ARKANSAS AMI LEARNING GUIDE
ABC
GRADES PK-2

ARKANSAS AMI LEARNING GUIDE
Supporting Continuous Learning in Arkansas

WEEK 7
May 11-15
8:00 - 9:30 A.M.

PBS Arkansas Shows and Times	
Peg + Cat	What would it be like to wake up and find yourself in the middle of a math word problem?
Xavier Riddle and the Secret Museum	Xavier Riddle with his sister, Yadina Riddle, and their friend, Brad, go to the Secret Museum to time travel to the past, to observe, interact, and learn from historical heroes.
Wild Kratts	Join the adventures of Chris and Martin Kratt as they encounter incredible wild animals, combining science education with fun and adventure as the duo travels to animal habitats around the globe.
Let's Go Luna	LET'S GO LUNA! follows the adventures of three animal friends as they traverse the globe with their parents' traveling performance troupe.
Ready Jet Go	In READY JET GO!, Jet Propulsion and his family leave their home planet of Boltron 7 to pose as earthlings and experience the planet up close.
Odd Squad	The show focuses on two young agents who are part of the Odd Squad, an agency whose mission is to save the day whenever something unusual happens in their town.
Molly of Denali	Set in a rural Alaskan village, and featuring the adventures of Molly, her family, and friends, MOLLY OF DENALI models the many ways that children can access and create informational text in their daily lives.
Nature Cat	Fred, a house cat, dreams of exploring the great outdoors. Once his family leaves for the day, Fred transforms into NATURE CAT, "backyard explorer extraordinaire!"

Literacy Corner
Choose 3 to 5 literacy learning opportunities to practice your child's reading, writing and communication skills. Don't forget to grab a good book, snuggle up and read to or with your child daily.

- **I Spy:** In *Nature Cat*: *Flamingo-A-Go-Go,* the animals played I Spy. Play I Spy with someone at your home. Describe the color, shape, size, etc. of what you spy.

- **Beginning, Middle, and End:** In *Peg + Cat: The Play Date Problem*, Peg arranges a playdate for her friends, the three bears and Beethoven. However, all does not go as well as she had hoped it would. What happened at the beginning of the play date? What happened in the middle of the play date? How did the play date end? Have you ever argued with a friend? How did you resolve that problem?

Beginning	Middle	End

- **Shrink or Grow:** In *Peg + Cat: The Wonderland Problem*, when Peg and Cat ate strawberries, they grew larger. When they ate blueberries, they became smaller. Imagine what would happen if you went to Wonderland and ate strawberries or blueberries and shrunk or grew like Peg and Cat. Draw a picture of the fruit and what would happen if you ate it.

- **20 Questions:** In *Odd Squad: 20 Questions,* everything was backwards. Describe one thing that you think would be fun to do backwards.

- **Over, Under, or In Between:** In *Peg and Cat: The Penguin Problem*, they coach a team of penguin skiers. They teach the penguins to win by going over items, around items, and in between two items. Write a sentence using one of details used in The Penguin Problem: over, under, or in between.

- **Retell a Story:** After you watch any show this week, retell the story to a family member and draw a picture of your favorite part of the story.

- **Read an Article**: Read the article "The Buzz about Honey" and answer the questions. Write about the things you learned.

- **Sharing:** In *Odd Squad: Three's Company,* the members of the squad have to share offices. How do you feel when you have to share things? Do you like to share? Think of a time when you have shared something and tell what happened.

- **FREE Choice**: Ask your child about his or her interests? Let them choose something to read, write or learn more about today.

Math Mania
Choose 2 to 4 math learning opportunities to build and reinforce counting, sorting, and developing number sense.

- **Place Value and Part Part Whole Relationships**: In *The Odd Squad: Drop Gadget Repeat*, Olympia, Otis, and Oona create the sum 50 by adding many different numbers together. Use blocks, pictures, or equations to see how many ways you can make 50. For an extra challenge, do this with a partner and see who can come up with the most ways in 3 minutes.

- **Counting On**: In *The Odd Squad: Drop Gadget Repeat*, each time Olympia, Otis, and Oona add another number to their time machine, they count on to see how much they have then. Using a paper bag with a collection of 10 objects inside, reach in and pull out a handful of objects. After pulling the objects out, count on to 10 to see how many objects are still in the bag and write an equation to represent the numbers.

	Height	Length
Block 🅱️🅰️	3	3
Toy	12	10

- **Measurement**: In *Peg+Cat: The Wonderland Problem*, Peg and Cat measure the caterpillars height and length using pieces of grass. They said height was "standing up," and length was "laying down." Using something like a paperclip or pencil, measure the height and length of objects in your room and create a table with your data. For an added challenge, use a ruler to measure height and length in inches or feet.

- **Obstacle Course Patterns**: In *Peg+Cat: The Penguin Problem*, Peg designed an obstacle course that used "over," "under," and "between" movements to help the penguins train for the Animal Olympics. The obstacles in the course created a pattern, something that happens again and again. Create an obstacle course with a pattern of movements and race your family to see who's the fastest. You could also add right and left movements for an added challenge.

- **Greater Than, Less Than, and Equal To**: In *The Odd Squad: 20 Questions*, The Odd Squad saves the day by asking Backwards Bob greater than, less than, and equal to questions. With a partner, play a game where one of you thinks of a mystery number between 1 and 20 and the other has 10 questions they can ask to figure out the mystery number. The questions must use the vocabulary greater than, less than, and equal to.

- **Addition and Subtraction Fact Fluency**: Play a game of Red Light/Green Light with a twist. The caller stands at one end of a hallway or yard and the runners stand at the other. When the caller says "green light" the runners run towards the caller until they say, "red light" and the runners stop where they are. Each runner then has to answer an addition or subtraction fact given by the caller. If the runner gets it right, they take one more step forward. If they get it wrong, they take one more step backwards. The first one that gets to the caller wins and becomes the caller.

- **Pattern Dance**: In *Peg+Cat: The Honey Problem*, the bees gave Peg and Cat honey in exchange for a pattern dance. A pattern is something that happens again and again. In the show, Peg and Cat did the same dance moves again and again, making a pattern. Create your own pattern dance and perform it for your family.

- **Equality**: In *Peg+Cat: The Wonderland Problem*, The Mad Hatter would only let an equal number of people sit on each side of his table. **Equal** means that there is the same amount on both sides. Solve the following **equations** by deciding what amount goes in the blank that will make both sides equal.
  - 5 = 2 + _____
  - 10 = _____ + 8
  - 3 + _____ = 6
  - _____ + 4 = 5
  - 2 + 5 = _____
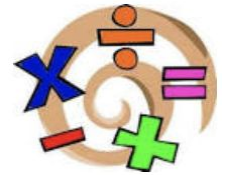
THINK like a Scientist!
Choose at least 2 learning opportunities to practice observing, questioning, and reasoning skills.

- **Home for Birds:** In *Nature Cat: Flamingo a-Go-Go,* the flamingo had a special home. Birds can live in nests, trees, and some even live in birdhouses made by humans! Can you design a special home for the birds in your neighborhood? Draw out your design and then look for parts around your home (Hint: you could use soup cans, cereal boxes, milk jugs) to build your design.

- **Living or Nonliving:** In *Ready Jet Go: Freebird*, we learned more about living things. Go outside and see if can you find examples of living things and non-living things. Make a list of all the ways nonliving and living things are similar. Next, make a list of all the ways they are different.

- **Investigations:** Scientists conduct investigations to test out their ideas. In *Ready Jet Go: Water, Water Everywhere,* the scientist conducted an investigation with liquids. With the help of an adult, gather different liquids from your kitchen cabinet or refrigerator and place them in an ice tray or container. What liquids do you think will change when the temperature gets colder? Place the containers in the freezer overnight. Was your guess correct? What liquids changed? What liquids stayed the same?

- **Needs vs. Wants**: All organisms have things they need to survive; things like food, shelter, clothing, water, and sunlight. Other things like toys, television, and cars are just things we want. Make a T- chart and list some things you need on one side and things you just want on the other.

Needs	Wants

FUN ZONE

- ★ Get active with your family. Go for a walk or play outside.
- ★ Perform- Your favorite song or dance
- ★ Play a family game (Uno, Candy Land, Heads Up, Go Fish, etc.)
- ★ Make a masterpiece - use art chalk, paint, crayons, etc.
- ★ Check out the PBS kids for games and activities for each show.

The Buzz About Honey

(From ReadWorks.org)

photos.com
A honeybee collecting nectar.

Honeybees are really busy. Using flowers, bees begin to make honey. They visit between 50 and 100 flowers in one trip from the beehive. Follow the buzz to the beehive, and discover how honey is made.

photos.com
Bees place nectar in a honeycomb.

How Is Honey Made?
Follow the steps honey takes from a flower to a grocery store shelf.

1. **Collect the Nectar**
Honeybees need flowers to make honey. Honeybees collect nectar from the flower. Nectar is a sweet liquid used to make honey.

2. **Head to the Hive**
Honeybees live and make honey in hives. Bees bring the gathered nectar back to the hive.

photos.com
A beekeeper collecting honey.

3. **Build the Honeycomb**
In the hive, bees place the nectar in a group of cells called a honeycomb. Honeycombs are made with beeswax. That is wax bees make from their bodies.

4. **Fan the Nectar**
The worker bees fan the liquid nectar with their wings. That turns the nectar into thick and sticky honey. The honeycombs become bigger as more nectar is brought and honey is made.

5. **Collect the Honey**
Beekeepers collect honey inside the beehive. The honey sold in grocery stores was collected by a beekeeper.

How Sweet It Is!
A beehive is ruled by one queen bee.
The brain of a worker honeybee is about the size of the head of a pin.

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A honeybee would have to visit 2 million flowers to make only 1 pound of honey.

During its lifetime, a honeybee makes enough honey to equal the size of a pea.

Honeybees flap their wings more than 11,000 times each minute. That makes a buzzing sound.

Sequence Questions

1. First the bees collect _____ and then they go to the hive.
   A. nectar
   B. pollen
   C. beeswax
   D. honeycomb

2. In a lifetime of work, a honeybee collects
   A. enough honey to equal the size of a head of a pin.
   B. a pound of honey.
   C. honey from 2 million flowers.
   D. enough honey to equal the size of a pea.

3. Before the bees fan the honey, they put the nectar in _____.
   A. their bellies.
   B. jars.
   C. the flower.
   D. the honeycomb.

4. The beekeeper collects the honey from the hive and then the honey goes to _____.
   A. a restaurant.
   B. the flower.
   C. the grocery store.
   D. the beeswax.

5. What is beeswax? What is it made from?

Write about the things you learned about honeybees.