

WATCH TOGETHER **EXPLORE TOGETHER**

ELINOR WONDERS WHY
WITF TV
M-F 10:30am
WITFK 24/7
M-F 9:30am; 3:30pm



Elinor Wonders Why aims to encourage children to follow their curiosity, ask questions when they don't understand and find answers using science inquiry skills. The main character Elinor, the most observant and curious bunny rabbit in Animal Town, introduces children to science, nature and community through adventures with her friends.



Make a question cube. Use a small cube recycled box. You can also use a large die. On the cube sides, write WHO on one side, WHAT on the next, and then continue on WHERE, WHEN, WHY, and HOW. Roll the cube and come up with a question to ask each other that starts with the word that you roll.

PA STANDARD: 1.5.K.C - ASK AND ANSWER QUESTIONS...TO SEEK HELP, GET INFORMATION, OR CLARIFY SOMETHING.
 3.2.4.A - IDENTIFY AND USE THE NATURE OF SCIENTIFIC AND TECHNOLOGICAL KNOWLEDGE. 1.3.PK.B - ANSWER QUESTIONS ABOUT A PARTICULAR STORY (WHO, WHAT, HOW, WHEN, AND WHERE).



Use sidewalk chalk to draw a hopscotch board on your sidewalk or driveway. You can also make a board using pieces of paper inside. Draw one box, big enough for your child to jump into with both feet. Connected above that, draw two more boxes, then repeat with one and two. You can add more boxes or paper sheets. You can print numbers or simple equations (like 2-1=1) in the boxes. Find something your child can throw onto the board like a small rock for outside or a small stuffed animal for inside. Wherever the item lands, your child can solve the problem or read the number, then hop onto each square, using one foot or two.

PA STANDARD: 2.1.K.A.1 - KNOW NUMBER NAMES AND WRITE AND RECITE THE COUNT SEQUENCE. 2.2.K.A.1 - EXTEND THE CONCEPTS OF PUTTING TOGETHER AND TAKING APART TO ADD AND SUBTRACT WITHIN 10.
 10.4.PK.A - DEMONSTRATE COORDINATION OF BODY MOVEMENTS IN ACTIVE PLAY.



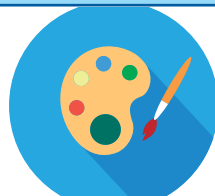
Explore the wind. Decorate a brown paper bag. You can use a lunch bag or a grocery store paper bag. Punch holes along the top open sides of the bag and tie yarn or string to the bag. Tie all the strings together and then head outside. What happens to your bag if you stand still holding the strings? What if you run and hold the strings? Talk with your child about why they think the bag flies when they run.

PA STANDARD: 3.2.4.A - IDENTIFY AND USE THE NATURE OF SCIENTIFIC AND TECHNOLOGICAL KNOWLEDGE.
 3.4.4.C - OBSERVE AND DESCRIBE DIFFERENT TYPES OF FORCE AND MOTION. 3.5.4.C - KNOW BASIC WEATHER ELEMENTS.



Read a story together. After you are finished, ask your child all the W questions—WHO is this story about? WHERE does this story take place? WHAT is this story about? WHEN does this story take place? WHY did the author write this story? Some questions may be harder to answer and some questions may not have answers. Use your imagination to creatively answer the questions with your best guess.

PA STANDARD: 1.2.K.B - WITH PROMPTING AND SUPPORT, ANSWER QUESTIONS ABOUT KEY DETAILS IN A TEXT. 1.2.K.C - WITH PROMPTING AND SUPPORT, IDENTIFY CHARACTERS, SETTINGS, AND MAJOR EVENTS.
 1.3.PK.B - ANSWER QUESTIONS ABOUT A PARTICULAR STORY (WHO, WHAT, HOW, WHEN, AND WHERE).



Observe birds and birds' nests outside. Use a towel to hold to make your own wings and pretend to fly by holding the ends of the towel. **EXTEND IT:** Gather materials from outside like twigs and leaves. Try creating a bird's nest. Is it easy or difficult? Explore ideas about how birds create their nests and use a book or the computer to get more information.

PA STANDARD: 3.3.4.A - KNOW THE SIMILARITIES AND DIFFERENCES OF LIVING THINGS. 3.3.4.B - KNOW THAT LIVING THINGS ARE MADE UP OF PARTS THAT HAVE SPECIFIC FUNCTIONS.
 3.2.4.D - RECOGNIZE AND USE THE TECHNOLOGICAL DESIGN PROCESS TO SOLVE PROBLEMS.