



**VIDEO**

**ACTIVITY**

**FAMILY TIME**

**PRINTABLE**

**XAVIER RIDDLE**

Yadina wants to help the flower she crushed accidentally so she travels back in time to meet George Washington Carver.

**GIVE AN AWARD TO A HERO**

Help your child understand what a hero is and create an award for a hero in their life.

**PLAY A STORYTELLING GAME**

Roll homemade dice and use your imagination to tell a story! You can play this wacky game over and over again.

**GEORGE WASHINGTON CARVER CONNECT THE DOTS**

**PEG + CAT**

Peg and Cat have to remember a pattern in order to cross a river.

**MAKE BLOCK PATTERNS**

Use blocks or items found in your home to make a pattern. **TIP:** Trace the items using the corresponding colors and have your child place the items in the matching outlines.

**SPOT PATTERNS AT HOME**

Take a family walk around your neighborhood and look for patterns on clothes, toys, carpeting, and in nature.

**PEG + CAT SHAPE HUNT ACTIVITY**

**SUPER WHY!**

Whyatt and his friends use their spelling skills to solve their problems!

**PLAY PRINCESS PRESTO'S SPELLING GAME**

Princess Presto needs your child's help in deciding what letters make certain sounds to spell words.

**BAKE GINGERBREAD LETTERS**

Make gingerbread cookies in the shape of the alphabet. **TIP:** Help your child spell short words like "MOM" or "DOG."

**WONDER RED'S WORD FIND**

**LYLA IN THE LOOP**

Stu and Lyla work together to transform their handprints into jellyfish.

**JELLYFISH HANDPRINTS**

Create simple handprint animals and practice following directions.

**BUILD WITH LEGOS**

Follow step-by-step instructions for building small sections at a time and practice sequencing as a family. **TIP:** Use LEGOS to practice making patterns.

**EVERY SAND-WHICH WAY ACTIVITY**