



Summer Adventure!

Powered by a Ready To Learn Grant

Sid the Science Kid – Sid's Outdoor Adventure

Dear Parent or Caregiver

Welcome to **PBS KIDS Summer Adventure!** During the week, your child will join **The Cat in the Hat on the Animal Book Adventure.** The Cat in the Hat has lost some of the pages in his animal book, and he needs help getting them back! Your child will solve math problems and practice math concepts like counting, shapes, spatial sense, and measurement. Try these ideas to extend the learning and fun at home and support your child's learning this week!

Talk About It!

Talk to your child about what he or she did at camp each day. Ask your child which animal he or she helped, and what kinds of problems the class had to solve in order to help the animal.

Try It Out!

Help your child explore math with hands-on activities you can do at home. Try:

Thinga-ma-jigger Hide and Seek

<http://pbskids.org/lab/activity/thingamajigger/>

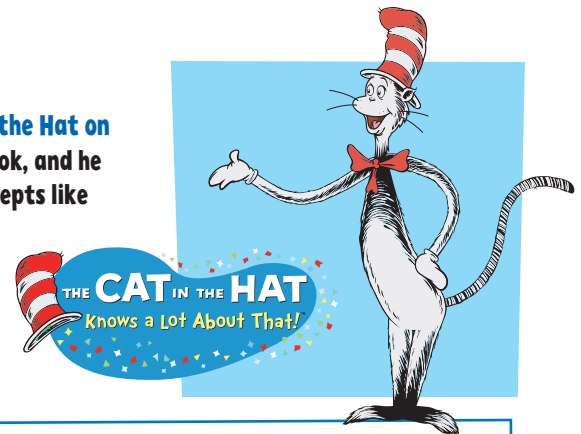
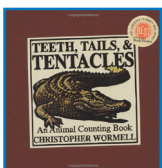


Print a copy of The Cat in the Hat's vehicle from the PBS KIDS website. Ask your child to close his or her eyes while you hide the Thinga-ma-jigger. Then lead your child to the Thinga-ma-jigger's location by giving verbal clues such as: **It is next to a tree. It is between a tree and a bush. It is behind the bird bath. It is in front of a chair.** When your child finds it, congratulate him or her, switch roles and play again.

Read About It!

Visit your local library to check out books on counting, shapes, and measurement. Look for:

- **Teeth, Tails, & Tentacles: An Animal Counting Book** by Christopher Wormell
- **One Fish Two Fish Red Fish Blue Fish** by Dr. Seuss
- **Shape by Shape** by Suse MacDonald
- **Henry's Map** by David Elliot



Explore Online!

Go to **PBSKIDS.org** to play exciting educational games, watch videos and find mobile apps to practice math skills introduced at camp.



The Cat in the Hat: Huff-Puff-A-Tron

<http://pbskids.org/catinthehat/games/huff-puff-a-tron.html>

The Huff-Puff-A-Tron is an imaginary machine that can help Nick and Sally fly their kite. You and your child will need to match shapes to create a breeze. As you play, ask your child to describe each shape as it appears in the window of the Huff-Puff-A-Tron. Ask, **What is this shape called? Which shape will match it? How can you tell?**



Beehive and Seek

<http://pbskids.org/catinthehat/games/beehive.html>

This honey of a game begins with a lost baby honeybee and a map of a garden sprinkled with lots of hives. You and your child will follow a series of directional clues to help the baby bee find its home. As you play ask, **Where is the Thinga-ma-jigger now? Describe its position.**



This out-of-school resource was developed by Maryland Public Television.

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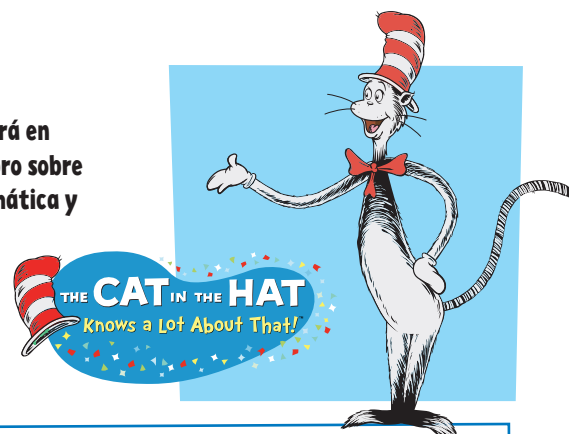
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Estimado Padre o Encargado

¡Bienvenido a PBS KIDS Summer Adventure! En el transcurso de la semana, su hijo participará en **Cat in the Hat, Animal Book Adventure**. Cat in the Hat ha perdido algunas páginas de su libro sobre animales, y necesita ayuda para recuperarlas. Su hijo resolverá algunos problemas de matemática y practicará conceptos matemáticos, como contar, formas, sentido espacial y mediciones. ¡Pruebe estas ideas y lleve el aprendizaje y la diversión a casa para apoyar el aprendizaje de su hijo esta semana!



¡Hable Sobre el Tema!

Hable con su hijo sobre lo que hizo en el campamento cada día. Pregúntele a su hijo qué animal salvó, y qué tipos de problemas tuvo que resolver el grupo para salvar al animal.

¡Pruébelo!

Ayude a su hijo a explorar la matemática con actividades prácticas que puede realizar en casa. Pruebe:



Thing-a-majigger Hide and Seek

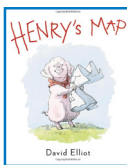
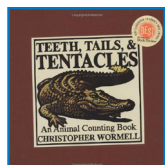
<http://pbskids.org/lab/activity/thingamajigger/>

Imprima una copia del vehículo de The Cat in the Hat del sitio web PBS KIDS. Pídale a su hijo que cierre los ojos mientras usted esconde el Thing-a-majigger. Luego, guíe a su hijo hasta el lugar donde está el Thing-a-majigger con claves verbales, como: **Está al lado de un árbol. Está entre un árbol y un arbusto. Está detrás del bebedero para pájaros. Está en frente de una silla.** Cuando su hijo lo encuentre, felicítelo, cambien los roles y jueguen nuevamente.

¡Lea Sobre el Tema!

Visite su biblioteca local para ver algunos libros sobre cómo contar, formas y medidas. Busque:

- **Teeth, Tails, & Tentacles: An Animal Counting Book** por Christopher Wormell
- **One Fish Two Fish Red Fish Blue Fish** por Dr. Seuss
- **Shape by Shape** por Suse MacDonald
- **Henry's Map** por David Elliot



¡Explore En Línea!

Ingrese a PBSKIDS.org para disfrutar increíbles juegos educativos, mirar videos y encontrar aplicaciones para sus dispositivos móviles relacionadas con las habilidades matemáticas presentadas en el campamento.



The Cat in the Hat: Huff-Puff-A-Tron

<http://pbskids.org/catinthehat/games/huff-puff-a-tron.html>

El Huff-Puff-A-Tron es una máquina imaginaria para ayudar a Nick y a Sally a volar su cometa. Usted y su hijo deberán unir las formas correctas para crear una brisa. Cuando esté jugando, pídale a su hijo que describa cada forma a medida que aparezca en la ventana del Huff-Puff-A-Tron. Pregúntele: **¿Cómo se llama esta forma? ¿Qué forma coincide con ella? ¿Cómo te das cuenta?**



Beehive and Seek

<http://pbskids.org/catinthehat/games/bee-hive.html>

La miel de este juego comienza con una abeja bebé perdida y el mapa de un jardín con muchas colmenas. Usted y su hijo seguirán una serie de indicaciones para ayudar a la abeja bebé a encontrar su hogar. Cuando esté jugando, pregunte: **¿Dónde está Thing-a-majigger ahora? Describa su posición.**



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