DIGITAL BACKPACK

ACTIVITIES FOR YOUNG LEARNERS

GPB EDUCATION

PBS KIDS
Dear Teachers, Parents, and Caregivers,

As Georgia communities create plans to keep kids safe and healthy, some classes might be in person, some classes might be online, and some classes might just be ... uncertain. Georgia Public Broadcasting (GPB) and PBS KIDS are here to help no matter what learning situation teachers and families are facing this year. We’re committed to supporting you with learning activities that will help Georgia children thrive this year — in school or at home.

The resources inside this digital backpack include:

- Discussion questions to use with PBS KIDS programs
- Conversation starters for watching PBS KIDS programs
- Printable packets:
  - Nature Bingo
  - Weather Bingo
  - My Family and Me Bingo
  - Caring for Each Other Bingo
  - Let’s Build Bingo
  - Being Kind Bingo
  - Celebrating Fall Bingo
  - Let’s Vote Bingo

**DIGITAL AND PRINTABLE RESOURCES:**

- **PBS LearningMedia**: Discover at-home learning resources connected to current broadcast programming, professional learning support, lesson-planning kits and more in the Pre-K-12 Resources for New School Routines collection, which will continue to be updated in the coming weeks. Resources in Spanish are also available.
- **gpbkids.org** and **PBS KIDS Video App**: Explore full episodes, clips, games, and more educational tools for kids from ages 2-8.
- **PBS KIDS for Parents**: Find tips, resources, printables, an Activity Finder and more tools for learning at home with young children, including a special virtual event: Prepping for a Very Different School Year.
- **Georgia Home Classroom**: Search for additional learning resources that align to Georgia standards.

To get free resources and activities sent directly to your phone, sign up for Bright by Text by texting “GPB” to 27448.

Feel free to email us with questions at education@gpb.org.

Your partner in learning,

[GPB Education Logo]

gpb.org/education
@GPBEducation

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
WATCH AND LEARN WITH GPB

STEP 1
Watch kids' favorite shows on GPB-TV or GPB's PBS KIDS 24/7 channel (check local listings) or go to gpb.org/watch-learn.

STEP 2
After you’ve watched a program, use these discussion questions and conversation starters to discuss or write about the program:

- Did you like the program? Why or why not?
- What is one thing you would like to learn more about?
- What are three facts you learned from the program?
- What are the important ideas from this program?
- How does this program connect with your life?
- How does this program connect to something you have read?
- Was there anything you did not understand?
- How does this program connect to your community?
- What was the tone or mood of the program?
- What were you thinking at the end of the program?
- Are you inspired by this program? How?
- What surprised you about this program?
- Would you recommend this program to someone else? Why or why not?
- What did you like most about this program? Why?
- What did you like least about this program? Why?

For more resources and activity ideas, go to gpb.org/learn.
Chat with your kids about their favorite PBS KIDS shows! Cut out these cards for some quick conversation starters.

- What problem did Arthur (or his friends) try to solve?
- Tell me the story of what happened today. How would you feel if you were in that situation?
- Who was your favorite character on Arthur today? Why?
- What were Nick and Sally playing together?
- Where did Nick, Sally, and the Cat in the Hat go? What did they do there? Who did they meet?
- How did Thing 1 and Thing 2 help Nick and Sally and The Cat?
Clifford
The BIG RED DOG

- What kind of book did Clifford and Emily Elizabeth read?
- How was Clifford a helper?

George is very curious. What are you curious about?

- George loves counting. Can you count some things around your house?
- George is a good helper. How did George help someone?

Cyberchase

- Where did the gang go in Cyberspace today? Who did they meet?
- How did Matt, Jackie, and Inez use math to solve their problem with the Hacker?

- What did Daniel do today? How did he feel? Can you tell me about a time when you felt that way?
- What song did Daniel sing? What did Daniel sing about?
- What did Daniel make-believe? What do you like to make believe?
- How is your family like Daniel’s family? How is it different?
- Let’s make a song that our family can sing together.
Social Studies

- What city did Luna and her friends visit? Can you tell me some things you learned about that city?
- What is something new that Andy, Carmen and Leo tried when they visited that city?
- If you could go anywhere in the world with Luna, where would you go?

Science

- What kind of dinosaurs did Buddy and his friends visit with?
- If you were a dinosaur, what kind would you be?
- What’s your favorite dinosaur and why?

Literacy

- What was Molly’s question today? How did she try to find an answer?
- Molly lives in Alaska. What are some special things that Molly can do where she lives?
- Molly has special traditions in her family. What traditions does our family share?
What nature adventure did Nature Cat and his friends have today?

What place did Nature Cat explore outside? What did it look like?

What creatures did Nature Cat find?

What was the odd problem the agents were trying to solve today? What did the Odd Squad agents do to solve the problem?

Do you know what math idea the agents used today? How did it help them solve their odd problem? Can you use paper and pencil to show me the math idea you learned?

What would your name be if you were an Odd Squad agent? What would mine be? (Hint: all agent names start with the letter O!)

What was Peg’s really big problem?

How did Peg solve her really big problem?

How does Peg calm down when she has a really big problem?

What ideas did Pinkalicious have?

What kinds of things did Pinkalicious try?

Can you make your own music, dance or story?

Pinkalicious loves pink. What is your favorite color?
<table>
<thead>
<tr>
<th>What did Jet and his friends explore today?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Did they stay on Earth or go to space?</td>
</tr>
<tr>
<td>If you could travel to space with Jet, what would you do?</td>
</tr>
<tr>
<td>What do you see when you look at the night sky?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>What were Elmo and his friends playing?</th>
</tr>
</thead>
<tbody>
<tr>
<td>What was the letter of the day?</td>
</tr>
<tr>
<td>What word can you make with that letter sound?</td>
</tr>
<tr>
<td>What did Cookie Monster make in the Foodie Truck? What foods do you like to eat?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>What did Splash and Bubbles explore in the ocean today?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Did they meet anyone new? What kind of animal was it?</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>What were today’s super letters? Can you draw those letters for me?</th>
</tr>
</thead>
<tbody>
<tr>
<td>What story did they fix today? What happened to the storybook characters?</td>
</tr>
</tbody>
</table>
What animal did Chris and Martin meet today? Can you tell me some of that animal’s creature powers? How does it move? Can you show me how that animal moves?

What invention did Aviva work on today?

If you had a creature power, what would you have?

Let’s play “Guess that Creature.” Act like a creature and I’ll see if I can guess what it is.

What words did the friends build today?

How did their words help them solve the problem today?

What did Xavier see in the Secret Museum?

Why did Xavier and his friends go to the Secret Museum?

Who did Xavier and his friends meet? What made that person special? What did they do?

Do you know a hero? Why are they a hero?
Hello, Families!
Welcome to “Learn Along” Bingo! We’re happy to share PBS KIDS activities with you and to work with GPB and community partners across the country to help support learning at home. With “Learn Along” Bingo, children can view, explore, and play as they learn alongside their PBS KIDS friends on the PBS KIDS 24/7 channel. We hope your family will use it to inspire learning each and every day. In this packet, there are printable activities and everyday learning ideas for you and your child to choose from. As you complete each square, mark it off to celebrate the learning.

There are (8) “Learn Along” BINGO cards to complete:

1. NATURE BINGO - We’re learning how to observe and learn about nature with our eyes, ears, nose, mouth, and skin. Making observations is an important skill that helps scientists learn about our world.

2. WEATHER BINGO - We’re learning all about the weather and how to observe the outdoors. We can pretend to be a meteorologist and make our own “weather report.”

3. MY FAMILY AND ME BINGO - We’re learning how to respect ourselves and be proud of all the things we can do. Building self-esteem is an important skill that helps us feel confident and ready to learn.

4. CARING FOR EACH OTHER BINGO - We’re learning how to be a good citizen and give back to people in our community. Being a good citizen means taking care of ourselves and others.

5. LET’S BUILD BINGO - We’re learning how to identify a simple problem and design solutions. Engineers use tools to design and build new or improved objects to solve a problem.

6. BEING KIND BINGO - We’re learning how to share positive interactions with others. Positive interactions means talking and doing things with other people in kind ways.

7. CELEBRATING FALL BINGO - We’re learning how to investigate plants. We will observe different plants, ask questions, and take steps to answer the questions.

8. LET’S VOTE BINGO - We’re learning how to take action. Taking action gives us a chance to make positive changes in our communities.

Ready for more? Watch your favorite PBS KIDS shows on GPB-TV, GPB’s PBS KIDS 24/7 channel and live stream at pbskids.org/video/livetv or gpbkids.org.

Happy learning!
PBS KIDS and GPB Education

Find free activities, articles and tips to support at-home learning on pbskidsforparents.org
PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
<table>
<thead>
<tr>
<th>Scavenger Hunt</th>
<th>I hear with my little ear 5 sounds. What are they?</th>
<th>My Favorite Animal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Recite the fingerplay, <em>Five Little Monkeys.</em></td>
<td>Let’s Observe Place Mat</td>
<td>Make a fort and snuggle up with your favorite books.</td>
</tr>
<tr>
<td>Investigating Leaves</td>
<td>Collect 20 leaves. Sort them by color, size, or shape.</td>
<td>Nature Treasure Hunt</td>
</tr>
</tbody>
</table>

Find more games and activities at pbs.org/parents/learn-at-home
There’s so much to explore when you’re outside! You and your family can enjoy going on a nature walk and talking about the things you see. Look at the pictures below. **How many of these things can you find?**

- Bugs
- Trees
- Flowers
- Pinecones
- Birds
- Squirrels
- Leaves
- Sun or Clouds
- Draw something special you found.

For more ideas and tips visit pbskindsforparents.org
My Favorite Animal

Share through words or illustration your favorite animal. Why is it your favorite? Tell someone.
Find two leaves.

How are they different?
How are they similar?

Both
Nature Treasure Hunt

Find 2 different kinds of plants. Draw a picture of each one below. Pay attention to the shapes of leaves and colors of any flowers. How are they alike? How are they different?

Plants I Found

Find 2 different kinds of animals. Draw a picture of each one below. Show as many details as you can. How are they alike? How are they different?

Animals I Found

Tell someone else about something NEW you learned about a plant or an animal you observed.

Find more games and activities at pbskidsforparents.org

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission. Dinosaur Train ™ & © 2016 The Jim Henson Company. All Rights Reserved. Corporate funding is provided by Kiddie Academy.
Use this place mat for meal time conversations. Make it a game! Use words to describe something you observe. Can others guess what it is? (For example, “I taste something sweet and juicy with my mouth. What is it?” An apple! “I hear something quiet and low with my ears. What is it?” The fan!)

Observe means to use your ears, mouth, skin, eyes, and nose to learn about the world.
Learn at Home with PBS KIDS

Weather

BINGO
### Weather BINGO

**PreK-K**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Weather in My Neighborhood  🌤️ıc 🌧️</td>
<td><strong>Play The Meteorologist Says.</strong> (Clap your hands to make thunder, pretend to puddle jump, and pretend it is cold.)</td>
</tr>
<tr>
<td>My Weather Card Games  🌡️</td>
<td><strong>Look outside and draw today’s weather. Share your “weather report” with a grown up.</strong></td>
</tr>
<tr>
<td>Recite the fingerplay, <em>The Itsy Bitsy Spider.</em>  🎵</td>
<td><strong>Sunny and Stormy Weather</strong></td>
</tr>
<tr>
<td>Cloud Art  🌂</td>
<td><strong>Go on a weather walk as a family. What do you notice?</strong></td>
</tr>
<tr>
<td>Dressing for The Weather  🧥</td>
<td><strong>Dressing for The Weather</strong></td>
</tr>
</tbody>
</table>

Find more games and activities at pbs.org/parents/learn-at-home

---

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
The Weather in My Neighborhood

What is the weather like outside?
Is it sunny, rainy, cloudy or rainy?

Meteorologists study the weather. This week, help chart the weather conditions. Each day, look out your window and draw a picture of the weather outside.

<table>
<thead>
<tr>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
<th>Sunday</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**KEY:**

- Sunny
- Rainy
- Cloudy
- Windy

Count how many days of each type of weather there were.

Find more games and activities at [pbskidsforparents.org](http://pbskidsforparents.org)
Color the weather icons.  
Ask for help to cut along the dotted lines.

Activity Idea #1:  
Place the cards face down. Turn one card over and name the type of weather. Choose a second card, trying to find a matching pair. If you find a pair, put the pair in a pile to the side. If they do not match, turn them both over in the same spot and try again.

Activity Idea #2:  
Invite someone to play along. Place the cards face down. Choose one card and name the type of weather. Take turns and talk about what you might wear, what you would notice about the outdoors, and what you might hear.

Find more games and activities at pbskidsforparents.org
Look at the sky. Are there clouds out? What do they look like? Draw what you see.
Dressing for the Weather

Color the pictures. Then, cut along the dotted lines. Dress Del and Dee in their outfits.

Tell someone why the weather affects what they wear.
Sunny and Stormy Weather

Draw what you like to do when the weather is sunny and when it is stormy.

<table>
<thead>
<tr>
<th>Sunny Weather</th>
<th>Stormy Weather</th>
</tr>
</thead>
</table>

Find more games and activities at pbskidsforparents.org and PBS GAMES.

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
My Family and Me

BINGO
Find more games and activities at pbs.org/parents/learn-at-home
Our Family Favorites

FAVORITE FOODS

FAVORITE COLORS

FAVORITE BOOKS

FAVORITE ANIMALS

FAVORITE SONGS

FAVORITE HOLIDAYS

Find more games and activities at pbskidsforparents.org
My Family

DRAW A PICTURE OF YOUR FAMILY

All families are different. Find what makes yours special.

Find more games and activities at pbskidsforparents.org
Friendly Face

Ernie drew a picture of his best buddy, Bert. Draw a face on the easel. You can draw a family member, a Sesame Street friend, or a silly face.
Family Game Time

Print this page twice to play a simple matching game. Cut along the lines on the page to make individual cards. Shuffle the cards. Place each one face down. The first player turns over two cards. Talk about the characters and the objects. If the cards match, the player keeps the cards. If they don’t match, they turn them upside down again. Place them in the same spot. The next player takes a turn. The game is over when players have matched all of the cards.

Find more games and activities at pbskidsforparents.org
Family Game Time

Print this page twice to play a simple matching game. Cut along the lines on the page to make individual cards. Shuffle the cards. Place each one face down. The first player turns over two cards. Talk about the characters and the objects. If the cards match, the player keeps the cards. If they don’t match, they turn them upside down again. Place them in the same spot. The next player takes a turn. The game is over when players have matched all of the cards.

Find more games and activities at pbskidsforparents.org

DANIEL TIGER’S NEIGHBORHOOD © 2012 The Fred Rogers Company. All rights reserved.
PBS KIDS and the PBS KIDS logo are registered trademarks of Public Broadcasting Service. Used with permission.
(Name)

Here’s a drawing of me!

I am special because...
Here’s a drawing of my family!

My family and I like to...

_____________________________

_____________________________

_____________________________

Find more games and activities at pbskidsforparents.org

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
<table>
<thead>
<tr>
<th>How can pet owners take care of their pet?</th>
<th>Tell someone.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Our Morning Routine!</td>
<td></td>
</tr>
<tr>
<td>Ask for help when you need it.</td>
<td></td>
</tr>
<tr>
<td>Show You Care Notes</td>
<td></td>
</tr>
<tr>
<td>It’s Time for School</td>
<td></td>
</tr>
<tr>
<td>Practice calming down. Take three deep breaths in and out, and count to five.</td>
<td></td>
</tr>
<tr>
<td>Washing Because We Care</td>
<td></td>
</tr>
</tbody>
</table>

Find more games and activities at pbs.org/parents/learn-at-home
Teaching kids how to do household chores is a meaningful part of growing up. They teach practical life and academic skills, as well as foster a sense of responsibility and community. Use this checklist for age-appropriate chores to do with your family.

<table>
<thead>
<tr>
<th>2 to 3</th>
<th>4 to 5</th>
<th>6 to 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pick up toys</td>
<td>Make the bed</td>
<td>Keep bedroom organized</td>
</tr>
<tr>
<td>Put dirty clothes in the hamper</td>
<td>Set and clear table</td>
<td>Fold and put away laundry</td>
</tr>
<tr>
<td>Hang-up jacket and put away shoes</td>
<td>Put away clean silverware</td>
<td>Assist with meal preparation</td>
</tr>
<tr>
<td>Help sort clean laundry (e.g. find all the socks)</td>
<td>Put clothes in the washing machine</td>
<td>Load and empty dishwasher</td>
</tr>
<tr>
<td>Dust window sills</td>
<td>Fold towels and socks</td>
<td>Sweep and vacuum floors</td>
</tr>
<tr>
<td>Help wipe-up spills</td>
<td>Feed pets and water plants</td>
<td>Take out garbage and recycling</td>
</tr>
</tbody>
</table>

Find more games and activities at pbskidsforparents.org
OUR MORNING ROUTINE!

A morning routine helps your family start the day off right. Practice these healthy habits your child can do every morning. Recycle the badges daily so that your child can earn them as they learn new behaviors.

1) Say "Good morning!" to someone.
2) Go to the bathroom.
3) Wash your face.
4) Brush your teeth.
5) Make your bed.
6) Eat a healthy breakfast.
7) Get dressed.

Color the badges and then cut them out along the dotted lines.

Talk with your child about the 7 things he or she can do in the morning to earn badges.

They can be done in any order.

For more activities, visit pbskidsforparents.org
Say "Good Morning" to someone.

Go to the bathroom.

Wash your face.

Brush your teeth.

Make your bed.

Eat a healthy breakfast.

Get dressed.
It’s Time for School!

Daniel Tiger sings this special song to help him get ready for school.

“Clothes On, Eat Breakfast, Brush Teeth, Put on Shoes, and Off to School!”

Ask a grown-up to help you cut out the pictures.
Then line them up to show how you get ready for the school day.

Find more games and activities at pbskidsforparents.org
Washing Because We Care

Handwashing is one of the best ways to keep from getting sick and to stay healthy all year long. And when you take good care of yourself, you’re taking good care of others, too. Color in the picture. On each big heart bubble, write the name or draw a picture of someone you care about.
Show You Care Notes

Share your thanks and a note of appreciation any day! Cut along the dotted lines and fold each card in half. Then, draw a picture on the inside of the card. Write your name on the back cover. Share the cards with special people in your life.

From:

Thank You!

From:

Thank You!

Find more games and activities at pbskidsforparents.org

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
Let's Build BINGO
<table>
<thead>
<tr>
<th>Finger Puppets</th>
<th>Make a homemade instrument from recyclable items.</th>
<th>What Can I Build?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Find three objects made from wood. What are they?</td>
<td>Measuring This and That</td>
<td>Use your hands to measure the height of a chair.</td>
</tr>
<tr>
<td>Blown Away</td>
<td>Place a toy on top of, under, next to, far from, and beside a pillow.</td>
<td>Space Monkey Blast Off!</td>
</tr>
</tbody>
</table>

Find more games and activities at pbs.org/parents/learn-at-home
Puppet Pals

Play acting is a fun way to use your imagination and explore new words! Using these finger puppets, make up an adventure for Sally, the Cat and Things One and Two! Where will they go? What will they explore? Can you use some of the Cat in the Hat’s favorite words like “thinga-ma-jigger”, “hat”, “soar”, “play”, and “hooray!”

THE CAT IN THE HAT Knows a Lot About That!

First, color your puppet pals. Then have an adult cut them out along the dotted lines. Finally, lace the tab around a finger and secure with tape.

Find more games and activities at pbskidsforparents.org
Instructions: What can you build with materials like: cardboard boxes, empty paper towel rolls, a spare bed sheet, and tape? Draw and label your structure. Then, build it with recyclable materials you collect. Invite others to help you.
We were having fun in the yard until the wind blew our stuff all over the place! Now I can’t find my hat! My ukulele! And all this other random stuff! Help me find:

- 5
- 1 Fish
- 6 Bones
- 7
- My Hat
- 5 Marbles
- 1 Ukulele

As you find things, number them so we can see they’re all there. Then color the whole scene.

PARENTS: CLUES YOU CAN USE to help kids find...

- Peg’s hat - It’s on top of a hydrant.
- Peg’s uke - It’s upside down, leaning against the fence.
- 1 number 5 - It’s on the front of Connie’s house.
- 1 fish - It’s on my roof.
- 6 bones - Check Cat’s drawing, a roof, under a house, beside the same house, on the front of Viv’s house, and under a very Big Dog.
- 1 number 7 - It’s just beyond a fence.
- 5 marbles - Find them on a wheel, in the sky, on a necklace, on Viv’s roof, and on a house beyond a 7.

Find more games and activities at pbskidsforparents.org
Space Monkey Blast Off!
Build a rocket and launch Curious George into space!

1. Build a Rocket
- Flatten the tip of one end of the short wide straw with your fingers. Seal with tape.
- Cut out one of George’s rockets (below) and fold in half.
- Tape the rocket to the sealed end of the straw.

2. Launch It!
- Place the open end of George’s rocket over the thin straw.
- Aim the rocket upwards, and blow into the bottom of the thin straw. Watch it fly!
- How do you launch your rocket if you want it to go far? How do you launch it if you want it to go high?

3. Test a Different Design
- What will happen if you change the design of your rocket? Make a prediction, then test it out.
- Try launching your rocket with a paperclip attached to the top of it.
- Then try the rocket without the paperclip.
- Which design flies farther? Why do you think that is? What does testing help you discover about your rocket?

For more games and activities, visit pbskidsforparents.org
Make and test The Cat in the Hat measuring tools.

Which cereal box is taller? Are you taller than your friend?
Which tree trunk is wider? If you want to know for sure, you need to get evidence.
Make the Cat’s hat and a Measuring Snail to measure and compare all sorts of things.

Materials
- Cardstock or paper
- The Cat’s Hat printable
- Measuring Snail printable

Create Your Measuring Tools
1. Using cardstock, print the Cat’s hat and Measuring Snail printables.
   Tip: No cardstock? No problem! Just glue the Cat’s hat and the Measuring Snail to an old greeting card, flattened cereal box, or piece of cardboard for stability.

2. Cut out the Cat’s hat and build the Measuring Snail as directed.

3. Use the stripes on the Cat’s hat and the segments on your Measuring Snail’s measuring line to measure the length of various household items.

Measure, Share, Compare!
1. Measure the length of the Cat’s hat using the Measuring Snail. How long is it? Now measure the Measuring Snail with the Cat’s hat. What do you notice?

2. Find 4 or 5 household items that are similar but different. (For example: different kinds of shoes, drinking glasses, toy cars, or chairs.) Predict which is the longest or shortest. Using the Cat’s hat or the Measuring Snail, measure and compare the lengths. Did anything surprise you? Why?

3. What if you need to measure something round? What would be the best tool? Find a tree trunk, can of food, or something similar. Measure it using the Cat’s hat and the Measuring Snail. What do you notice?

4. The Cat uses his hat to measure and improve the length of a stool leg when he visits Blueprintia. With the help of your measuring tools, design something that balances on three or four legs. Share your creation with a friend and use the Cat’s hat or the Measuring Snail to show details about your design.

Find related games in the FREE The Cat in the Hat Builds That app. Download it now!

pbskidsforparents.org
The Cat’s Hat

With an adult’s help, cut out the Cat’s hat along the outer solid black line.
Measuring Snail

Materials

- Scissors
- Markers or crayons
- Clear tape
- Hole punch
- Unsharpened pencil

Instructions

1. With an adult’s help, cut out the two halves of the Measuring Snail’s body and the measuring line.
2. Join the halves by overlapping the two tabs and taping them together.
3. Punch holes in each side of the Measuring Snail as marked.
4. Stick a pencil through the two holes.
5. Color the stripes on the measuring line. Use two colors and alternate them.
6. Tape one end of the measuring line—colors facing up—to the pencil, and roll up the measuring line by turning the pencil.
7. Pull the measuring line and put your Measuring Snail to work!

Test & Improve!

Explore the measuring ideas in the "Measuring This and That" activity. What could make your Measuring Snail better? Can you make it longer? What if you wanted it to pull easier and not bounce back? What other materials around your house could you use as a measuring line?
Learn at Home with PBS KIDS

Being Kind

BINGO
Being Kind BINGO

**My Busy Week**

Practice saying, “Please,” and “Thank you.”

Daniel Tiger’s Neighborhood Masks

Invite others to play with you.

Friendship Cards

Be a helper. Clean up without being asked.

Washy Wash

Make a handmade gift.

Kindness Loops

PreK-K

Find more games and activities at pbs.org/parents/learn-at-home

PBS KIDS and the PBS KIDS Logo are registered trademarks of Public Broadcasting Service. Used with permission.
My Busy Week

Use this calendar to write or draw the important things that are happening each day of your busy week. Are there special classes you need to go to? What programs do you not want to miss? What chores are you responsible for? Find a special place for your calendar to help you and your family stay organized.

Monday


Tuesday


Wednesday


Thursday


Friday


Find more games and activities at pbskidsforparents.org
Color the mask and then cut it out (or ask for help to do so). Pretend you are a character from Daniel Tiger’s Neighborhood.
Color the mask and then cut it out (or ask for help to do so). Pretend you are a character from Daniel Tiger’s Neighborhood.
Color the mask and then cut it out (or ask for help to do so). Pretend you are a character from Daniel Tiger's Neighborhood.
Color the mask and then cut it out (or ask for help to do so). Pretend you are a character from Daniel Tiger’s Neighborhood.
Color the mask and then cut it out (or ask for help to do so). Pretend you are a character from Daniel Tiger’s Neighborhood.
Washy Wash

Handwashing keeps us healthy. Be like Elmo and make sure to wash your hands often for at least 20 seconds—just enough time to sing this song once!

Wash, washy wash, washy wash. Wash your hands.

Scrub ‘em while you sing this song.

Wash, washy wash, washy wash, washy wash, wash wash. Rub your hands and fingers, and the places in between.

Using soap and water makes your hands so clean.

Wash your hands.

Great job, you’re almost done.

5, 4, 3, 2, 1

Now dry!
It’s Time to Wash Your Hands!

Handwashing helps keep germs away. It’s important to wash your hands throughout the day, before and after everyday activities. **Color in the pictures below, then talk about other times when you need to wash your hands.**

- after you cough
- before cooking
- after playing
- after being outside
- after you sneeze
- before you eat

Talk together with kids: **“Why and when is it important to wash your hands?”**
KINDNESS LOOPS

Kindness Loops are interlocking paper loops that children can make to help them understand how to show kindness to others and to themself.

Your family can make Kindness Loops together, or a child can make them on their own and decorate with drawings.

MATERIALS

Here’s what you’ll need to make Kindness Loops:

- A template (see following page) or colorful construction paper
- Tape or glue

INSTRUCTIONS

- Adults should cut the strips of paper for the loops.
- If you are doing this activity with your children, they could color or draw an act of kindness on each strip. They can also write their message. Offer help as needed.
- If you want to leave a surprise message, write or draw your message inside a loop.
- Tape or glue the two ends of the first strip together to make a circle.
- Put another strip through the circle you made, and tape or glue its two ends together.
- Continue looping and add loops as you like.

Talk as a family how you can show kindness to each other.

Find more games and activities at pbskidsforparents.org
Talk with your child about friendship and what makes a good friend. Ask them questions like: "Who are your special friends?" "What makes your friends special?" Help them fill in the cards, cut them out, and encourage your child to draw a picture on the back. Deliver them through the mail.

Hi Friend

You’re Grr-ific

I Like You
Learn at Home with PBS KIDS

Celebrating Fall

BINGO
<table>
<thead>
<tr>
<th>Puppets</th>
<th>Sing the song, <em>Five Little Pumpkins.</em></th>
<th>Build It From Nature</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collect 10 twigs. Sort them from smallest to largest.</td>
<td>Nature Scrapbook</td>
<td>Tell someone about your favorite vegetable.</td>
</tr>
<tr>
<td>Make Tracks</td>
<td>Collect leaves and twigs. Then, make a collage with them.</td>
<td>The Neighborhood Garden</td>
</tr>
</tbody>
</table>

Find more games and activities at pbs.org/parents/learn-at-home
Make your own finger puppets

Color in, and cut out Elinor, Olive and Ari puppets.

Cut around the dotted lines

Wrap around the puppeteer's finger, then use tape to secure in place

Find more games and activities at pbskidsforparents.org
Build it from Nature

Elinor is fascinated by the hook-and-loop fastener on Ari’s new watch. How do the two ends stick together, she wonders? She invites Ari and Olive to investigate with her. They get their answer when they examine a bur seed stuck to Ari’s shirt. They discover that the bur seed has little hooks that attach to the fibers of the shirt. A hook-and-loop fastener works the same way!

The VELCRO® brand hook-and-loop fastener is just one example of a human-made object whose invention was inspired by nature. Other examples are LED lights (inspired by the light mechanisms of fireflies); medical adhesive that is strong but gentle on the skin (inspired by the silk of spiders); and a special coating for ship hulls to keep water life from sticking to them (inspired by the anti-bacterial properties of shark skin).

What’s Missing?
Use the pictures on the next page to get your child thinking about how nature inspires the human-made world. Three of the pictures are animals with features that influenced human designs. The other three pictures are human-designed objects that are missing a part that makes them work. Cut out the pictures. Put the animals in one pile and the partially completed pictures in another.

Look at the pictures with your child. Talk about the features (e.g., legs, beaks, wings) of the three animals. Discuss what is missing from the other three pictures. Ask your child, “Which animal has a feature that would help the (train, plane, fins) work?” Then have your child complete the pictures by laying each human-made object over the animal that influenced its design. For example lay the scuba diver over the frog so the frog’s webbed feet become the diver’s swim fins.

BULLET TRAIN
The design of the super-fast Japanese bullet train drew inspiration from the head of a kingfisher, a bird with a big head and a long, narrow beak. A Japanese engineer noticed that when a kingfisher dove into the water to catch a fish it made very little splash. The same design, he thought, could help the train move through air more efficiently. It worked! Modern bullet trains have a steel “beak.”

AIRPLANE
The Wright brothers spent a lot of time observing how birds fly before they built the first plane that successfully flew a human in 1901. In particular, they noticed how birds rotate their wings to stabilize their flight. They applied this concept to the wings of their flyer. This led to the development of the aileron, a mechanism found on today’s planes that control the roll of the plane.

SWIM FINS
The modern swim fin was invented in 1914 by Louis de Corlieu, a member of the French Navy. He was inspired by how the webbed feet of ducks and frogs propel them through the water.

Find more games and activities at pbskidsforparents.org
What’s Missing?

Cut out the pictures. Put the animals in one pile and the human-made objects that are missing a part in another. Then have your child complete the pictures by laying each human-made object over the animal that influenced its design.
When you walk in wet sand, snow or mud, you leave behind a footprint. Animals do, too! We call those prints "tracks" and you can look for them on the ground the next time you're exploring!

You can also make your own tracks to compare with other prints! Using crayons or markers, make YOUR nature tracks.

**What to Do:**

1. **Trace your hand or foot:** Be very still and ask someone to trace your hand or foot with a crayon or marker.

2. **Switch places:** Now help your partner trace their hand or foot.

3. **Color your tracks:** Use crayons or markers to color in your tracks however you like!

4. **Make tracks:** Trace more handprints and footprints on paper. Cut out each one and paste them to make a handprint or footprint wreath.

Find more games and activities at pbskidsforparents.org
Find more games and activities at pbskidsforparents.org
Did you know that fruits and vegetables begin as seeds and grow into plants? Draw a line from the fruit or vegetable to the matching plant. Talk with your family about your favorites. Which do you want to try next?
Nature Scrapbook

Pretend you are taking a walk in the park with Elmo. Cut out the animals, plants, and insects on this page. Paste them in the scrapbook below. What else might you see outdoors? Draw it in the scrapbook.

Remember to ask a grown-up before touching any plant or animal.
Learn at Home with PBS KIDS

Let's Vote

BINGO
<table>
<thead>
<tr>
<th>Literary List</th>
<th>Serenade a grownup. Ask them which song they want to hear.</th>
<th>Healthy Food Choices with Daniel</th>
</tr>
</thead>
<tbody>
<tr>
<td>Make a ballot box.</td>
<td>I Voted!</td>
<td>Would you rather have a monkey or a koala as a pet? Why? Tell someone.</td>
</tr>
</tbody>
</table>

Find more games and activities at pbs.org/parents/learn-at-home
Make a reading list. Think about topics and types of stories that interest you. Ask your teacher or a grown up to help you find books or resources based on your list. Make a list of books that you want to read with family members. Take a vote to decide which book you will read first.

I’m interested in learning more about topics like:


I’m interested in genres like:


My reading list:


Find more games and activities at pbskidsforparents.org
Name as many of these healthy food items as you can. Circle the three you like the most. Ask your family members to circle their favorite three too. Which food item had the most votes?

Find more games and activities at pbskidsforparents.org
Where Would You Go?

If you could travel anywhere with Luna, Carmen, Andy and Leo, where would you choose to go and why?
Practice counting to 10.

First, cut out the pizza toppings on the next page. Then follow the instructions on each of the menu cards to create your 10 topping pizza. Ask others which pizzas they would choose to eat. Help them make their pizzas and serve their pizza slices to them.

For more activities, visit pbskidsforparents.org
<table>
<thead>
<tr>
<th>Onion</th>
<th>Olive</th>
<th>Sausage</th>
<th>Artichoke</th>
<th>Mushroom</th>
<th>Pineapple</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pepper</td>
<td>Pepperoni</td>
<td>Broccoli</td>
<td>Tomato</td>
<td>Onion</td>
<td>Olive</td>
</tr>
<tr>
<td>Sausage</td>
<td>Artichoke</td>
<td>Mushroom</td>
<td>Pineapple</td>
<td>Pepper</td>
<td>Pepperoni</td>
</tr>
<tr>
<td>Broccoli</td>
<td>Tomato</td>
<td>Onion</td>
<td>Olive</td>
<td>Sausage</td>
<td>Artichoke</td>
</tr>
<tr>
<td>Mushroom</td>
<td>Pineapple</td>
<td>Pepper</td>
<td>Pepperoni</td>
<td>Broccoli</td>
<td>Tomato</td>
</tr>
<tr>
<td>Onion</td>
<td>Olive</td>
<td>Sausage</td>
<td>Artichoke</td>
<td>Mushroom</td>
<td>Pineapple</td>
</tr>
<tr>
<td>Pepper</td>
<td>Pepperoni</td>
<td>Broccoli</td>
<td>Tomato</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Pizza Party Toppings

Menu #1
Veggie Pizza

1 -  
2 - 
3 - 
4 - 

Menu #2
Meat Lover's Delight

1 -  
2 - 
4 - 
4 - 

Menu #3
Hawaiian Style

1 -  
2 - 
4 - 
4 - 

Menu #4
Two-by-Two

1 -  
2 - 
2 - 
2 - 
2 - 
2 - 

I Voted!

There are many types of fruit and different people may prefer one fruit more than another. Ask each member of your family to vote for their favorite fruit. Share a ballot with each person (don’t forget to include yourself too!). Everyone will make their choice and place their ballot in the ballot box. After ballots have been cast, count the number of votes for each fruit. Talk with your family about which fruit received the most votes. Talk about which had the least number of votes. Did anything surprise you? Talk about the outcome!

(Ask an adult for help to cut out the official ballot cards.)

Find more games and activities at pbskidsforparents.org
On Election Day, in many communities, voters receive a sticker, a badge, or a button after they cast their ballot. This token both recognizes participation and encourages others to vote.

Color and cut out these “I Voted Today!” badges. Share them with members of your family after they cast their ballot. You can help celebrate and recognize their participation in the election.
Learn at Home with PBS KIDS

Play and learn anytime and anywhere with free apps from PBS KIDS! Use the chart below to find the app that aligns to your child’s grade, learning goal, and favorite PBS KIDS show - then download it on your mobile or tablet device to play online, offline, or anytime.

### Apps for Social & Emotional Learning

<table>
<thead>
<tr>
<th>App</th>
<th>Grade</th>
<th>Learning Goal</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daniel Tiger for Parents</td>
<td>PK-K</td>
<td>Social &amp; Emotional Learning</td>
</tr>
<tr>
<td>PBS KIDS Games app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
<tr>
<td>PBS KIDS Video app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
</tbody>
</table>

### Apps for Literacy Learning

<table>
<thead>
<tr>
<th>App</th>
<th>Grade</th>
<th>Learning Goals</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dinosaur Train A to Z</td>
<td>PK-K</td>
<td>Literacy, Science</td>
</tr>
<tr>
<td>Molly of Denali</td>
<td>K-2</td>
<td>Literacy</td>
</tr>
<tr>
<td>PBS KIDS Games app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
<tr>
<td>PBS KIDS Video app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
</tbody>
</table>

### Apps for STEM Learning (Science, Technology, Engineering & Math)

<table>
<thead>
<tr>
<th>App</th>
<th>Grade</th>
<th>Learning Subjects</th>
</tr>
</thead>
<tbody>
<tr>
<td>PBS Parents Play &amp; Learn</td>
<td>PK-K</td>
<td>Literacy, Math</td>
</tr>
<tr>
<td>Play &amp; Learn Engineering</td>
<td>PK-K</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>PBS KIDS Measure Up!</td>
<td>PK-K</td>
<td>Math</td>
</tr>
<tr>
<td>Play &amp; Learn Science</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>Splash and Bubbles for Parents</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>Splash and Bubbles Ocean Adventure</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>The Cat in the Hat Builds That!</td>
<td>PK-K</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>The Cat in the Hat Invents</td>
<td>PK-K</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Jet’s Bot Builder: Robot Games</td>
<td>K-2</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Photo Stuff with Ruff</td>
<td>K-2</td>
<td>Science</td>
</tr>
<tr>
<td>Ready Jet Go! Space Explorer</td>
<td>K-2</td>
<td>Science</td>
</tr>
<tr>
<td>Ready Jet Go! Space Scouts</td>
<td>K-2</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Nature Cat’s Great Outdoors</td>
<td>K-3</td>
<td>Science</td>
</tr>
<tr>
<td>PBS KIDS ScratchJr</td>
<td>1-2</td>
<td>Coding</td>
</tr>
<tr>
<td>Outdoor Family Fun with Plum</td>
<td>1-3</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Cyberchase Shape Quest</td>
<td>1-5</td>
<td>Math</td>
</tr>
<tr>
<td>PBS KIDS Games app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
<tr>
<td>PBS KIDS Video app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
</tbody>
</table>

[pbskids.org/apps]
What is **Bright by Text**?

Bright by Text is a free program for parents and caregivers that sends tips and resources promoting child development, targeted to a child’s age from prenatal to 8 years old, right to their cell phone.

**MESSAGES INCLUDE**

- Brain Development
- Developmental Milestones
- Language and Literacy
- Social-Emotional
- Prenatal
- Nutrition
- Oral Health
- STEM
- Caregiver Resilience
- Safety

**CONTENT SOURCES**

- Bright by Three
- Delta Dental
- Sesame Street
- PBS Parents
- Vroom
- COOKING MATTERS
- Colorad Learning Development Guidelines
- Local libraries, museums, health organizations, and other local partners
- PBS LearningMedia

**LINKS TO MORE RESOURCES**

Each text message has a link to a landing page with more information, including short modeling videos, related books, games and other resources.

**SIGN UP**

parents and caregivers

text message

landing page

linked content

*Message and data rates may apply.* Text 0111 to 274448 to opt in. Text END to 274448 to opt out.