



SUMMER LEARNING at HOME



This packet contains activities for children ages 3-8. Activities can be used and adapted to meet the particular needs of your child.

ACTIVITIES INCLUDED

SCIENCE

My Shadow Goes Where I Go!.....4

Cat in the Hat Knows a Lot About That!

After learning that shadows are made by blocking light, children will investigate how the position of the light can make shadows grow or shrink, and how to change the shape of a shadow.

Additional Materials

Cat in the Hat Character Puppets
Cat in the Hat Measuring Tool

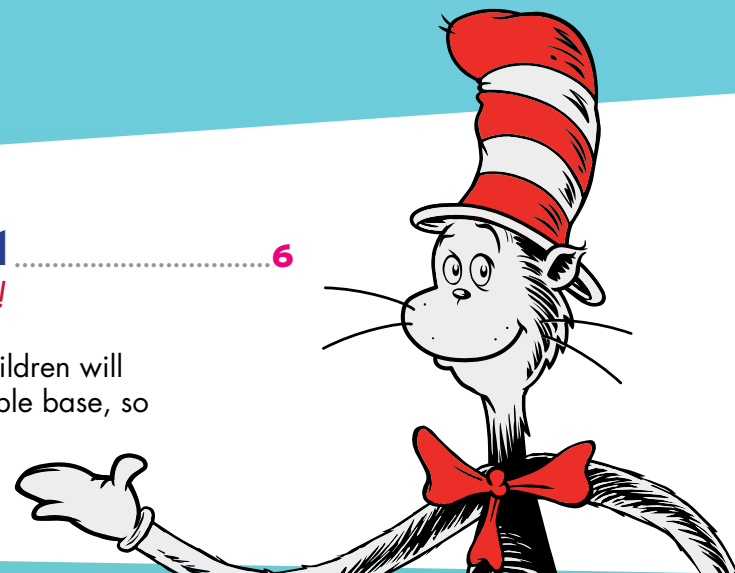


ENGINEERING

Some Assembly Required.....6

Cat in the Hat Knows a Lot About That!

Learn about structures with Cat in the Hat. Children will discover that structures need a strong and stable base, so they don't fall over.



LITERACY

Silly Story Builder.....8

Martha Speaks

Authors use character, setting, and action to help tell a story. Get ready to experience just that as you and your child create silly stories by drawing story parts out of a bag.



MATH

Coin Toss.....10

Cyberchase

Liftoff! Try launching a few coins and see how easy it is to count by twos, fives, tens, and even twenty-fives.



ENGINEERING

Push, Slide Bounce.....12

Hero Elementary

Investigate the ways that a push can cause an object to start moving or stop moving. Observe and compare the effects of strong pushes and weak pushes.



MATH

Playing Games with Hundreds Chart *Peg + Cat*.....14

Use a hundreds chart as a playing board in these fun and simple games for ages 3-8.





My Shadow Goes Where I Go!



WATCH

My Shadow Goes Where I Go! bit.ly/CITHShadows

- After watching, talk about what you have watched.
- Where do you think the shadows are coming from?
 - Does everything have a shadow?



EXPLORE

Your child will explore shadows with flashlights and how the position of the light can make shadows grow or shrink.

Materials:

Objects to create shadows. Suggested materials include:

- Cat in the Hat Shadow Puppet Character Cards
- Toy cars
- Legos
- Small plushy animals
- Flashlight or other light sources
- Markers/pencils
- Craft sticks
- Masking tape
- Butcher paper and/or copy paper
- Cat in the Hat Measuring Tool
- Create a shadow puppet theater from whatever you have available: rope, clothespins, bed-sheet, wax paper, tent, chairs, table, butcher paper, etc.

Instructions:

1. Set up makeshift shadow theater.
2. Create stick puppets using the PBS KIDS The Cat in the Hat Knows A Lot About That! Shadow Puppet Character Cards
3. Using the various light sources available, explore shadows.
 - a. Create and draw shadows on paper.
 - b. Investigate in the shadow theater.
 - c. Create a puppet show.
4. Together investigate questions about shadows.
 - a. Can you make a shadow bigger? Smaller?
 - b. What do notice if you place the flashlight high up or down low?
 - c. Explore any other questions you come up with!

More Ways to Play:

- Write and preform your own family shadow puppet play.
- Become shadow detectives and track shadows on a sunny day.

READ

Read together **The Black Rabbit** by Philippa Leathers.

Before reading:

Read the title, author and illustrator.
Ask, "Who do you think the Black Rabbit is?"

Discuss during or after reading:

- Do you think Rabbit will get rid of the Black Rabbit? Why or why not?
- When Rabbit goes into the deep, dark woods, the Black Rabbit disappears. Why?
- What happened to make the wolf run away?

Other book suggestions:

- **Guess Whose Shadow?** by Stephen Swinburne
- **Light: Shadows, Mirrors, and Rainbows** by Natalie Rosinsky
- **Moonbear's Shadow** by Frank Asch
- **My Shadow** by Robert Louis Stevenson, Sara Sanchez
- **Nothing Sticks Like a Shadow** by Ann Tompert
- **What Makes a Shadow?** by Clyde Robert Bulla

PLAY

[Play & Learn Science! - Shadow games](#)

These games can be found within the Play & Learn Science app that is available for free on your tablet or phone in app store.

Co-play with children: Play video games and use apps with children. Young children learn better from media when they share the experience with an adult. It's a good way to demonstrate good sportsmanship and gaming etiquette.





Some Assembly Required



Engineering

WATCH

Design Time bit.ly/CITHDesign

- After watching, talk about what you have watched.
- Why do you think the robot can bump some things over but can't bump other things over?
 - What change did Sally and Nick make to the design of their tower? Why did they make that change?



EXPLORE

Your children will use their engineering skills to create a structure with a sturdy base.

Building Materials:

- Jumbo craft sticks
- Plastic 3 oz. cups
- Paper
- Pencil
- Optional: Yard stick, measuring tape, ruler or non-standard form of measurement

Instructions:

1. Allow children to work independently or with a sibling to build a tower.

2. Engage them in short conversations about their plan as they build their tower. Discussion could include:
 - a. Tell me about your structure.
 - b. Is your base strong enough to support how tall you want your tower?
3. Children can measure their tower using provided measurement tool(s).

More Ways to Play:

- Using the same materials, build the tallest tower in 5 minutes.
- Using wooden clothespins, small binder clips, and jumbo craft sticks, build a structure that supports the most amount of weight.

READ

Read together **Iggy Peck, Architect** by Andrea Beaty.

Before reading:

- Read the title, author and illustrator
- Ask: What is an architect? (a person who designs buildings)

Discuss during or after reading:

- Why do you think Miss Lila Greer dislikes architecture?
- How did things change in Miss Greer's class after she crossed the bridge the children had built?
- What are some of the materials Iggy used in his creations?

Other book suggestions:

- **Rosie Revere, Engineer** by Andrea Beaty
- **Most Magnificent Thing** by Ashley Spires
- **The Three Billy Goats Gruff** by Stephen Carpenter
- **Twenty-One Elephants and Still Standing** by April Jones Prince
- **What Makes a Shadow?** by Clyde Robert Bulla



PLAY

Ruff Ruffman - Hamster Run

This game is available in the free PBS KIDS Games app. Look for it in your favorite app store. The game can also be found online at pbskids.org/ruff/structures/game.

Co-play with children: Play video games and use apps with children. Young children learn better from media when they share the experience with an adult. It's a good way to demonstrate good sportsmanship and gaming etiquette.



Silly Story Builder



WATCH

T.D. Tells a Story bit.ly/MarthaSpeaks

After watching, talk about what you have watched.

- What happened at the beginning of T.D.'s story?
- Name something that happened in the middle of the story.
- How did the story end?



EXPLORE

Children will build vocabulary, become familiar with essential parts of a story and develop story sequencing skills.

Building Materials:

- 4 paper lunch bags
- 20 3x5 index cards
- Pencil or marker

Instructions:

CREATE STORY BUILDER BAGS

1. Write Character, Setting, Action, and Wild Word on separate lunch bags.
2. With your child, choose five characters, five settings and five actions to use in your stories. Be creative. Be silly. For example, a pet rabbit, the moon and surfing would be a good start!
3. Write or draw a picture of these on individual index cards and put them in their appropriate bags.
4. Help your child identify five new words to use as "wild words" in the stories. Look in a dic-

tionary or walk around the house to get ideas for words. Write them down on index cards and place them in the Wild Word bag.

BUILD SILLY STORIES

1. Invite your child to draw one card from each bag.
2. Create a silly story based on these cards.
3. Encourage your child to include a beginning, middle and end.
4. Take turns creating stories. Choose a favorite one and encourage your child to share it with a friend.

More Ways to Play:

- Draw multiple cards to make the story more complex.
- Take turns telling a different silly story with the same cards.
- Choose a favorite silly story and write it down. Draw pictures to illustrate it.

READ

Read together **Rocket Writes a Story** by Tad Hills.

Before reading:

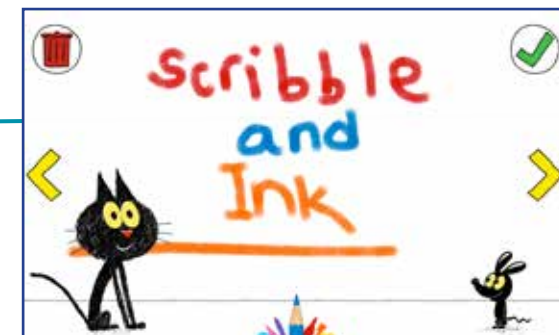
- Read the title, author, and illustrator.
- Ask: By looking at the cover of the book what do you think the book is about?

Discuss during or after reading:

- Where does Rocket put the words he learns?
- What does Rocket decide to write a story about?
- After Rocket reads his story to the owl, what happens?

Other book suggestions:

- **Be Quiet!** by Ryan T. Higgins
- **This Is a Moose** by Richard T. Morris
- **Dog Loves Books** by Louise Yates
- **Stick and Stone** by Beth Ferry



PLAY

Scribbles and Ink

This game is available in the free PBS KIDS Games app. Look for it in your favorite app store. The game can also be found online at pbskids.org/scribblesandink/draw.

Co-play with children: Play video games and use apps with children. Young children learn better from media when they share the experience with an adult. It's a good way to demonstrate good sportsmanship and gaming etiquette.



Coin Toss



WATCH

Using Grouping to Count Quickly
bit.ly/CyberchaseCoins

After watching, talk about what you have watched.

- What were they trying to count quickly?
- What did they come up with as a quick and efficient way get an accurate count without counting them one by one?
- How many total eggs did they have?



EXPLORE

This activity will help your child understand coin values, grouping, sorting, and counting by ones, fives, tens, and twenty-fives.

Building Materials:

- Assorted coins (at least 10 of each)
- Plastic spoon
- String

Instructions:

- Sort your coins into piles of pennies, nickels, dimes, and quarters.
- Create a 2-foot diameter circle with a piece of string. This will be your target.
- Grab a plastic spoon (your coin launcher) and place a coin on the scooped end.
- Hold the handle of the spoon in one hand. With the thumb of your other hand, gently pull down on the end with the coin and release.
- Practice launching your coin into the air and landing it inside the circle.

Game Play and Points:

- Now you are ready to play. Start with your pennies, which are worth 1 point each.
- Take turns launching pennies and adding your point values.
- Next try some nickels. Count by fives as you successfully land each nickel inside the circle.
- Continue the game with your dimes (counting by tens) and quarters (counting by twenty-fives).

More Ways to Play:

- Return to your pennies and try launching two at once. Now you can count by twos!
- Try some more addition with multiple coins. Imagine that your circle is a cash register. Call out a price under one dollar, such as 55 cents. As a team, work together to "feed" the cash register the right value of coins.

READ

Read together *Mall Mania* by Stuart J. Murphy.

Before reading:

- Read the title, author, and illustrator.
- Ask: By looking at the cover of the book what do you think the book is about?

Discuss during or after reading:

- What are they celebrating at the Parkside Mall?
- How are the members of the Wilson Elementary Chess Club sharing information?
- Who ends up being the lucky 100th shopper?

Other book suggestions:

- **Alexander, Who Used to Be Rich Last Sunday** by Judith Viorst
- **Lemonade in Winter: A Book About Two Kids Counting Money** by Emily Jenkins & G. Brian Karas
- **A Chair For My Mother** by Vera B. Williams
- **The Penny Pot** by Stuart J. Murphy



PLAY

Peg + Cat - Mega Mall

This game is available in the free PBS KIDS Games app. Look for it in your favorite app store. The game can also be found online at pbskids.org/peg/games/mega-mall.

Co-play with children: Play video games and use apps with children. Young children learn better from media when they share the experience with an adult. It's a good way to demonstrate good sportsmanship and gaming etiquette.



Push, Slide, Bounce!

Make Your Own Mini-Golf Game



WATCH

Pushes and Pulls

bit.ly/HeroElem

After watching, talk about what you have watched.

- What problem did the Sparks' crew have?
- What caused the giant squeaky ball to roll slower?
- How did the Sparks' crew finally stop the giant squeaky ball?
- In the end, what happened to the giant squeaky ball?



EXPLORE

Your child can investigate the strength and direction of pushes. And your child can predict what will happen when an object collides with another object. Celebrate as your child figures out how to reach the finish line!

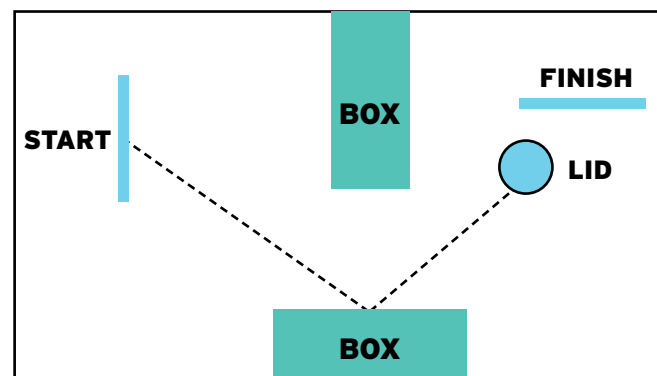
Materials:

- Plastic container lids or wide-mouth canning lids
- Markers
- Tape
- Small boxes or other objects to build a "mini-golf" course, heavy enough for a lid to bounce off them

Instructions:

- On one long strip of tape, write START. On a second long strip of tape, write FINISH.
- Set up a mini-golf course with the strips of tape and boxes (or other objects). Use the image below as an example.
- Your child will try to move the lid from START to FINISH with the fewest pushes. Encourage your child to predict what will happen when they push the lid or bounce it off other objects.

- Your child can test it out and observe what happens. Keep trying and improving the plan until the lid reaches the finish line. How can you use a push to change the lid's speed? How does the lid change direction when it bounces off a box?



More Ways to Play:

- How many different ways can your child set up a mini-golf course? Try different set-ups. Maybe move the START or FINISH. Maybe add another box. Then play again. Encourage your child to explain how they got the lid where they wanted it to go.

READ

Read together **Oscar and the Cricket: A book about moving and rolling** by Geoff Waring.

Before reading:

- Read the title, author, and illustrator.
- Ask: What do you think Oscar will do with the ball? What would you do if you found a ball?

Discuss during or after reading:

- What causes the ball to move the way it does?
- What finally causes Oscar's ball to stop?
- Tell me why you think the ball rolled fast on the path and slow in the grass.

Other book suggestions:

- **Oh No! (Or How My Science Project Destroyed the World)** by Mac Barnett
- **The Girl Who Never Made Mistakes** by Mark Pett and Gary Rubinstein
- **Move It! Motion, Forces and You (Primary Physical Science)** by Adrienne Mason
- **Newton and Me** by Lynne Mayer



PLAY

Ruff Ruffman - Fish Force

This game is available in the free PBS KIDS Games app. Look for it in your favorite app store. The game can also be found online at pbskids.org/ruff/sports/game.

Co-play with children: Play video games and use apps with children. Young children learn better from media when they share the experience with an adult. It's a good way to demonstrate good sportsmanship and gaming etiquette.





peg+cat



Playing Games with the Hundreds Chart

Juegos con la gráfica de centenares

Hundreds Chart Count

(ages 3 – 8)

Each player puts a playing piece (such as a penny or dried bean) near 1, just outside the frame of the chart. Players take turns rolling a pair of dice, adding them up, and moving that number of spaces forward (starting with 1). The first player to reach (or pass) 100 wins! For younger children (ages 3 – 5) use one die.

Hundreds Chart by 5's and 10's

(ages 6 – 8)

Cut 10 index cards into quarters so you have 40 small cards. Write the number 5 on 20 of the cards, and the number 10 on the rest. Mix them up. Each player places a playing piece near 1, just outside the frame of the chart. Players take turns drawing cards and counting by 5's or 10's to move ahead. The first player to reach (or pass) 100 wins!

Number Capture!

(ages 6 – 8)

Use small pieces of paper to cover 5 or 10 numbers on the hundreds chart. Challenge your child to guess the numbers. You might start by covering the even numbers in the top row (2, 4, 6, 8, 10). Then make it a little harder by covering 5 or 10 random numbers in the first two rows.

Pattern Hunt

(ages 6 – 8)

Find the number 5 on the hundreds chart. Moving down the row, what number comes next? (15) What's next? (25) What's the pattern? (each number is 10 more) Now go diagonally from 11 (22, 33, and so on). What do you notice? Find all the numbers containing 3, such as 23 and 37. How many "3-numbers" are there?

Gráfica de conteo de centenares

(Edades 3-8)

Cada jugador coloca una pieza para jugar (por ejemplo, un centavo o frijol seco) cerca del 1, afuera del borde del tablero. Los jugadores se turnan para echar un par de dados, suman los puntos y van avanzando ese número de espacios (comenzando con el 1). Gana el primer jugador que llegue o rebase el 100. Para los niños más pequeños (de 3 a 5 años de edad), utilice un dado.

Tablero de las centenares de 5 en 5 y de 10 en 10

(Edades 6-8)

Recorte 10 tarjetas en cuartos para obtener 40 cartas pequeñas. Escriba el número 5 en 20 de las tarjetas y el número 10 en el resto. Cada jugador coloca una pieza para jugar cerca del 1, afuera del borde del tablero. Los jugadores intercambian turnos y sacan cartas y cuentan de 5 en 5 o de 10 en 10 para avanzar. El primer jugador que llegue o sobrepase el 100 será el ganador.

¡Captura el número!

(Edades 6-8)

Use pedacitos de papel para cubrir 5 o 10 números en la gráfica de las centenares. Rete a su hijo a que adivine los números. Puede empezar por cubrir los números en la fila superior (2, 4, 6, 8, 10). Luego, haga el juego un poco más difícil cubriendo 5 o 10 números al azar en las primeras dos filas.

Cacería de patrones

(Edades 6-8)

Encuentre el 5 en la gráfica de las centenares. Bajando por la fila, pregunte: ¿qué número sigue? (15) ¿Y luego cuál sigue? 25 ¿Cuál es el patrón (cada número es mayor en 10)? Ahora vaya diagonalmente de 11 (22, 33 y así sucesivamente). ¿Qué notas? Encuentra todos los números que contienen 3, tales como el 23 y el 37. ¿Cuántos "números 3" hay?



peg+cat



Hundreds Chart

Tablero de las centenares

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

All video clips, games, and activities in this resource can be found at pbskids.org/learn

STAY HOME with KET

BINGO

Read to
someone

Find a
cube shape

Eat a
green
vegetable

Do 10
jumping
jacks

Draw a
picture or
start a
journal

Find 3
different
shapes

Help
someone
with a chore

Learn
something
new

Plan an
indoor
picnic

Find objects
that start
with the
letter "S"

Mail
someone
a letter

Watch PBS
KIDS

Free
Space

Help clean
up after a
meal

Take a
virtual field
trip

Do a science
experiment

Find a
rectangle
shape

Try a
new food

Share your
toys

Play a word
game or
puzzle

Play a
game on
PBS KIDS

Listen to the
Molly of
Denali
podcast

Call a friend
or family
member

Make a
craft

Learn a new
fact about
an animal

Share your completed card on Twitter or Instagram with the hashtag **#KETBINGO**
KET.org/education



DANCE PARTY!

Dancing is a great way for kids to get exercise, express their creativity, communicate feelings, and enjoy music. Try some of these dance ideas together!

Freeze Dance

Kids dance like they can't stop, and then freeze like a statue.

- Put on music and have everyone dance.
- Stop the music suddenly—everyone freezes in place!
- Repeat by restarting and then stopping the music again.



Retro Moves

Invite kids to learn your favorite dance choreography from the past.

- Teach your child the basics, then put on some music and boogie!
- Ask your child to show you the dance he or she did in class. Can you guess what he or she is imitating?

The "Add-On" Dance

Together, make up a dance, step-by-step. Can everyone remember the moves?

- The first dancer does a dance move ("jump up and down," for example).
- The next dancer adds a move ("jump up and down...then spin around").
- Continue to add steps. When the dance has at least three moves, perform it together.



Find more games and activities at pbskids.org/pinkalicious or thinkpinkalicious.com

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A free service for people
who care for young children.

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apply. Text STOP to 274448 to stop.
Text HELP to 274448 for help.

- * Featuring activities, games, and
resources from pregnancy to age 8
- * Tips cover developmental milestones,
brain development, social-emotional
behavior, nutrition, and more



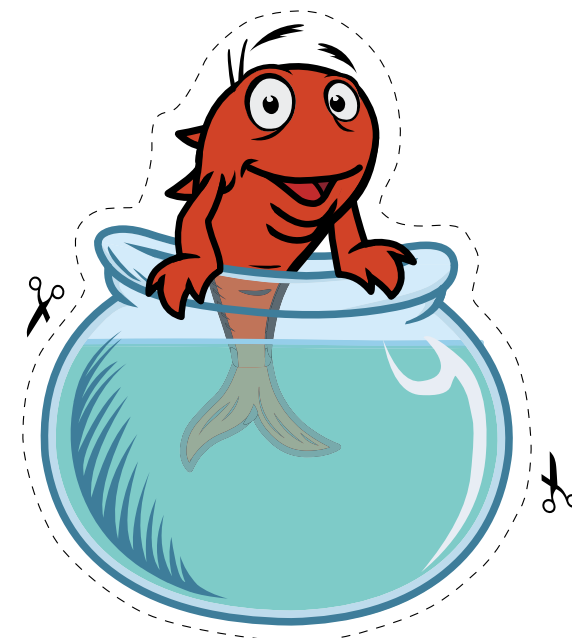
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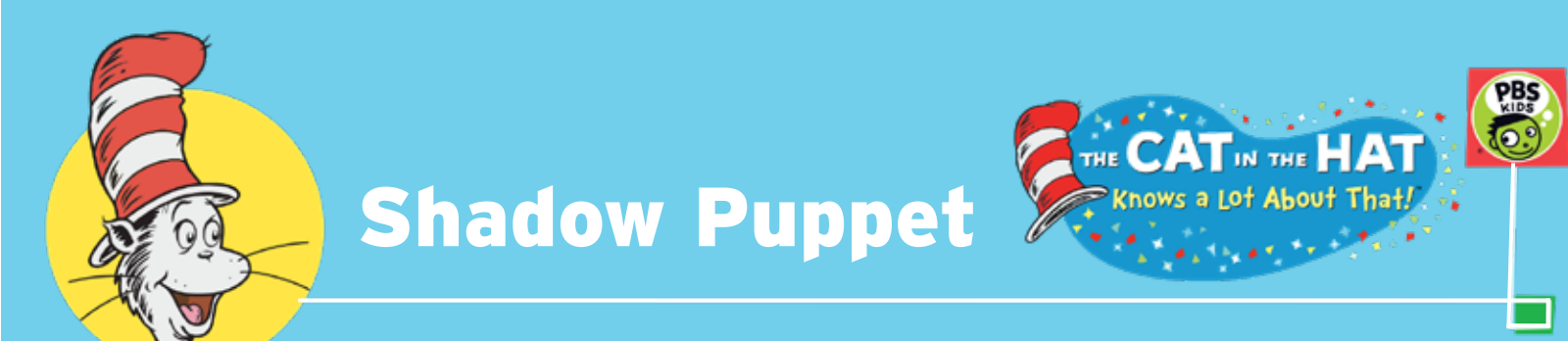
Shadow Puppet



THE CAT IN THE HAT



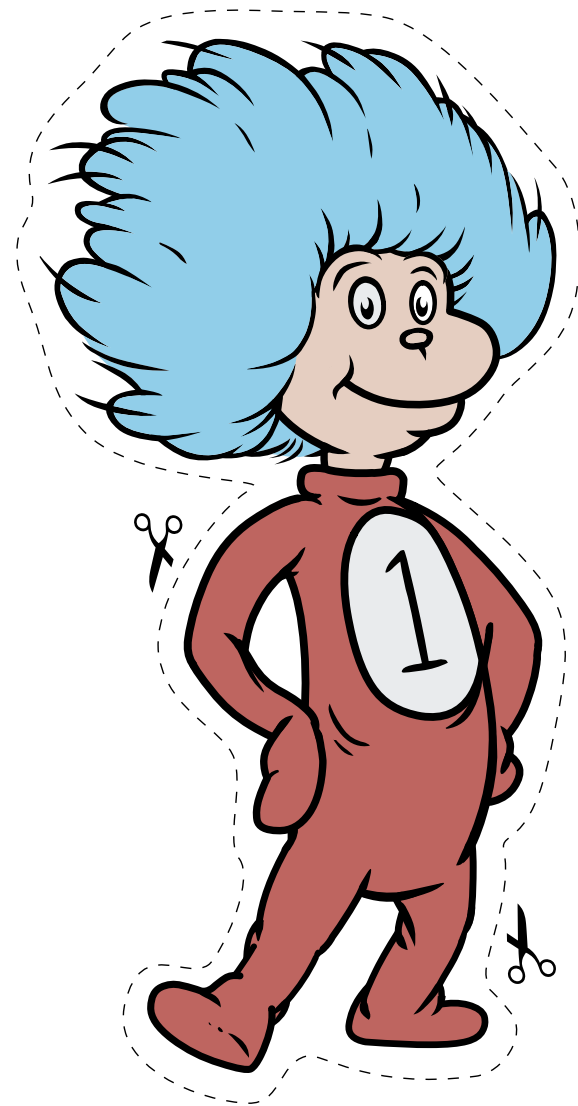
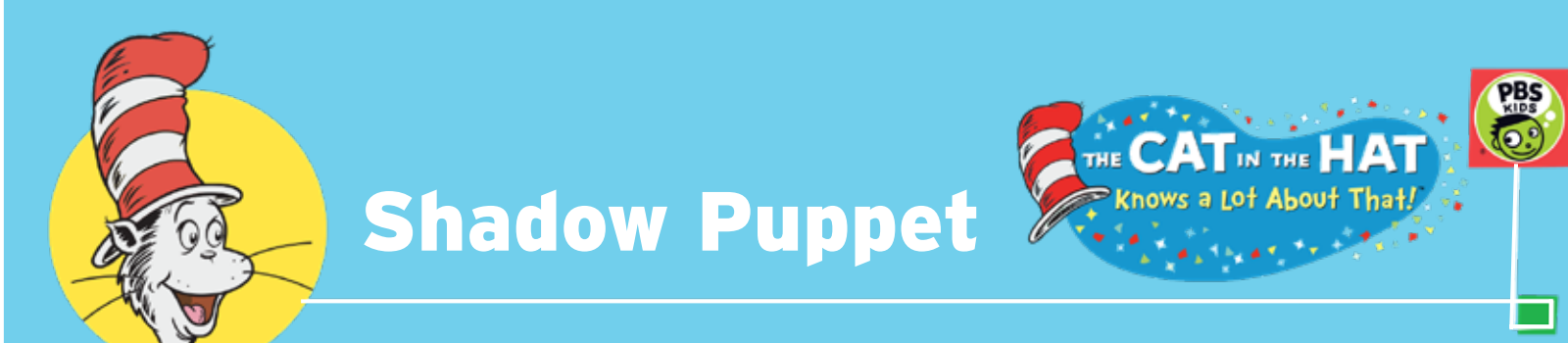
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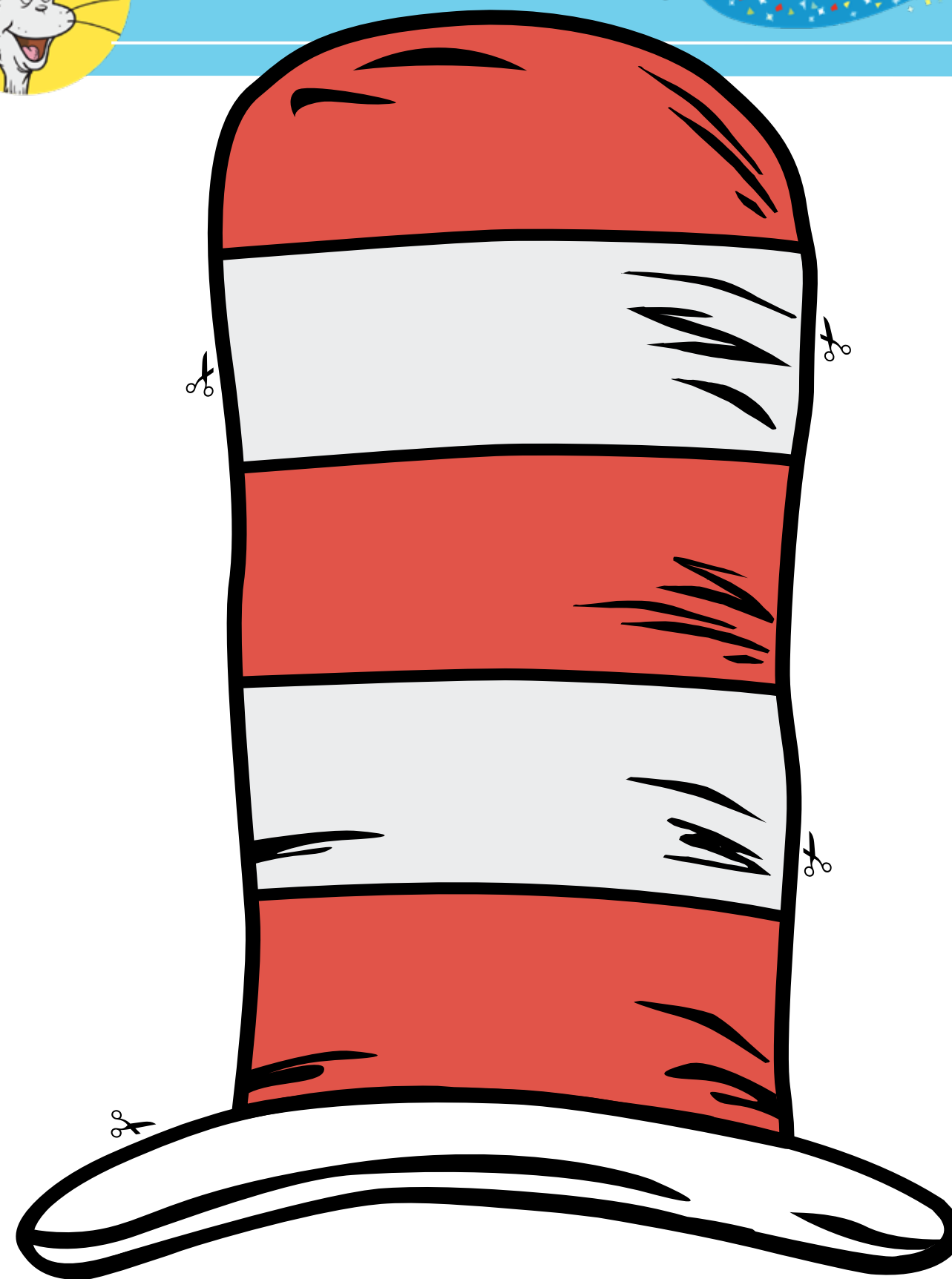
THING ONE



THING TWO



Cat in the Hat Measuring Tool





PBS KIDS Learning Goals

SOCIAL & EMOTIONAL LEARNING

Daniel Tiger's Neighborhood	2-4	Social & Emotional Learning
Sesame Street	2-5	Social & Emotional Learning, Literacy, Math, Spanish
Caillou	2-5	Social & Emotional Learning 24/7 Channel
Esme & Roy	2-5	Social & Emotional Learning 24/7 Channel
Clifford the Big Red Dog	3-5	Social & Emotional Learning
Mister Rogers' Neighborhood	3-6	Social & Emotional Learning
Arthur	4-8	Social & Emotional Learning, Social Studies
Xavier Riddle and the Secret Museum	5-8	Social & Emotional Learning

LITERACY

Super WHY!	2-5	Literacy 24/7 Channel
WordWorld	2-5	Literacy 24/7 Channel
Martha Speaks	4-8	Literacy (Vocabulary Acquisition) 24/7 Channel
Molly of Denali	4-8	Literacy (Informational Text)
WordGirl	5-8	Literacy (Vocabulary Acquisition) 24/7 Channel

SOCIAL STUDIES, THE ARTS & MORE

Pinkalicious & Peterrific	3-6	The Arts, Creative Expression
Let's Go Luna!	4-7	Social Studies (World Cultures and Geography)
Digital-Only		
Kart Kingdom	3-6	Systems Thinking
Oh Noah!	4-8	Spanish, Cultural Awareness
Scribbles and Ink	4-8	The Arts

STEM (Science, Technology, Engineering & Math)

Peep and the Big Wide World	2-5	Science Inquiry, Life/Physical Science, Math 24/7 Channel
Splash and Bubbles	2-5	Scientific Inquiry, Life Science
Peg + Cat	3-5	Math
Curious George	3-5	Scientific Inquiry, Engineering, Math
Elinor Wonders Why	3-5	Scientific Inquiry, Life/Earth Science, Engineering & Technology
The Cat in the Hat Knows a Lot About That!	3-6	Scientific Inquiry, Life/Earth/Physical Science, Engineering & Technology
Dinosaur Train	3-6	Scientific Inquiry, Life/Earth Science
Sid the Science Kid	3-6	Scientific Inquiry, Life/Earth/Physical Science, Math 24/7 Channel
Nature Cat	3-7	Life/Earth Science
Wild Kratts	4-8	Scientific Inquiry, Life Science
Cyberchase	4-8	Math
Hero Elementary	4-8	Scientific Inquiry, Life/Earth & Space/Physical Science, Engineering & Technology
Odd Squad	5-8	Math
Ready Jet Go!	5-8	Scientific Inquiry, Life/Earth & Space/Physical Science, Engineering & Technology

Digital-Only

The Ruff Ruffman Show	4-8	Scientific Inquiry, Physical Science, Engineering & Technology
Design Squad Nation	4-8	Scientific Inquiry, Physical Science, Engineering
PBS KIDS ScratchJr	5-8	Computational Thinking
SciGirls	6-8	Scientific Inquiry, Life/Physical/Earth Science, Engineering & Technology, Math



APP LEARNING GOALS



MULTIPLE LEARNING GOALS FOR KIDS 2-8



Free learning games with your favorite PBS KIDS characters anytime, anywhere!



Thousands of free videos from PBS KIDS, the #1 educational media brand for kids.

SOCIAL EMOTIONAL DEVELOPMENT

Daniel Tiger's For Parents	2-5	Social Emotional Development
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LITERACY

Dinosaur Train A to Z	3-6	Literacy
Molly of Denali	4-8	Informational Text

ARTS, CREATIVITY AND MORE

PBS KIDS Kart Kingdom	4-8	Creativity
PBS KIDS Party	4-8	Healthy Habits
PBS KIDS Stickers	4-8	Creativity
Plum's Creaturizer	6-9	Creativity

STEM (Science, Technology, Engineering & Math)

Cyberchase 3D Builder	6-9	Math
Cyberchase Shape Quest	6-9	Math — Geometry
Dinosaur Train Classic in the Jurassic Jr.	3-6	Math
Fetch! Lunch Rush	4-8	Math
Jet's Bot Builder: Robot Games	4-8	Space Science
Nature Cat's Great Outdoors	6-8	Earth Science
Outdoor Family Fun with Plum	6-9	Nature, Life Science
PBS KIDS Measure Up!	2-5	Math
PBS KIDS Scratch Jr	5-8	Coding
PBS Parents Play & Learn	2-5	Math, Literacy
Photo Stuff with Ruff	4-8	Material Science
Play & Learn Science	2-5	Weather
Plum's Photo Hunt	6-9	Life Science, Nature
Plum's Creaturizer	6-9	Life Science
Ready Jet Go! Space Explorer	4-8	Space Science
Ready Jet Go! Space Scouts	4-8	Space Science
Splash and Bubbles for Parents	4-7	Ocean Science
The Cat in the Hat Builds That!	3-5	Science Inquiry, Engineering



APP LEARNING GOALS



STEM (Science, Technology, Engineering & Math)

Odd Squad: Blob Chase	6-8	Math
Peg + Cat: The Tree Problem	3-6	Math
Splash and Bubbles Ocean Adventure	4-7	Ocean Science
Wild Kratts Baby Buddies	4-8	Social Emotional Learning, Animal Science
Wild Kratts Creature Math	4-8	Math
Wild Kratts Rescue Run	4-8	Animal Science
Wild Kratts World Adventure	4-8	Animal Science

SOCIAL EMOTIONAL DEVELOPMENT

Daniel Tiger's Day & Night	2-5	Social Emotional Development — Routines
Daniel Tiger's Grr-ific Feelings	2-5	Social Emotional Development — Feelings
Daniel Tiger's Stop & Go Potty	2-5	Social Emotional Development — Potty Training
Daniel Tiger's Neighborhood: Play at Home with Daniel	3-5	Social Emotional Development
Daniel Tiger's Storybooks	2-5	Social Emotional Development

LITERACY

SUPER WHY! ABC Adventures	3-6	Literacy
Super Why! Phonics Fair	3-6	Literacy
Super Why! Power to Read	3-6	Literacy

ARTS, CREATIVITY & MORE

Pinkalicious Party	4-6	Creative Process, Art, Design, Creativity, Roleplaying, Music
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All apps are available for all devices unless otherwise indicated



The world is full of possibilities and so are you.

With KET, kids learn lessons that last a lifetime. In addition to engaging characters, PBS KIDS interactive games, videos and hands-on activities create endless opportunities for fun and learning. Learn and play at [KET.org/kids](https://www.ket.org/kids).

For even more ways to ensure learning continues at home – during the summer and the school year – explore resources available for all grade levels at [KET.org/LearnAtHome](https://www.ket.org/LearnAtHome).



Bright by Text

A free service for people who care for young children.

- * Activities, games, tips, and resources
- * Birth to age 5
- * Text "KETKIDS" to 274448 to sign up, "STOP" to stop, or "HELP" for help



KET PBS KIDS channel

ET 24/7

6:00am	Splash and Bubbles
6:30am	Clifford the Big Red Dog
7:00am	Peg + Cat
7:30am	Pinkalicious & Peterrific
8:00am	Daniel Tiger's Neighborhood
8:30am	Daniel Tiger's Neighborhood
9:00am	Sesame Street
9:30am	Esme & Roy
10:00am	Super WHY!
10:30am	The Cat in the Hat
11:00am	Nature Cat
11:30am	Ready Jet Go!
12:00pm	Cyberchase
12:30pm	Arthur
1:00pm	Odd Squad
1:30pm	Molly of Denali
2:00pm	Xavier Riddle
2:30pm	Wild Kratts
3:00pm	Dinosaur Train
3:30pm	Daniel Tiger's Neighborhood
4:00pm	Sesame Street
4:30pm	Pinkalicious & Peterrific
5:00pm	Let's Go Luna!
5:30pm	Nature Cat
6:00pm	Wild Kratts
6:30pm	Wild Kratts
7:00pm	Xavier Riddle
7:30pm	Molly of Denali
8:00pm	Hero Elementary
8:30pm	Odd Squad
9:00pm	Arthur
9:30pm	WordGirl
10:00pm	Xavier Riddle
10:30pm	Wild Kratts
11:00pm	Dinosaur Train
11:30pm	Daniel Tiger's Neighborhood
12:00am	Sesame Street
12:30am	Dinosaur Train
1:00am	Let's Go Luna!
1:30am	Nature Cat
2:00am	Wild Kratts
2:30am	Wild Kratts
3:00am	Xavier Riddle
3:30am	Molly of Denali
4:00am	Hero Elementary
4:30am	Odd Squad
5:00am	Arthur
5:30am	WordGirl

TV Schedule



The KET PBS KIDS channel is an educational children's service available statewide on air, on mobile and online. Learn more at [KET.org/kids](https://www.ket.org/kids).



Hero Elementary is a school for budding superheroes, where kids learn to master their innate powers, like flying and teleportation, while exploring science along the way. This animated series aims to give children ages 4 to 7 the tools to solve problems by thinking and acting like scientists.

KET

ET Monday - Friday

7:00am	Curious George
7:30am	Wild Kratts
8:00am	Hero Elementary
8:30am	Molly of Denali
9:00am	Xavier Riddle and the Secret Museum
9:30am	Let's Go Luna!
10:00am	Daniel Tiger's Neighborhood
10:30am	Sesame Street
3:00pm	Pinkalicious & Peterrific
3:30pm	Dinosaur Train
4:00pm	The Cat in the Hat
4:30pm	Nature Cat
5:00pm	Odd Squad
5:30pm	Arthur

Saturday

6:00am	Mister Rogers' Neighborhood
6:30am	Dinosaur Train
7:00am	Sesame Street
7:30am	Daniel Tiger's Neighborhood
8:00am	Pinkalicious & Peterrific
8:30am	Molly of Denali
9:00am	Xavier Riddle and the Secret Museum
9:30am	Let's Go Luna!

Sunday

6:00am	Mister Rogers' Neighborhood
6:30am	Dinosaur Train
7:00am	Sesame Street
7:30am	Daniel Tiger's Neighborhood
8:00am	Pinkalicious & Peterrific
8:30am	Molly of Denali
9:00am	Xavier Riddle and the Secret Museum
9:30am	Let's Go Luna!
10:00am	Nature Cat
10:30am	Wild Kratts

Find FREE apps and more at [KET.org/kids](https://www.ket.org/kids)

Schedules can vary for special presentations. Visit [KET.org/tv-schedules](https://www.ket.org/tv-schedules) for the most up-to-date info.

ADDITIONAL RESOURCES

[KET.org/LearnAtHome](https://ket.org/LearnAtHome)

KET is providing educational programming content for PreK-12th grade students who are learning at home.

[KET.org/Education/Resources/Explore-at-Home](https://ket.org/Education/Resources/Explore-at-Home)

This collection of activities will encourage PreK- 3rd grade students to explore and learn at home all summer.

[PBS.org/Parents](https://pbs.org/Parents)

Explore parent resources to help you raise kind, curious and resilient children. Find parenting tips, hands-on activities, games, and apps.

[PBSKIDS.org](https://pbskids.org)

Find games and videos from all your favorite PBS KIDS Characters.

[SesameStreetinCommunities.org](https://sesamestreetincommunities.org)

Find activities, videos, and articles about topics including community violence, health emergencies, resilience, and school readiness.

TELL US WHAT YOU THINK!

Complete the survey and let us know how your family used the KET Summer Learning materials! Everyone that completes the survey by September 1, 2020 will be entered to win a set of books.

bit.ly/KETSurvey

Questions? E-mail NTI@ket.org

Follow us for more great resources!

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