

WATCH TOGETHER

WILD KRATTS

WITF TV

M-F 7:30am

WITFK 24/7

M-F 7:00pm; 7:30pm



EXPLORE TOGETHER

Join the adventures of Chris and Martin Kratt as they encounter incredible wild animals, combining science education with fun and adventure, while traveling to animal habitats around the globe. Each adventure explores an age-appropriate science concept central to an animal's life and showcases a never-before-seen wildlife moment.



Ask your child what their favorite animal is. Share your favorite and talk about what you like about that animal. Also talk about pets you might like to have or do have. What might those animals need to be safe and happy?

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.



Take a walk outside. Use tally marks to count the number of birds you see as you are walking.
EXTEND IT: Try to identify the kinds of birds you see in your yard or nearby park.

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2.1.K.A.2 - APPLY ONE-TO-ONE CORRESPONDENCE TO COUNT THE NUMBER OF OBJECTS.



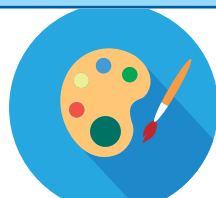
Think about the animals you see in the summer but don't see in the winter. Make a list. Where do you think those animals go in the winter? Do some research to understand why the temperature outside is important to some animals' behavior.

PA STANDARD: 3.1.4.C - ILLUSTRATE PATTERNS THAT REGULARLY OCCUR AND REOCCUR IN NATURE. 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.



Play the Animal Alphabet Game. Start with A and think of an animal/insect that starts with that letter like an ant or an aardvark. Take turns thinking of animals as you go through the alphabet. If you get stuck, look it up.

PA STANDARD: 1.1.K.C - DEMONSTRATE UNDERSTANDING OF SPOKEN WORDS, SYLLABLES, AND SOUNDS (PHONEMES).
1.1.PK.D - DEVELOP BEGINNING PHONICS AND WORD SKILLS.



Play animal charades. Write the names of animals on small sheets of paper or cards or use pictures. Draw a card and act out that animal while your child guesses. Take turns being the actor and the guesser.

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10.4.PK.A - DEMONSTRATE COORDINATION OF BODY MOVEMENTS IN ACTIVE PLAY.