Learn at Home with PBS KIDS

Weather BINGO
Hello, Families!

Welcome to "Learn Along" Bingo! We’re happy to share PBS KIDS activities with you and to work with PBS member stations and community partners across the country to help support learning at home. With "Learn Along" Bingo, children can view, explore, and play as they learn alongside their PBS KIDS friends on the PBS KIDS 24/7 channel. We hope your family will use it to inspire learning each and every day.

**It’s Weather Week!**
In this packet, there are printable activities and everyday learning ideas for you and your child to choose from. As you complete each square, mark it off to celebrate the learning.

**Learning Spotlight: "Observing Weather"**
This week, we’re learning how to observe different types of weather. Observing weather helps us plan and prepare for the day.

**Show What You Know: Weather Tracker**
The last activity in this packet is a perfect way for children to show what they’ve learned about observing weather with a grown-up.

**Tune-in:** Watch ODD SQUAD at 12:30pm CDT on Tuesday, September 22nd on the PBS KIDS 24/7 channel.

Ready for more? Watch your favorite PBS KIDS shows on the 24/7 live channel and TV stream at pbskids.org/video/livetv or on PBS Wisconsin.

**Happy learning!**
**PBS KIDS**
<table>
<thead>
<tr>
<th>Make a Wind Gauge</th>
<th>Knead 4 cups of flour, 1 cup of oil and 2/3 cup of water to make dough. What can you create?</th>
<th>Track Your Daily Weather</th>
</tr>
</thead>
<tbody>
<tr>
<td>How many songs can you name with the word rain?</td>
<td>Would You Rather...?</td>
<td>Find a quiet spot and read a book or a poem.</td>
</tr>
<tr>
<td>Pinwheel Activity</td>
<td>Lead a weather walk for your family. What do you notice?</td>
<td>Storm Dodger</td>
</tr>
</tbody>
</table>

**Explore the Wind**

1. Compare your own blowing to that of a fan on your pinwheel. What happens to the pinwheel? What happens if you turn your pinwheel sideways?

2. Run with your pinwheel—fast and slow, then up and down. How does the pinwheel's motion change? Why does it change?

3. Put the pinwheel in front of you—facing outward—and have a friend or family member blow on it. Close your eyes. What other senses tell you that air is moving? Can you hear or feel anything?

4. The Cat's Challenge for Older Kids: Can you count how many spins the pinwheel makes in ten seconds? Try your breath, a fan on high and low, or the wind outside! What did you notice?

**Materials**

- Pinwheel printable (see next page)
- Pencil with eraser
- Straight pin or push pin
- Small bead or button (optional)

**Instructions**

Wind is moving air that we can feel, hear, and see by how it moves other objects.

With an adult's help, follow these steps:

1. Cut out the pinwheel along the dashed lines.
2. Use a pin to poke holes through the black dots on each tip and at the center.
3. Gently curl—without folding—each tip into the center point.
4. Carefully insert the pin through the five holes and push into the pencil eraser.
5. Blow the pinwheel and watch it spin.
Make a Wind Gauge

How fast is the wind blowing? Use this Wind Gauge to find out!

Directions

1. Glue your Wind Gauge to an index card.

2. Make a hole where the black dot is. Tie the string through the hole.

3. Attach a paper clip to the other end of the string.

4. Outside, hold the card so the string lines up with 0 (zero). Point the arrow toward the wind. What number does the string line up with now? That’s your wind speed!

5. Now find another place to measure the wind speed. Which place has the fastest wind?
Track Your Daily Weather

(Month)

What is the weather like in your neighborhood?
Track the weather in your area with this Nature Cat calendar.

<table>
<thead>
<tr>
<th>SUNDAY</th>
<th>MONDAY</th>
<th>TUESDAY</th>
<th>WEDNESDAY</th>
<th>THURSDAY</th>
<th>FRIDAY</th>
<th>SATURDAY</th>
</tr>
</thead>
<tbody>
<tr>
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</tbody>
</table>

TALLY HO!
Fill in the dates and use the key to draw weather symbols on each day or draw your own pictures.

KEY
- SUNNY
- PARTLY CLOUDY
- CLOUDY
- RAINY
- SNOWY

For more printables, go to pbskidsfortparents.org
See the wind at work!
Are you a big fan of the wind, like the Cat?
Make a pinwheel and explore the wind’s wind-erful power!

**Materials**
- Pinwheel printable (see next page)
- Pencil with eraser
- Straight pin or push pin
- Small bead or button (optional)

**Instructions**
With an adult’s help, follow these steps:
1. Cut out the pinwheel along the dashed lines.
2. Use a pin to poke holes through the black dots on each tip and at the center.
3. Gently curl—without folding—each tip into the center point.
4. Carefully insert the pin through the five holes and push into the pencil eraser.
5. Blow the pinwheel and watch it spin.

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Find related games in the FREE The Cat in the Hat Builds That app. Download it now!
Hi Angela,

I went back and looked at RH’s feedback on this activity and realized that I misunderstood their request to number the steps on page 2. I thought they were speaking about the little illustrations of curling the tips into the center. Instead, this is what they asked for:

1. Cut on the dashed lines.
2. Poke a hole through the black dots.
3. Curl tips to center point.
4. Insert the pin through the holes and into the eraser.

#4 is correct, but can you change the others? #3 would replace what is currently #1 and would cover all the little curling diagrams.

Sorry about this!

Jean

1. Cut on the dashed lines.
2. Poke a hole through the black dots.
3. Curl tips to center point.
4. Insert the pin through the holes and into the eraser.

Tip:
To help your pinwheel spin better, push the pin into the eraser at a slight angle so the paper doesn’t touch the pencil. You might also add a tiny bead or button at the head of the pin to reduce friction.
Storm Dodger

Game Rules

Setup: Put player pieces on START.

To Win: First player to reach Frigid Fields wins!

To Play:

- Roll the die to find the storm path’s direction. The number on the die tells you which mountain to point the Storm Strip toward. Put the storm (the paper clip) in the first space on the strip.
- Decide who goes first. Player who goes first moves the storm to the next space on the strip every time (s)he takes a turn.
- Take turns rolling the die and moving.

<table>
<thead>
<tr>
<th>Number on Die</th>
<th>You Move</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or 4</td>
<td>1</td>
</tr>
<tr>
<td>2 or 5</td>
<td>2</td>
</tr>
<tr>
<td>3 or 6</td>
<td>3</td>
</tr>
</tbody>
</table>

- Each time a 6 is rolled, the storm’s path changes! Roll the die again to determine which mountain to point the Storm Strip toward.
- If a player is on, or moves onto, the same space as the storm, (s)he loses a turn.
- If the storm gets to the last space on the strip before anyone reaches Frigid Fields, the game starts over.
Storm Dodger
Be the first to reach Frigid Fields and save the Emperor!

1. Icicle Peak
   - Short cut, move ahead 2
   - Scary chasm, go back 1
   - Furgie helps you, move ahead 2
   - Take extra turn

2. Snowball Mountain
   - Avalanche! Go back 2
   - Take extra turn

3. Ice Forest
   - Take extra turn

4. Pinetree Path
   - Fast sledging, move ahead 3
   - Lose a turn

5. Mount Frosty
   - FRIGID FIELDS
   - You saved the Emperor!

6. Rocky Roost
   - Short cut, move ahead 1
   - Lose a turn

- NE
- NE
- SE
- SE

- Short cut, move ahead 2
- Take extra turn
- Scary chasm, go back 1
- Furgie helps you, move ahead 2
- Take extra turn
- Avalanche! Go back 2
- Fast sledging, move ahead 3
- Short cut, move ahead 1
- Lose a turn
- NE
- NE
- SE
- SE

- Short cut, move ahead 2
- Take extra turn
- Scary chasm, go back 1
- Furgie helps you, move ahead 2
- Take extra turn
- Avalanche! Go back 2
- Fast sledging, move ahead 3
- Short cut, move ahead 1
- Lose a turn
- NE
- NE
- SE
- SE
Storm Strips

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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Would You Rather...?

Would you rather live in a place that snows year round or a place that rains? Why?

Find more games and activities at pbskidsforparents.org and
Learn at Home with PBS KIDS

Explore reading, math, science, life lessons, and more on the PBS KIDS 24/7 channel and livestream! The TV schedule below offers you and your child a chance to learn anytime alongside your favorite PBS KIDS characters.

<table>
<thead>
<tr>
<th>TIME (M-F)</th>
<th>SHOW</th>
<th>GRADE</th>
<th>LEARNING GOAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>6/5c am</td>
<td>Splash and Bubbles</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>6:30/5:30c am</td>
<td>WordWorld</td>
<td>PK-K</td>
<td>Literacy</td>
</tr>
<tr>
<td>7/6c am</td>
<td>Peg + Cat</td>
<td>PK-K</td>
<td>Math</td>
</tr>
<tr>
<td>7:30/6:30c am</td>
<td>Peep and the Big Wide World</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>8/7c am</td>
<td>Sid the Science Kid</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>8:30/7:30c am</td>
<td>Super WHY!</td>
<td>PK-K</td>
<td>Literacy</td>
</tr>
<tr>
<td>9/8c am</td>
<td>Pinkalicious &amp; Peterrific</td>
<td>PK-1</td>
<td>The Arts</td>
</tr>
<tr>
<td>9:30/8:30c am</td>
<td>Clifford the Big Red Dog</td>
<td>PK-K</td>
<td>Social &amp; Emotional Learning, Literacy</td>
</tr>
<tr>
<td>10/9c am</td>
<td>Let's Go Luna!</td>
<td>K-2</td>
<td>Social Studies</td>
</tr>
<tr>
<td>10:30/9:30c am</td>
<td>Dinosaur Train</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>11/10c am</td>
<td>The Cat in the Hat Knows a Lot About That!</td>
<td>PK-1</td>
<td>Science &amp; Engineering</td>
</tr>
<tr>
<td>11:30/10:30c am</td>
<td>Martha Speaks</td>
<td>K-2</td>
<td>Literacy</td>
</tr>
<tr>
<td>12 pm/11c am</td>
<td>Nature Cat</td>
<td>K-3</td>
<td>Science</td>
</tr>
<tr>
<td>12:30 pm/11:30c am</td>
<td>Ready Jet Go!</td>
<td>K-2</td>
<td>Science &amp; Engineering</td>
</tr>
<tr>
<td>1/12c pm</td>
<td>Arthur</td>
<td>K-2</td>
<td>Social &amp; Emotional Learning</td>
</tr>
<tr>
<td>1:30/12:30c pm</td>
<td>Odd Squad</td>
<td>K-2</td>
<td>Math</td>
</tr>
<tr>
<td>2/1c pm</td>
<td>Cyberchase</td>
<td>1-5</td>
<td>Math</td>
</tr>
<tr>
<td>2:30/1:30c pm</td>
<td>Molly of Denali</td>
<td>K-2</td>
<td>Literacy</td>
</tr>
<tr>
<td>3/2c pm</td>
<td>Pinkalicious &amp; Peterrific</td>
<td>PK-1</td>
<td>The Arts</td>
</tr>
<tr>
<td>3:30/2:30c pm</td>
<td>Elinor Wonders Why</td>
<td>PK-K</td>
<td>Science &amp; Engineering</td>
</tr>
<tr>
<td>4/3c pm</td>
<td>Sesame Street</td>
<td>PK-K</td>
<td>Literacy, Math, Social &amp; Emotional Learning</td>
</tr>
<tr>
<td>4:30/3:30c pm</td>
<td>Daniel Tiger's Neighborhood</td>
<td>PK-K</td>
<td>Social &amp; Emotional Learning</td>
</tr>
<tr>
<td>5/4c pm</td>
<td>Let's Go Luna!</td>
<td>K-2</td>
<td>Social Studies</td>
</tr>
<tr>
<td>5:30/4:30c pm</td>
<td>Nature Cat</td>
<td>K-3</td>
<td>Science</td>
</tr>
<tr>
<td>6/5c pm</td>
<td>Wild Kratts</td>
<td>K-2</td>
<td>Science</td>
</tr>
<tr>
<td>6:30/5:30c pm</td>
<td>Wild Kratts</td>
<td>K-2</td>
<td>Science</td>
</tr>
</tbody>
</table>

Access FREE, at-home learning activities, tips, and more on pbskidsforparents.org

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Learn at Home with PBS KIDS

Play and learn anytime and anywhere with free apps from PBS KIDS! Use the chart below to find the app that aligns to your child’s grade, learning goal, and favorite PBS KIDS show - then download it on your on your mobile or tablet device to play online, offline, or anytime.

**Apps for Social & Emotional Learning**

<table>
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<th>App</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daniel Tiger for Parents</td>
<td>PK-K</td>
</tr>
<tr>
<td>PBS KIDS Games app</td>
<td>K-2</td>
</tr>
<tr>
<td>PBS KIDS Video app</td>
<td>K-2</td>
</tr>
</tbody>
</table>

**Apps for Literacy Learning**

<table>
<thead>
<tr>
<th>App</th>
<th>Grade</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dinosaur Train A to Z</td>
<td>PK-K</td>
<td>Literacy, Science</td>
</tr>
<tr>
<td>Molly of Denali</td>
<td>K-2</td>
<td>Literacy</td>
</tr>
<tr>
<td>PBS KIDS Games app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
<tr>
<td>PBS KIDS Video app</td>
<td>K-2</td>
<td>Multiple Learning Goals</td>
</tr>
</tbody>
</table>

**Apps for STEM Learning (Science, Technology, Engineering & Math)**

<table>
<thead>
<tr>
<th>App</th>
<th>Grade</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>PBS Parents Play &amp; Learn</td>
<td>PK-K</td>
<td>Literacy, Math</td>
</tr>
<tr>
<td>Play &amp; Learn Engineering</td>
<td>PK-K</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>PBS KIDS Measure Up!</td>
<td>PK-K</td>
<td>Math</td>
</tr>
<tr>
<td>Play &amp; Learn Science</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>Splash and Bubbles Ocean Adventure</td>
<td>PK-K</td>
<td>Science</td>
</tr>
<tr>
<td>The Cat in the Hat Builds That!</td>
<td>PK-K</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>The Cat in the Hat Invents</td>
<td>PK-K</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Jet's Bot Builder: Robot Games</td>
<td>K-2</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Photo Stuff with Ruff</td>
<td>K-2</td>
<td>Science</td>
</tr>
<tr>
<td>Ready Jet Go! Space Explorer</td>
<td>K-2</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Ready Jet Go! Space Scouts</td>
<td>K-2</td>
<td>Science and Engineering</td>
</tr>
<tr>
<td>Nature Cat's Great Outdoors</td>
<td>K-3</td>
<td>Science</td>
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<tr>
<td>PBS KIDS ScratchJr</td>
<td>1-2</td>
<td>Coding</td>
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<tr>
<td>Outdoor Family Fun with Plum</td>
<td>1-3</td>
<td>Science and Engineering</td>
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<tr>
<td>Cyberchase Shape Quest</td>
<td>1-5</td>
<td>Math</td>
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<td>K-2</td>
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pbskids.org/apps