

PBS Arkansas Shows and Times

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.
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.
The Cat in the Hat Knows a lot about That!	"The Cat in the Hat Knows a Lot About That!" features six-year-olds Sally & Nick, best friends and next door neighbors, who are transported on magical journeys to all corners of the globe where the natural world becomes their playground.
Peg + Cat	What would it be like to wake up and find yourself in the middle of a math word problem?
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!"
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.
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.
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.
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.

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.

- **Write a Story:** Choose your favorite show and write or draw a picture of the beginning, middle, and end of the show.
- **Picture Something New:** What is an activity that sounds fun that you would like to try sometime? Draw a picture and write at least one sentence about something new you would like to try.
- **The Hero:** In this episode of *Molly from Denali, Welcome Home Balto*, Molly wanted to know about a local hero, Balto. Balto is known for helping to get medicine to the children in Nome when they were sick. Explain why Balto is a hero. Design a cape or a medal for Balto to wear around his neck.

Beginning	Middle	End



- **Read a Story:** Read by yourself or with someone else, *Butterfly or Moth?* Draw a picture of either a moth or a butterfly and write a sentence describing the picture. Answer the comprehension questions.
- **Retell:** 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.
- **Best Pet:** In *Let's Go Luna: Aren't We a Pair*, Carmen's hamster, Honey, goes missing. Where did Carmen find Honey? Talk with a family member about what the best pet would be for you. Draw a picture of the pet and write about why it would be a good pet for you.
- **Make a Guide:** In *Molly of Denali: The Night Manager*, Molly uses a guide to check in visitors at the Denali Trading Post. Make a guide about one of the following tasks: How to Brush your Teeth, How to Make a Pizza, or How to Feed your Dog or Cat. Make sure to include pictures in your guide.
- **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.

- **Calendar Math:** In *Peg + Cat: The Pig Problem*, Peg used a calendar to track how long their friend "The Pig" had been gone from the farm. Using a calendar, create a *pictograph* to track the weather each day of the week using picture symbols, like a sun, clouds, raindrops, etc. Talk about what kind of *patterns* you notice.

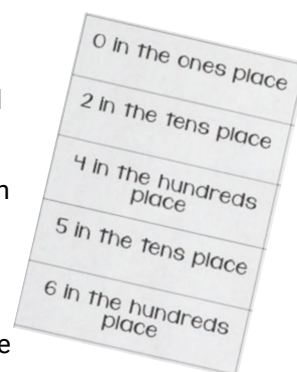
May

					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						

- **Telling Time:** In *Peg+Cat Save the World, Part 1*, Peg and the president use a clock to describe what time certain things were going to happen. Using time, create a schedule of your PERFECT day. Plan all the fun things you want to do and tell what time you will do them. Each time you plan something, draw a clock that illustrates that time correctly.

- **Addition and Subtraction with 10:** Put 10 objects in a paper sack (beans, blocks, pennies, etc.). Reach into the sack without looking and grab a handful of objects. Create simple math problems. Example: If you started with 10 objects in the sack and pulled out 3, your simple math problem would be $10 - 3 = 7$. See if you can create 2 subtraction problems and 2 addition problems.

- **Place Value Search:** With a family member, create a place value search guide like the one in the picture to the right. Use magazines, cereal boxes, recipe books, etc. to find numbers that match the criteria you created.



- **Comparing Shapes:** In *Peg+Cat Save the World, Part 2*, Peg shows the president how some shapes are flat which means they are *2 dimensional*, while others take up space and are *3 dimensional*. Make a T Chart listing things in your house that are 2 dimensional (flat) and 3 dimensional (take up space). Name the shapes of the items if you know them.

 3-D	 2-D

- **Dice Addition:** Play a game with your family using 2 dice, paper, and a pencil. Each player rolls the dice and adds the numbers together. The one with the largest sum wins that round. Add a tally mark under that person's name on your paper. The first person who gets 10 tally marks wins the game!
Challenge: Try using 3 dice.

- **Groups of 10:** Find a set of objects around your house (buttons, beans, cereal pieces, macaroni, pennies, etc) and count them by dividing them into groups of 10's. Are there any leftover pieces? How many pieces do you have in all?

Write your number. Add to or remove some of the objects and count again.

- **Reasoning and Number Sense:** Decide if the following *equations* are true or false. Draw a picture to explain your answer.

$5=5$

$4+1=5$

$5=4+1$

$5=3+2$

$5=6$

THINK like a Scientist!

Choose at least 2 learning opportunities to practice observing, questioning, and reasoning skills.

- **Playground Fun:** If you could build a playground in your backyard, what would it look like? Design a playground with at least four things for you to play on. Show your playground to a family member when you have finished designing it.



- **Nighttime Senses:** Nocturnal animals are awake at night and have special senses. For example, bats have excellent hearing that helps them communicate with other bats, hear danger, and hunt for food. Play a game with your family and practice your sense of hearing! Have an adult family member blindfold you and give you directions around the room. Remember, you can only use your sense of hearing, just like a bat! Why do you think bats need a good sense of hearing at night?

- **Looking into the Clouds:** Did you know clouds help us know what kind of weather is coming? Big fluffy clouds are called cumulus clouds. **Cumulus clouds** are white, puffy clouds that look like pieces of floating cotton. These clouds often mean that the weather will be nice. Another great thing about these clouds is that we can sometimes look at these clouds and “make” something else. The animal friends this week saw a cloud that looked like a guitar! On a nice sunny day, go outside and see if you can see a cumulus cloud. What types of things do you see in the clouds?

- **Simple Machines:** In *The Cat in the Hat: Pulling Together*, we learned about simple machines and what they can do to make work easier. Can you find things in or around your home that are made of simple machines? Can you find simple machines on a playground? Make a T-chart listing simple machines that you see in or around your home and simple machines that you see on a playground.



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.
<https://pbskids.org>



Butterfly or Moth?



butterfly

Butterflies and moths are insects. They both like flowers. But butterflies and moths are different in many ways.

A butterfly's wings are usually colorful. A moth's wings are usually dull. Moth wings may be white or brown.

A butterfly has a thin body. A moth has a fatter body.

A butterfly is active during the day. A moth usually flies around at night.

A butterfly folds its wings when it rests. A moth opens its wings when it rests.

If you happen to see an insect with colorful wings flying around during the day, which do you think it might be?



moth

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Comprehension Questions

1. What do butterflies and moths have in common?
 - A. Butterflies and moths both have fat bodies and open their wings when resting.
 - B. Butterflies and moths are both colorful and active during the day.
 - C. Butterflies and moths are both insects that like flowers.
2. What two insects are being compared in this text?
 - A. butterflies and moths
 - B. moths and flies
 - C. butterflies and caterpillars
3. If you sat in a field of flowers all night, you would probably see moths flying around. What part of the text shows us that this is true?
 - A. A moth's wings are usually dull.
 - B. A moth usually flies around at night.
 - C. Butterflies and moths both like flowers.
4. What is "Butterfly or Moth?" mainly about?
 - A. This text is mostly about butterflies.
 - B. This text is about butterflies and moths.
 - C. This text is mostly about moths.
5. What did you learn from "Butterfly or Moth"?

7. Use information from the text to compare and contrast butterflies and moths.