ACTIVITY: MONDAY, NOVEMBER 15 - SOCIAL and EMOTIONAL LEARNING

Learning from mistakes

George often gets himself in a tricky situation or a bit of trouble. Ask your child: “How do you feel when you get in trouble or make a mistake?” Reassure your child that mistakes happen to everyone and share a time when you made a mistake and how you felt. Talk about how George learns from his mistakes and tries to figure out how to fix them. Can you think of a time when a mistake turned into a good thing or made something better?

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

ACTIVITY: TUESDAY, NOVEMBER 16 - MATH THINKING

Color counting

Can your child guess the favorite color of Curious George and the Man with the Yellow Hat? Yellow, that’s right! Ask your child to find 5 yellow things around your home or classroom and to count out loud as they find them. Next, give your child two sheets of paper and ask them to pick out two different colored crayons. Tell them to look for objects that are those colors (do one at a time), and make a large dot with a crayon each time they find an object (use one paper per color). When finished with the color hunt, look at the two sheets together. Which one has more dots? Which has fewer dots? Then, count together. Write the number of dots at the top of each paper.

PA STANDARD: 2.4.PK.A.4 – CLASSIFY OBJECTS AND COUNT THE NUMBER OF OBJECTS IN EACH CATEGORY. 3.2.PK.A.1 – SORT AND DESCRIBE OBJECTS ACCORDING TO SIZE, SHAPE, COLOR, AND TEXTURE.

ACTIVITY: WEDNESDAY, NOVEMBER 17 - EARLY LITERACY

Monkey rhymes

Have fun playing and singing rhyming games about monkeys: “Five Little Monkeys Jumping on The Bed”, “Five Little Monkeys Swinging in the Tree” or make up your own silly rhyme game. Try using a banana as a prop telephone and take turns saying a word and its rhyme into the “banana phone”. Then, visit your local library and read some non-fiction books about monkeys and some Curious George books together.


ACTIVITY: THURSDAY, NOVEMBER 18 - SCIENCE THINKING

George makes pancakes

Cooking with your child is a great way to explore science and math. Try making pancakes together and let your child help count, measure and mix. Ask: “What happens to the dry ingredients when the milk or water is added?” As you cook the pancakes, ask your child to describe what’s happening. What do they see, smell and hear? How does the batter change? What do they think is causing the batter to turn into a pancake? Please supervise children around hot surfaces.

PA STANDARD: 2.3.PK.A.1 – SORT AND DESCRIBE OBJECTS ACCORDING TO SIZE, SHAPE, COLOR, AND TEXTURE. 2.3.PK.A.3 – NOTICE CHANGE IN MATTER. 2.4.PK.A.1 – DESCRIBE AND COMPARE MEASURABLE ATTRIBUTES OF LENGTH AND WEIGHTS OF EVERYDAY OBJECTS.

ACTIVITY: FRIDAY, NOVEMBER 19 - THE ARTS

Monkey see, monkey do

Warm up with a fun game of “Monkey See, Monkey Do” — one partner does an action, movement or gesture and the other partner has to copy the action without talking. Try doing the actions slower then faster. Next, try a Curious George role-playing game—one partner is George and the other partner can be the Man with the Yellow Hat, Hundley or another friend. Pick a scene from a Curious George episode or book and act it out, or make up your own story or situation.


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