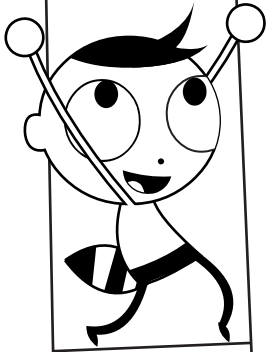


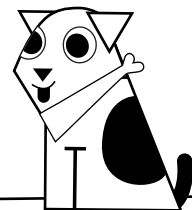
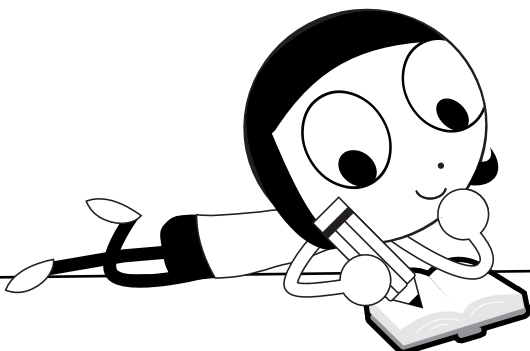
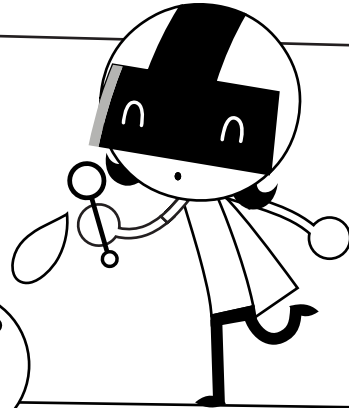


Learn at Home with PBS KIDS



Celebrating Fall

BINGO





Learn at Home with PBS KIDS

**Week of
October 19th**

Hello, Families!

Welcome to "**Learn Along**" Bingo! We're happy to share PBS KIDS activities with you and to work with PBS member stations 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.

It's Celebrating Fall Week!

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.

Learning Spotlight: "Investigating Plants"

This week, we're learning how to investigate plants. We will observe different plants, ask questions, and take steps to answer the questions.

Show What You Know: Nature Scrapbook

The last activity in this packet is a perfect way for children to show what they've learned about investigating plants with a grown up.

Tune in: Watch the new PBS KIDS program, ELINOR WONDERS WHY on Tuesday, October 20th at 3:30pm EDT on the PBS KIDS 24/7 channel.

Ready for more? Watch your favorite PBS KIDS shows on the 24/7 channel and live stream at pbskids.org/video/livetv or on your local PBS station.

Happy learning!
PBS KIDS



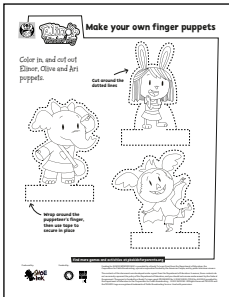
Find free activities, articles and tips to support at-home learning on pbskidsforparents.org

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Celebrating Fall

BINGO



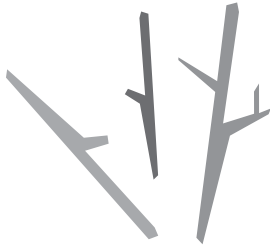
Puppets



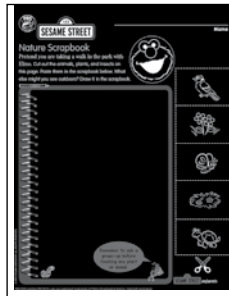
**Sing the song,
Five Little Pumpkins.**



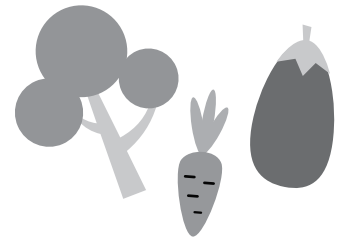
Build It From Nature



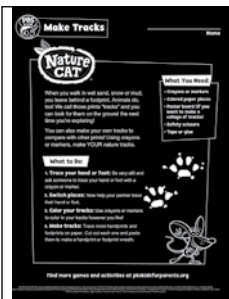
**Collect 10 twigs.
Sort them from
smallest to largest.**



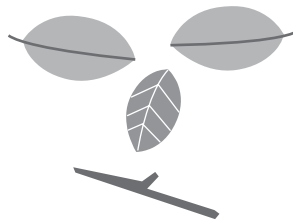
Nature Scrapbook



**Tell someone about your
favorite vegetable.**



Make Tracks



**Collect leaves and twigs.
Then, make a collage
with them.**



The Neighborhood Garden

PreK-K

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

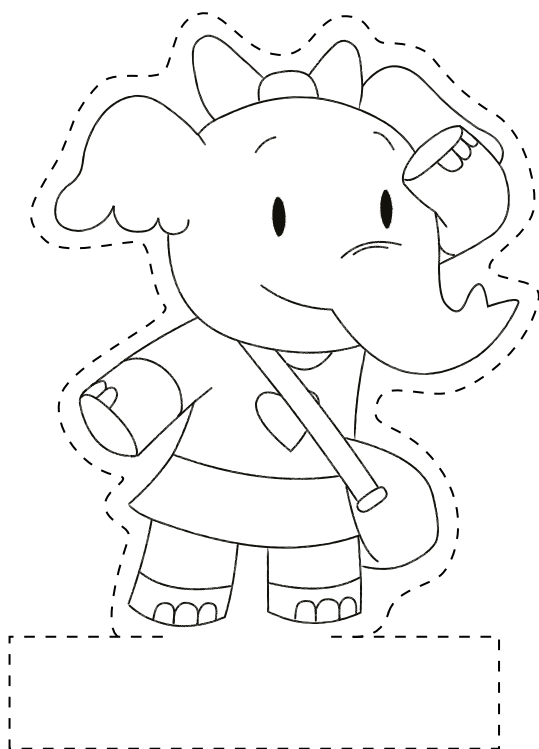
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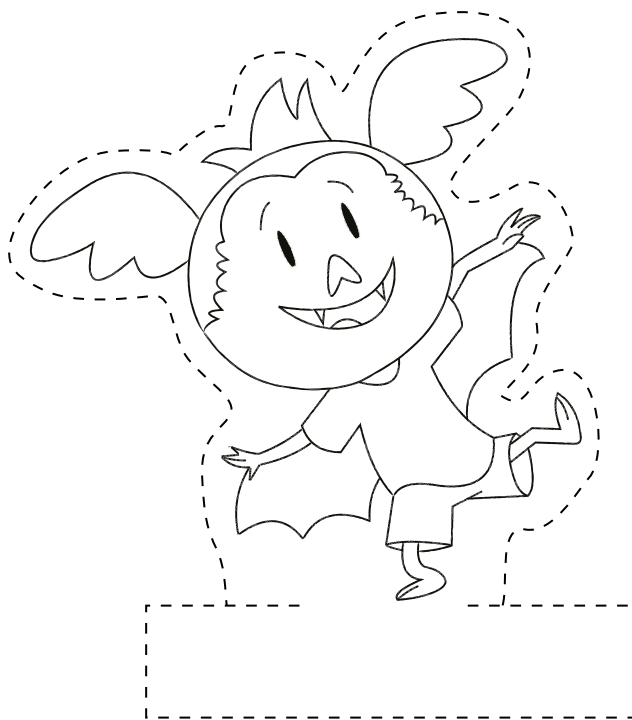
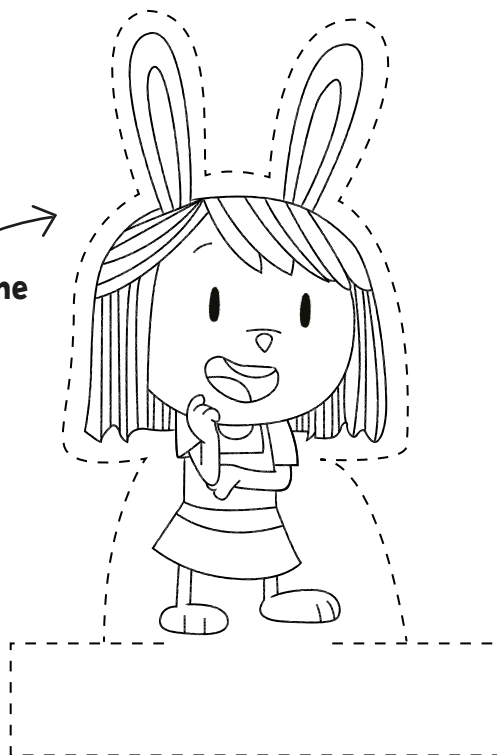
Make your own finger puppets

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

Produced by:



Funded by:



Funding for ELINOR WONDERS WHY is provided by a Ready To Learn Grant from the Department of Education; the Corporation for Public Broadcasting, a private corporation funded by the American People; and by public television viewers.

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Build it from Nature



1

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.



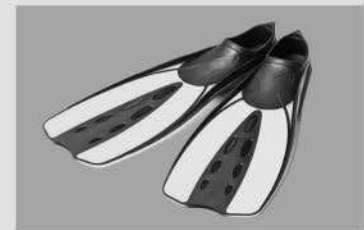
BULLET TRAIN

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.

Powered by a Ready To Learn Grant

Find more games and activities at pbskidsforparents.org

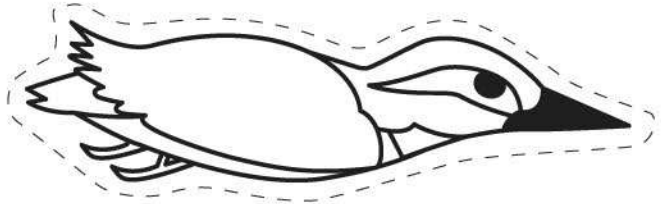
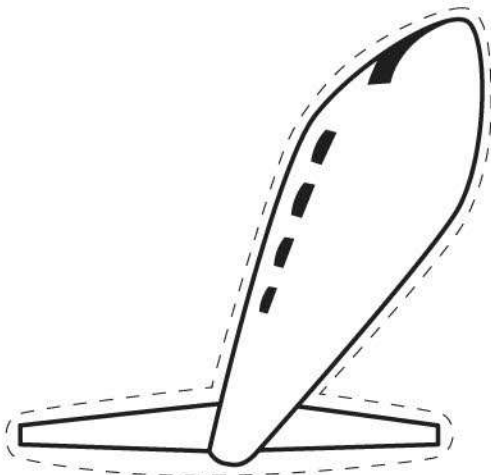
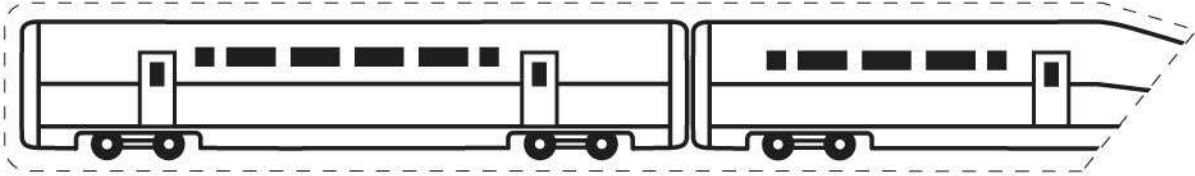


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What's Missing?



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.





Make Tracks

Name _____



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!

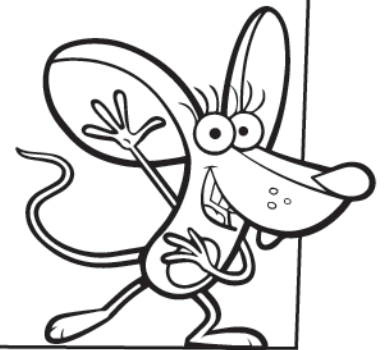
You can also make your own tracks to compare with other prints! Using crayons or markers, make YOUR nature tracks.

What You Need:

- Crayons or markers
- Colored paper pieces
- Poster board (if you want to make a collage of tracks)
- Safety scissors
- Tape or glue

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



Make Tracks

_____ Name



A large, empty rectangular box with a black border, intended for drawing or writing.

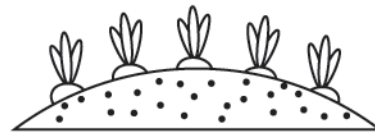
Find more games and activities at pbskidsforparents.org



The Neighborhood Garden

_____ Name

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?



Find more games and activities at pbskidsforparents.org



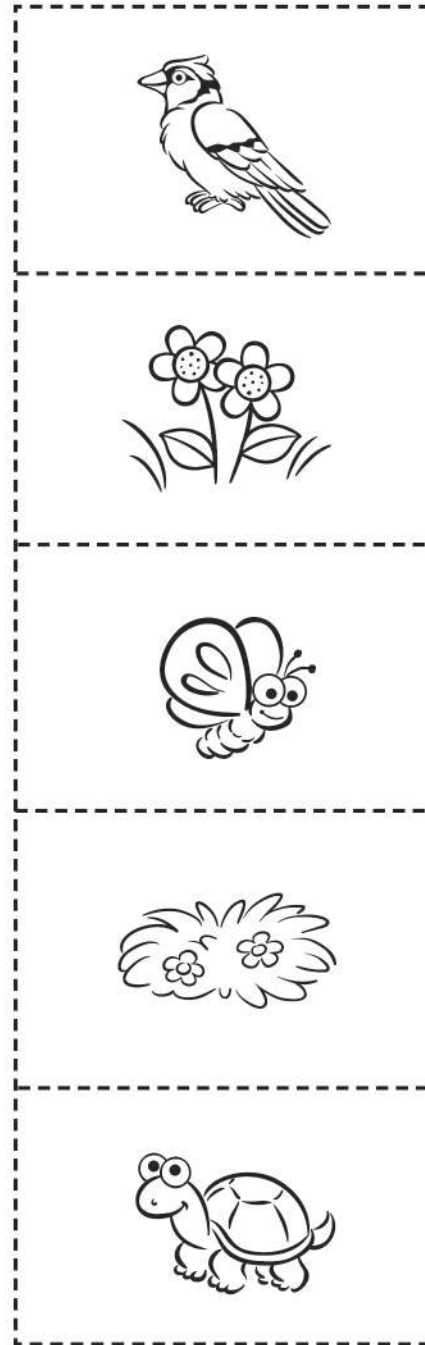
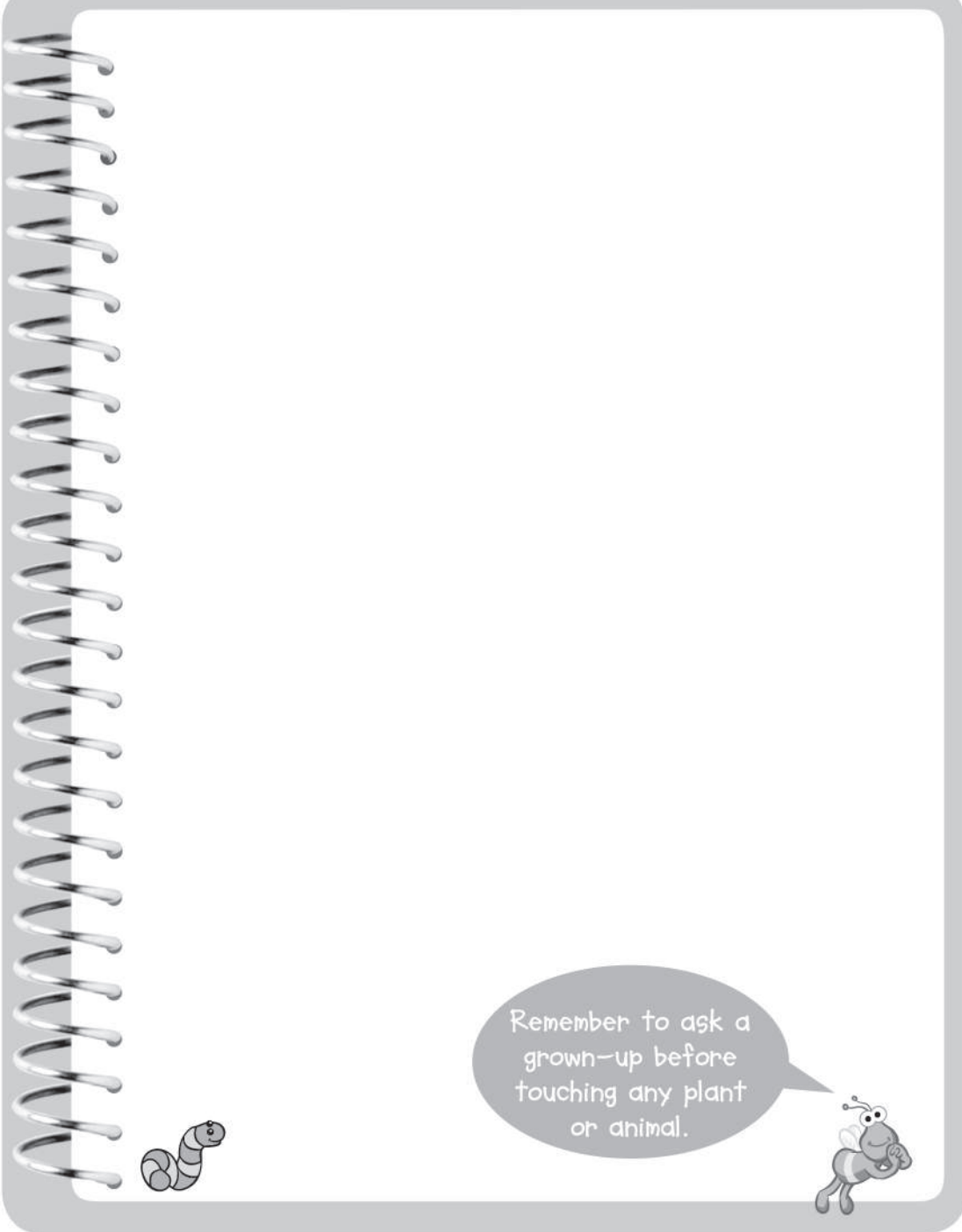
123

SESAME STREET

Name _____

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

Schedule Begins October 5, 2020

Explore reading, math, science, life lessons, and more on the PBS KIDS 24/7 channel and live stream! The TV schedule below offers you and your child a chance to learn anytime alongside your favorite PBS KIDS characters.



TIME (M-F)	SHOW	GRADE	LEARNING GOAL
6/5c am	Splash and Bubbles	PK-K	Science
6:30/5:30c am	WordWorld	PK-K	Literacy
7/6c am	Peg + Cat	PK-K	Math
7:30/6:30c am	Peep and the Big Wide World	PK-K	Science
8/7c am	Sid the Science Kid	PK-K	Science
8:30/7:30c am	Super WHY!	PK-K	Literacy
9/8c am	Pinkalicious & Peterrific	PK-1	The Arts
9:30/8:30c am	Clifford the Big Red Dog	PK-K	Social & Emotional Learning, Literacy
10/9c am	Let's Go Luna!	K-2	Social Studies
10:30/9:30c am	Dinosaur Train	PK-K	Science
11/10c am	The Cat in the Hat Knows a Lot About That!	PK-1	Science & Engineering
11:30/10:30c am	Martha Speaks	K-2	Literacy
12 pm/11c am	Nature Cat	K-3	Science
12:30 pm/11:30c am	Ready Jet Go!	K-2	Science & Engineering
1/12c pm	Arthur	K-2	Social & Emotional Learning
1:30/12:30c pm	Odd Squad	K-2	Math
2/1c pm	Cyberchase	1-5	Math
2:30/1:30c pm	Molly of Denali	K-2	Literacy
3/2c pm	Pinkalicious & Peterrific	PK-1	The Arts
3:30/2:30c pm	Elinor Wonders Why	PK-K	Science & Engineering
4/3c pm	Sesame Street	PK-K	Literacy, Math, Social & Emotional Learning
4:30/3:30c pm	Daniel Tiger's Neighborhood	PK-K	Social & Emotional Learning
5/4c pm	Curious George	PK-K	Math, Science & Engineering
5:30/4:30c pm	Curious George	PK-K	Math, Science & Engineering
6/5c pm	Wild Kratts	K-2	Science
6:30/5:30c pm	Wild Kratts	K-2	Science

Access FREE, at-home learning activities, tips, and more on pbskidsforparents.org



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 on your mobile or tablet device to play online, offline, or anytime.

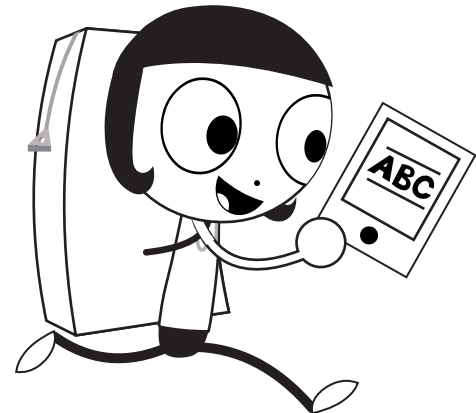
Apps for Social & Emotional Learning

Daniel Tiger for Parents	PK-K	Social & Emotional Learning
PBS KIDS Games app	K-2	Multiple Learning Goals
PBS KIDS Video app	K-2	Multiple Learning Goals



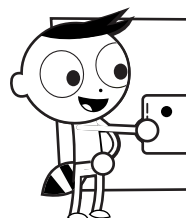
Apps for Literacy Learning

Dinosaur Train A to Z	PK-K	Literacy, Science
Molly of Denali	K-2	Literacy
PBS KIDS Games app	K-2	Multiple Learning Goals
PBS KIDS Video app	K-2	Multiple Learning Goals



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

PBS Parents Play & Learn	PK-K	Literacy, Math	Ready Jet Go! Space Explorer	K-2	Science
Play & Learn Engineering	PK-K	Science and Engineering	Ready Jet Go! Space Scouts	K-2	Science and Engineering
Play & Learn Science	PK-K	Science	Nature Cat's Great Outdoors	K-3	Science
Splash and Bubbles for Parents	PK-K	Science	PBS KIDS ScratchJr	1-2	Coding
Splash and Bubbles Ocean Adventure	PK-K	Science	Outdoor Family Fun with Plum	1-3	Science and Engineering
The Cat in the Hat Builds That!	PK-K	Science and Engineering	Cyberchase Shape Quest	1-5	Math, Science
The Cat in the Hat Invents	PK-K	Science and Engineering	PBS KIDS Games app	K-2	Multiple Learning Goals
Jet's Bot Builder: Robot Games	K-2	Science and Engineering	PBS KIDS Video app	K-2	Multiple Learning Goals
Photo Stuff with Ruff	K-2	Science			



pbskids.org/apps

