them your appreciation? Maybe it’s making a homemade thank-you card from supplies you have at home. You could send the card, deliver it by hand, or leave it for your helper to find. Or maybe it’s making a thank-you sign in your window. |
| **Tuesday, December 1, 2020 at 10:30am**  
ELINOR WONDERS WHY | SCIENCE AND NATURE  
**EPISODES** - The House That Ants Built/Special Places  
**FOCUS** - Creating and building structures out of household items (STEM)  
PA STANDARD:  33.2.4.D - RECOGNIZE AND USE THE TECHNOLOGICAL DESIGN PROCESS TO SOLVE PROBLEMS.  
**ACTIVITY: TRY THIS**  
Encourage your child to create and build their own couch castle or indoor fort out of pillows and cushions, chairs and other items available in your home. Let them figure out the best design and structure on their own. Give them time to experience and play in their pretend castle or fort and then when it’s time to clean up, make sure they help put everything back. |
| **Wednesday, December 2, 2020 at 11am**  
SESAME STREET | SOCIAL AND EMOTIONAL LEARNING / LITERACY  
**EPISODES** - Neighborhood Safari  
**FOCUS** - Recognizing animal characteristics  
PA STANDARD:  3.3.4.A - KNOW THE SIMILARITIES AND DIFFERENCES OF LIVING THINGS. 3.3.4.B - KNOW THAT LIVING THINGS ARE MADE UP OF PARTS THAT HAVE SPECIFIC FUNCTIONS.  
**ACTIVITY: TRY THIS**  
Play an animal charades game by taking turns acting out different kind of animals. Provide clues one at a time—first show how the animal moves, then what sounds it makes. Encourage older children to be 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). |
| **Thursday, December 3, 2020 at 11:30am**  
PEG+CAT! | MATHEMATICS  
**EPISODES** - The Too Big Problem/The Giant Baby Problem  
**FOCUS** - Comparing size and weight  
PA STANDARD:  CC.2.4.K.A.1 DESCRIBE AND COMPARE ATTRIBUTES OF LENGTH, AREA, WEIGHT, AND CAPACITY OF EVERYDAY OBJECTS  
**ACTIVITY: TRY THIS**  
Gather a number objects which have various sizes and weights. First, have your child sort the items by weight—heaviest to lightest and chart their results. Then have your child sort the items by size—tallest to shortest and chart their results. Encourage your child to compare the results of both charts. Did they notice any items that were the same in both the weight and size categories? |
| **Friday, December 4, 2020 at 10:30am**  
ELINOR WONDERS WHY | SCIENCE AND NATURE  
**EPISODES** - The Town Picnic/The Amazing Expandable Clubhouse  
**FOCUS** - Writing prompt: creating a setting (clubhouse), characters and plot  
PA STANDARD:  CC.1.E.K.B USE A COMBINATION OF DRAWING, DICTATING, AND WRITING.  
CC.1.1.K.C DEMONSTRATE UNDERSTANDING OF SPoken WORDS, SYLLABLES, AND SOUNDS (PHONEMES).  
**ACTIVITY: TRY THIS**  
Ask your child to create and invent their own “explorers club” and design an imaginary clubhouse on paper adding picture details. Ask questions to get them thinking: where would this clubhouse be? What would it look like? What sort of things would you have inside your clubhouse? Then encourage your child to write about their own “explorers club” and a short adventure story that includes friends and their imaginary clubhouse. Younger children can dictate a short story to go along with the picture. |