

## Program Grid WPSU HD • October 19 - October 23, 2020

Grades PreK - 12 • Check your local TV listings to find the channel for your local PBS station.

Working with the [Pennsylvania Department of Education](#), we have created [Learning at Home](#), your connection to thousands of hours of educational and entertaining programs, videos, activities and games to support you.






PBS Kids Learning Goals Color Code

Science, Technology, Engineering, and Math (STEM)	Social and Emotional Learning
Reading and Literacy	Social Studies, The Arts, and More!

Grades	Times	MONDAY - Oct 19, 2020	TUESDAY - Oct 20, 2020	WEDNESDAY - Oct 21	THURSDAY - Oct 22	FRIDAY - Oct 23 2020	
PreK to 3rd Grade	6:00 a.m.	READY JET GO!					
	6:30 a.m.	ARTHUR					
	7:00 a.m.	MOLLY OF DENALI					
	7:30 a.m.	WILD KRATTS					
	8:00 a.m.	HERO ELEMENTARY					
	8:30 a.m.	XAVIER RIDDLE AND THE SECRET MUSEUM					
	9:00 a.m.	CURIOUS GEORGE					
	9:30a.m.	DANIEL TIGER'S NEIGHBORHOOD					
	10:00 a.m.	DANIEL TIGER'S NEIGHBORHOOD			CURIOUS GEORGE: A Halloween Boo Fest	DANIEL TIGER	
	10:30 a.m.	ELINOR WONDERS WHY				ELINOR	
	11:00 a.m.	SESAME STREET					
11:30 a.m.	PEG + CAT						
4th to 8th Grade	Noon	SCIGIRLS					
	12:30 p.m.	WILD KRATTS					
9th to 12th Grade	1:00 p.m.	MORE OR LESS PERFECT UNION	FORCES OF NATURE	ASIAN AMERICANS	ANIMALS WITH CAMERAS	SOMEWHERE SOUTH	
	1:30 p.m.						
	2:00 p.m.	HISTORY WITH DAVID RUBENSTEIN	GREAT YELLOWSTONE THAW	CIVILIZATIONS	GENIUS BY STEPHEN HAWKING	POETRY IN AMERICA	
2:30 p.m.	THE ROBOT DOCTOR						
PreK to 3rd Grade	3:00 p.m.	NATURE CAT				WILD KRATTS Creepy Creatures	
	3:30 p.m.	CYBERCHASE					
	4:00 p.m.	MOLLY OF DENALI					
	4:30 p.m.	XAVIER RIDDLE AND THE SECRET MUSEUM					
	5:00 p.m.	ODD SQUAD					

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PROGRAM	WATCH & PLAY
<p><b>Monday, October 19, 2020 at 11am SESAME STREET</b></p> 	<p><b>SOCIAL/EMOTIONAL LEARNING AND LITERACY</b></p> <p><b>EPISODE - The Great Fruit Strike</b></p> <p><b>FOCUS - Kindness</b></p> <p><small>PA STANDARD: CC.1.2.K.J / CC.1.3.K.J USE WORDS AND PHRASES ACQUIRED THROUGH CONVERSATIONS, READING, BEING READ TO. CC.1.4.L.E / CC.1.4.L.K / CC.1.4.L.Q CHOOSE WORDS AND PHRASES FOR EFFECT / USE A VARIETY OF WORDS</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Encourage your child to think of one small act of kindness they can do to let a friend or family member know how much they like and care about them. Maybe it's making up a song and singing it for them, writing a card or making a homemade gift, waving a hello to a neighbor, saying a simple "thank you", opening a door for someone, or doing a household chore without being asked.</p>
<p><b>Tuesday, October 20, 2020 at 11:30am PEG+CAT!</b></p> 	<p><b>MATHEMATICS</b></p> <p><b>EPISODES - The Groovy Sixties Problem/Bad Jack Is Back</b></p> <p><b>FOCUS - Number recognition and two-digit numbers</b></p> <p><small>PA STANDARD: CC.2.1.K.A.1 KNOW NUMBER NAMES AND WRITE AND RECITE THE COUNT SEQUENCE. CC.2.1.1.B.2 USE PLACE-VALUE CONCEPTS TO REPRESENT AMOUNTS OF TENS AND ONES AND TO COMPARE TWO-DIGIT NUMBERS</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Play the game "I'm thinking of a number between..." Start with a number between 1 and 10, then between 10 and 20 and so on. Encourage your child to keep track of the numbers played by writing them down.</p>
<p><b>Wednesday, October 21, 2020 at NOON SCI GIRLS</b></p> 	<p><b>SCIENCE &amp; NATURE</b></p> <p><b>EPISODES - Meorando Procesos   Process Power</b></p> <p><b>FOCUS - How to improve processes to be more efficient</b></p> <p><small>PA STANDARD: 3.2.4.C - RECOGNIZE AND USE THE ELEMENTS OF SCIENTIFIC INQUIRY TO SOLVE PROBLEMS. 3.2.4.D - RECOGNIZE AND USE THE TECHNOLOGICAL DESIGN PROCESS TO SOLVE PROBLEMS</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Because every process consists of a series of steps, your child can start thinking about "processes" by following simple assembly instructions or a recipe. Encourage your child to write out steps on how to make a sandwich or how to play a simple game.</p>
<p><b>Thursday, October 22, 2020 at 12:30pm WILD KRATTS</b></p> 	<p><b>SCIENCE &amp; NATURE</b></p> <p><b>EPISODE - Lemur Legs</b></p> <p><b>FOCUS - How lemurs use their legs to leap</b></p> <p><small>PA STANDARD: 3.3.4.B - KNOW THAT LIVING THINGS ARE MADE UP OF PARTS THAT HAVE SPECIFIC FUNCTIONS. 10.A.K.B.2 ENGAGE IN LARGE MOTOR ACTIVITIES THAT REQUIRE STRENGTH AND BALANCE</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Play "What time is it, Mr./Ms. Lemur?". One person is the big lemur and the other person or rest of the group are little lemurs and stand twenty feet apart facing one another. The little lemurs ask: "What time is it, Mr./Ms. Lemur?" The big lemur answers "One o'clock". The little lemurs make one step toward the big lemur then ask again. The big lemur can pick any number between 1 and 12. This continues until the big lemur decides to reply "Leaping time!" at which point the little lemurs turn and "leap" away from the big lemur back to starting line without being tagged. Have fun taking turns being the big lemur.</p>
<p><b>Friday, October 23, 2020 at 11:30am PEG+CAT!</b></p> 	<p><b>MATHEMATICS</b></p> <p><b>EPISODES - The Blockette Problem/The Tulip Problem</b></p> <p><b>FOCUS - Symmetry</b></p> <p><small>PA STANDARD: CC.2.3.1.A.2 USE THE UNDERSTANDING OF FRACTIONS TO PARTITION SHAPES INTO HALVES AND QUARTERS. CC.2.3.K.A.2 ANALYZE, COMPARE, CREATE, AND COMPOSE TWO- AND THREE-DIMENSIONAL SHAPES</small></p> <p><b>ACTIVITY: TRY THIS</b></p> <p>Use a long straight stick or a ruler and lay it down vertically. This is the central line of symmetry. Encourage your child to create something on one side of the stick using various loose parts (for example, corks, feathers, pompoms, small toys, Legos, rocks, leaves, etc.). Then, have your child recreate the same pattern or half-picture on the other side of the stick.</p>