

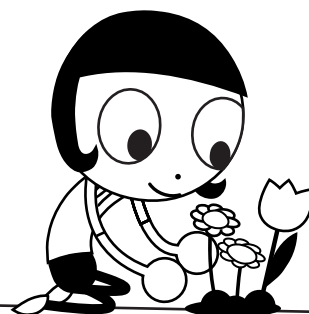
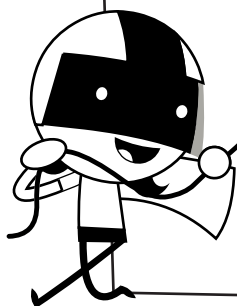
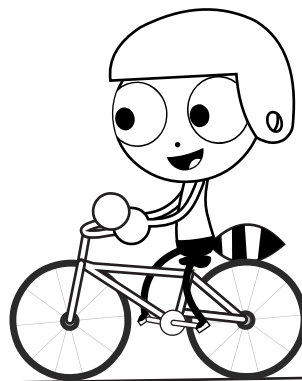


Learn at Home with PBS KIDS



Problem-Solving

BINGO





Learn at Home with PBS KIDS

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 Problem-Solving 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: Creative Problem-Solving

This week, we're learning that solving problems is important because we are motivated to find solutions and we learn about persistence.

Show What You Know: Daring Design Challenge Activity

The last activity in this packet is a perfect way for children to work through a challenging activity.

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

Happy learning!
PBS KIDS



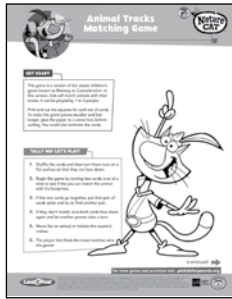
Find free activities, articles and tips to support at-home learning on pbskidsforparents.org

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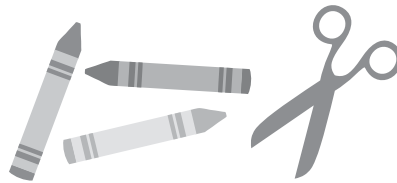


Creative Problem-Solving

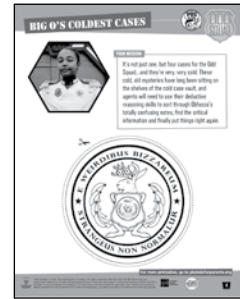
BINGO



Animal Tracks Matching Game



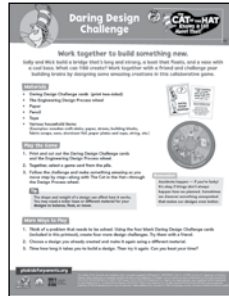
**Draw a picture on a paper.
Cut it in 12 pieces.
Mix them up and then
make the picture again.**



Big O's Coldest Cases



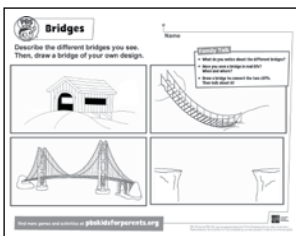
**Look around the room.
Then close your eyes and
describe 5 items you saw.**



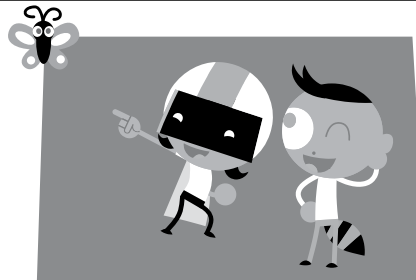
Daring Design Challenge



**Make a list of the
simple machines you
can find at home.**



Bridges



Play 'I Spy' with someone.



Go Fetch!

Grades 1-2

Find more games and activities at pbs.org/parents/learn-at-home



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Animal Tracks Matching Game

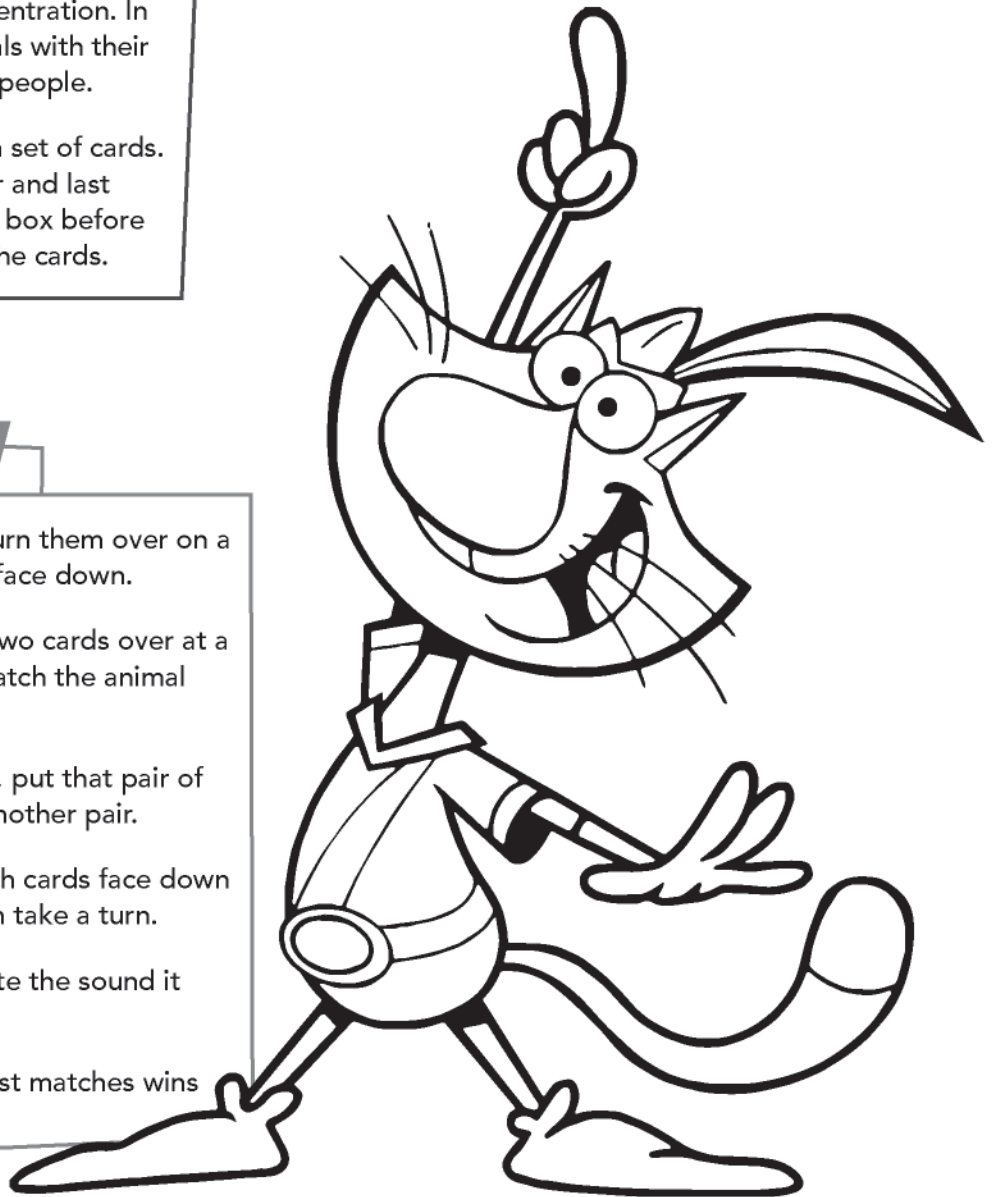
GET READY

This game is a version of the classic children's game known as Memory or Concentration. In this version, kids will match animals with their tracks. It can be played by 1 to 4 people.

Print and cut the squares for each set of cards. To make the game pieces sturdier and last longer, glue the paper to a cereal box before cutting. You could also laminate the cards.

TALLY HO! LET'S PLAY!

1. Shuffle the cards and then turn them over on a flat surface so that they are face down.
2. Begin the game by turning two cards over at a time to see if you can match the animal with its footprints.
3. If the two cards go together, put that pair of cards aside and try to find another pair.
4. If they don't match, turn both cards face down again and let another person take a turn.
5. Move like an animal or imitate the sound it makes.
6. The player that finds the most matches wins the game!



(continued) ➔

For more games and activities visit pbskidsforparents.org



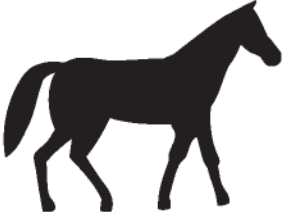











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Game Cards















 Horse	 Horse	 Goose	 Goose
 Deer	 Deer	 Duck	 Duck
 Eagle	 Eagle	 Lion	 Lion





Game Cards



 Wolf	 Wolf	 Bear	 Bear
 Fox	 Fox	 Rabbit	 Rabbit
 Frog	 Frog	 Elephant	 Elephant



BIG O'S COLDEST CASES



YOUR MISSION:

It's not just one, but four cases for the Odd Squad...and they're very, very cold. These cold, old mysteries have long been sitting on the shelves of the cold case vault, and agents will need to use their deductive reasoning skills to sort through Obfusco's totally confusing notes, find the critical information and finally put things right again.



For more printables, go to pbskidsforparents.org

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BIG O'S COLDEST CASES



CASEWORK:

It is time to crack **Big O's Coldest Cases**. To crack these tricky cases, you will need to look for important information and ignore what is not important and what is someone's opinion. Work together with someone. Choose one of **Big O's Coldest Cases**. Read each sentence and decide if it is important to the case. If it is, circle it. For each thing that is unimportant or an opinion, cross it off. As you work, explain and show your thinking.



SANDWICH SITUATION

1
2
3
4
5
6

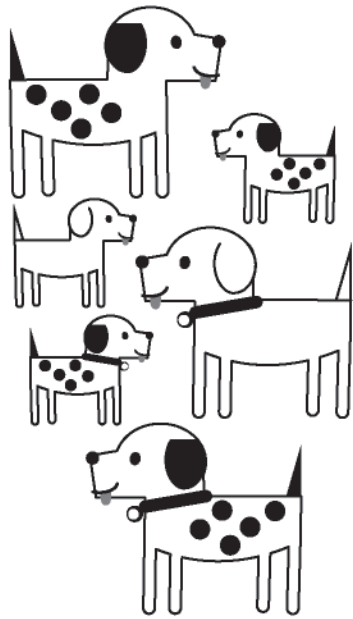
Someone has hidden Oscar's sandwich in a kitchen drawer!
The missing sandwich is Oscar's favorite: pickles and onions.
Cats do not like sandwiches or onions.
The missing sandwich is not in drawer number one.
It is not in drawer number three.
It's not in an even-numbered drawer.
Where is the sandwich?

NUMBER THIEF

There's a number thief on the loose.
He likes to count by three.
He took number three.
He's very tall.
He took number six.
He likes to run fast.
He took number nine.
What number is he going to take next?



BIG O'S COLDEST CASES



DOG DAYS OF SUMMER

A dog keeps taking Olive's newspaper!

The suspected dog does not have a collar.

Olive thinks that dogs with spots smell strange.

The suspected dog does not have spots.

The suspected dog does not take the newspaper on rainy days.

The suspected dog is a small dog.

The suspected dog stole the newspaper yesterday.

Which dog is stealing Olive's newspaper?

MARKET MYSTERY

Otto was sent to the store to get Big O's favorite fruit, but he forgot what it is!

The favorite fruit is mostly round.

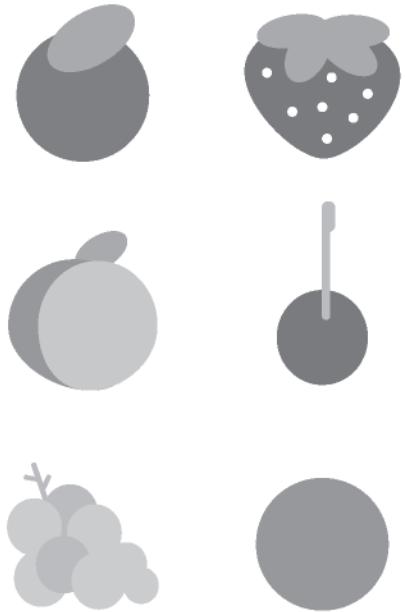
Big O plans to eat this fruit for a snack today.

The favorite fruit has at least one seed. The favorite fruit is red.

Big O does not like apples.

Otto does not like strawberries.

What is Big O's favorite fruit?



CASE CLOSED:

Congratulations, agents! You have solved **Big O's Coldest Cases**. As part of the casework, it is important to review and reflect on the cases and think about what you have learned. Think about how you decided which information was important, which information was not important, and which information was an opinion. What steps did you take to solve the problems?



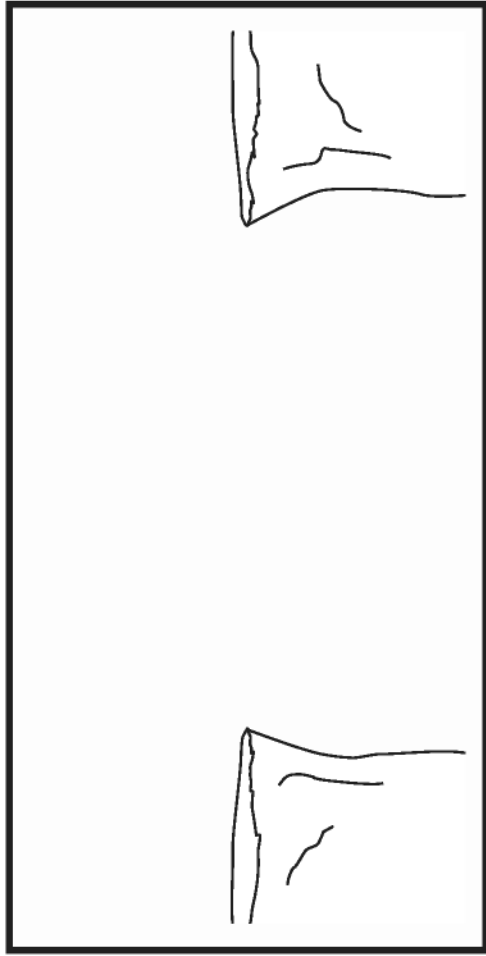
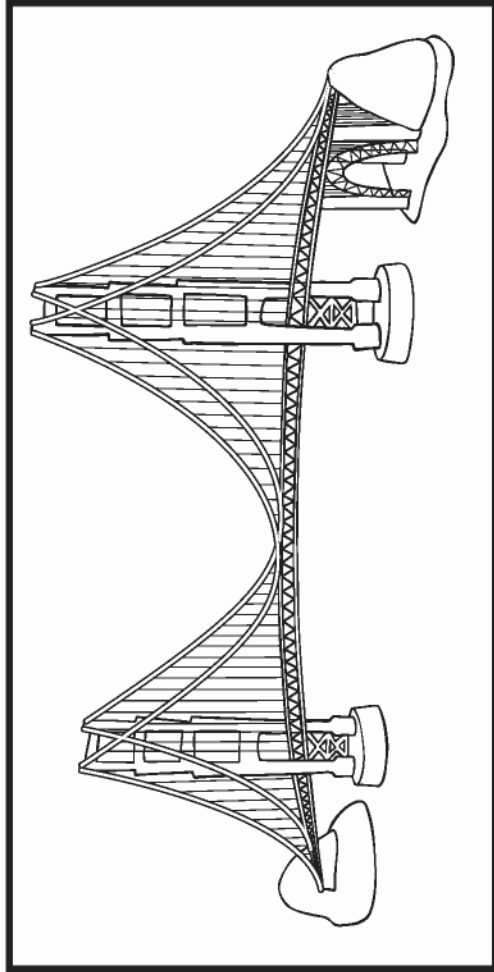
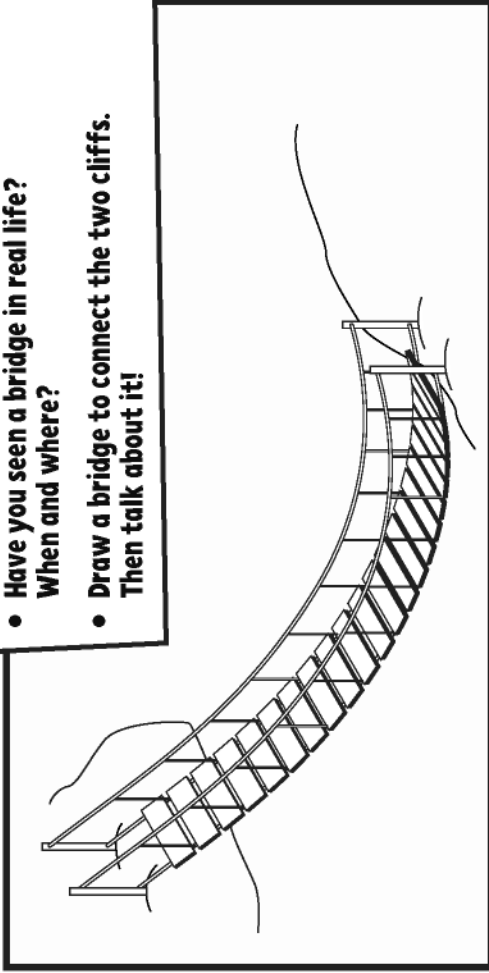
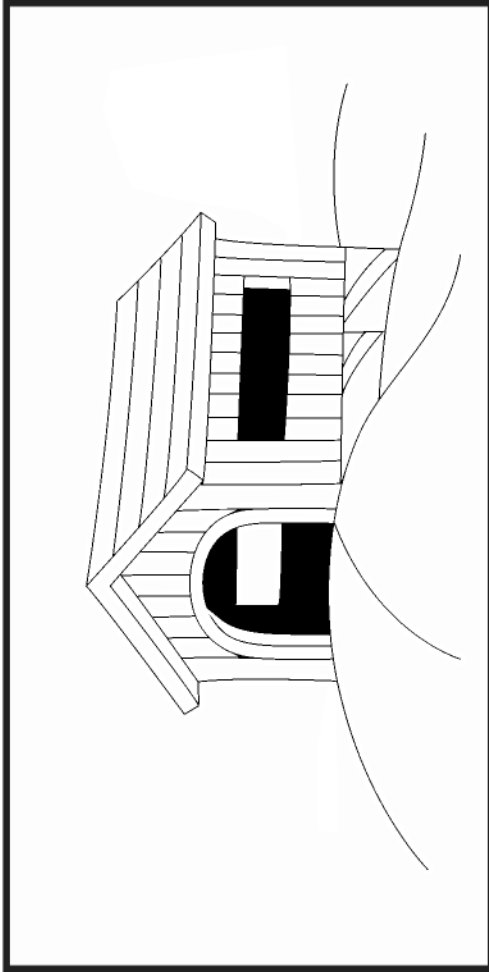
Bridges

Describe the different bridges you see.
Then, draw a bridge of your own design.

Name _____

Family Talk

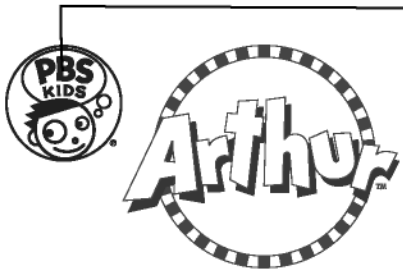
- What do you notice about the different bridges?
- Have you seen a bridge in real life? When and where?
- Draw a bridge to connect the two cliffs. Then talk about it!



Find more games and activities at pbskidsforparents.org



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Go Fetch!

How to Play:

- This is a game for 2 or more players.
- Print two sets of cards and give each player 5 cards. The object is for you to collect pairs by asking another player for one to match yours. Don't let the other players see your cards!
- If you have one Binky card, you need to find its match. So choose one other player and say, "Do you have Binky?"
- If they do, they must give you their Binky card and you have a pair, which you set aside.
- If they don't, they say "Go Fetch!" and you pick another card from the top of the stack.
- If you use up your hand by setting aside pairs, take another card from the top of the stack.
- The winner has the most pairs at the end, when the stack is gone.



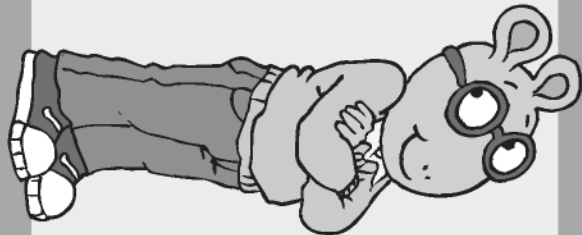


Go Fetch Cards



Arthur

Baby Kate



Arthur

Arthur



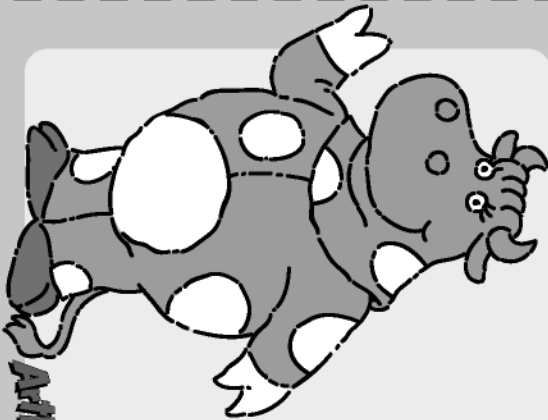
Arthur

Binky



Arthur

Francine



Arthur

Mary Moo Cow



Arthur

Brain



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Go Fetch Cards



Arthur

Grandpa Dave



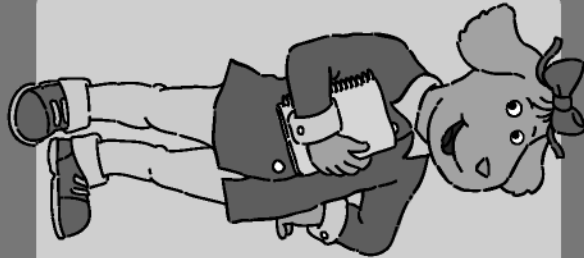
Arthur

D.W.



Arthur

Nadine



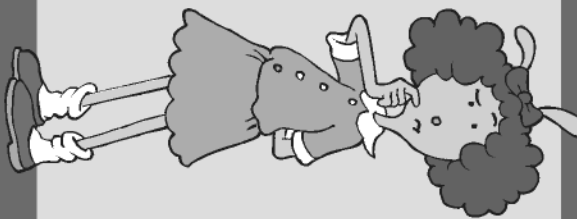
Arthur

Fern



Arthur

Buster



Arthur

Prunella



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Go Fetch Cards



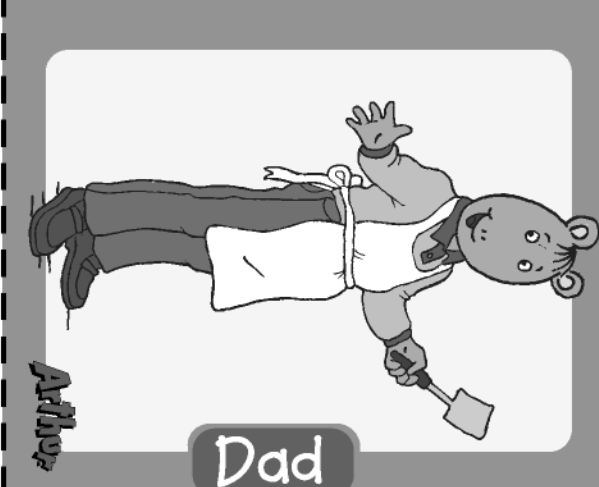
Arthur

Sue Ellen



Arthur

George



Arthur

Dad



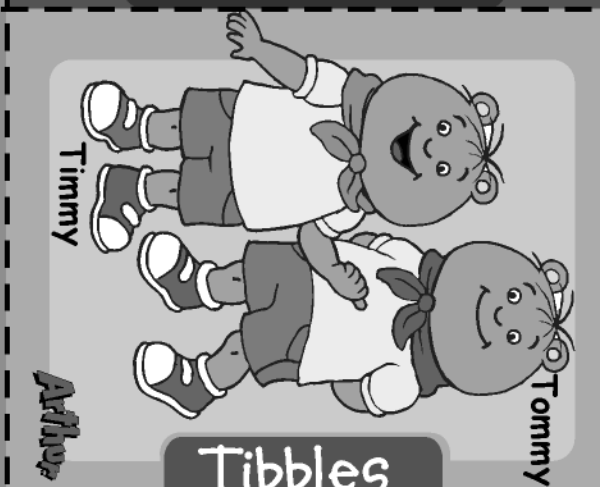
Arthur

Mr. Ratburn



Arthur

Mr. Haney



Arthur

Tibbles

Tommy



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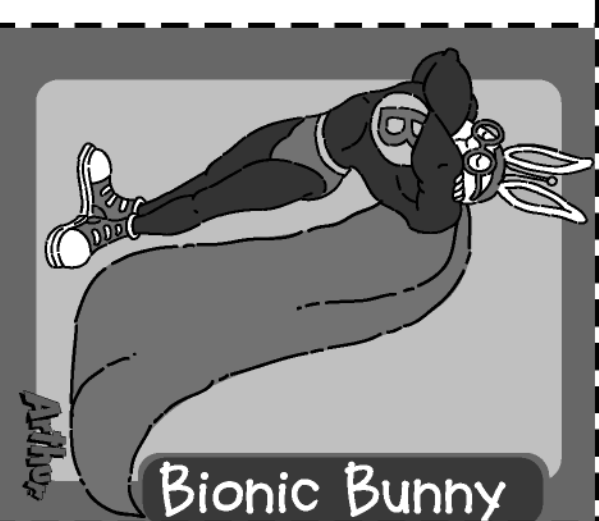
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Go Fetch Cards



Grandma Thora



Bionic Bunny



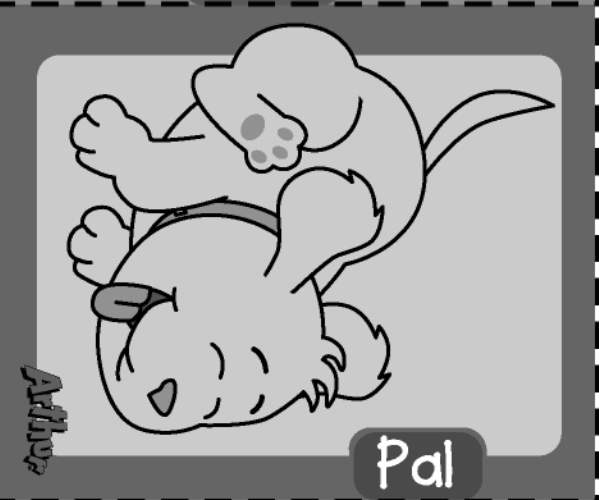
Muffy



Mom



Emily



Pal



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Daring Design Challenge



Work together to build something new.

Sally and Nick build a bridge that's long and strong, a boat that floats, and a vase with a cool base. What can YOU create? Work together with a friend and challenge your building brains by designing some amazing creations in this collaborative game.

Materials

- Daring Design Challenge cards (print two-sided)
- The Engineering Design Process wheel
- Paper
- Pencil
- Tape
- Various household items
(Examples: wooden craft sticks, paper, straws, building blocks, fabric scraps, cans, aluminum foil, paper plates and cups, string, etc.)



Play the Game

1. Print and cut out the Daring Design Challenge cards and the Engineering Design Process wheel.
2. Together, select a game card from the pile.
3. Follow the challenge and make something amazing as you move step by step—along with THE CAT IN THE HAT—through the Design Process wheel.

Tip

The shape and weight of a design can affect how it works. You may need a wider base or different material for your designs to balance, float, or move.

Remember

Accidents happen — if you're lucky! It's okay if things don't always happen how we planned. Sometimes we discover something unexpected that makes our designs even better.

More Ways to Play

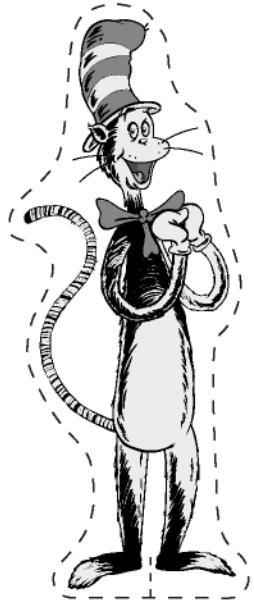
1. Think of a problem that needs to be solved. Using the four blank Daring Design Challenge cards (included in this printout), create four more design challenges. Try them with a friend.
2. Choose a design you already created and make it again using a different material.
3. Time how long it takes you to build a design. Then try it again. Can you beat your time?

pbskidsforparents.org



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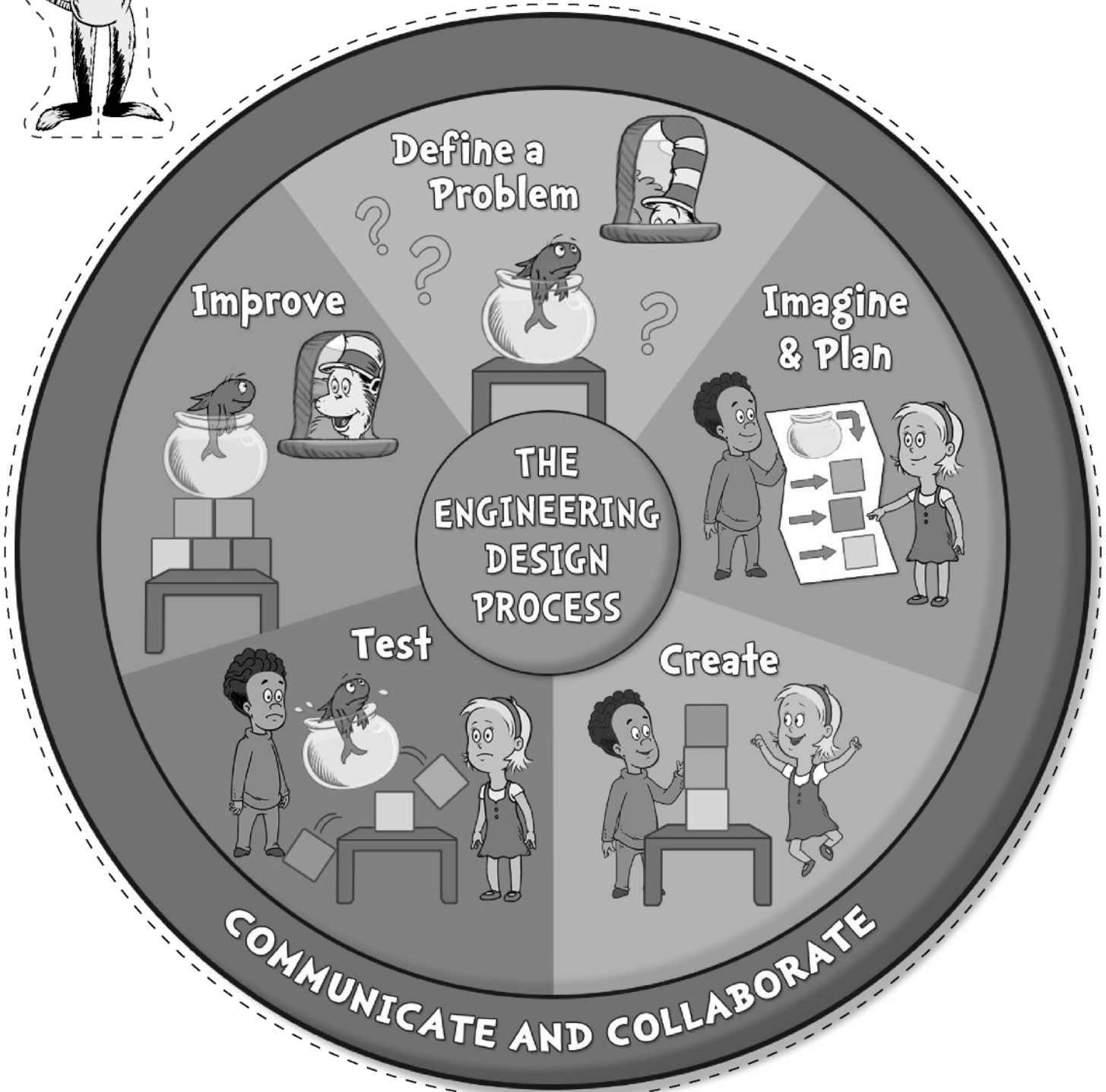
The Engineering Design Process



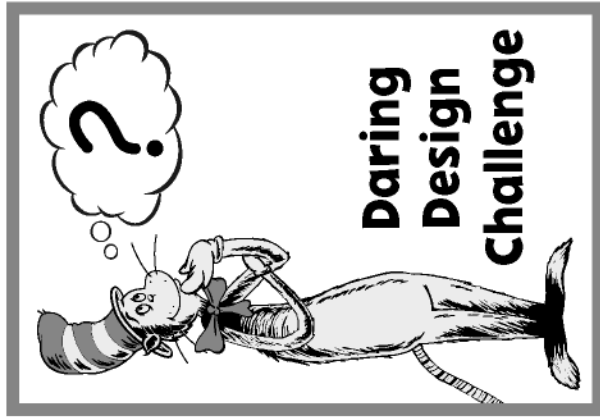
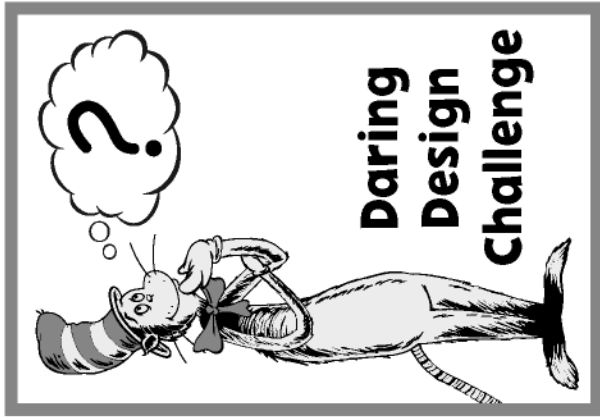
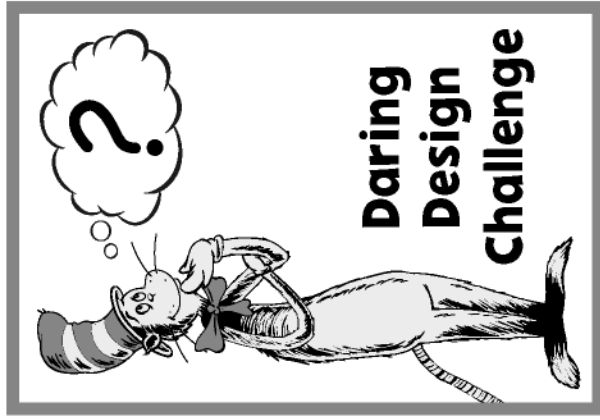
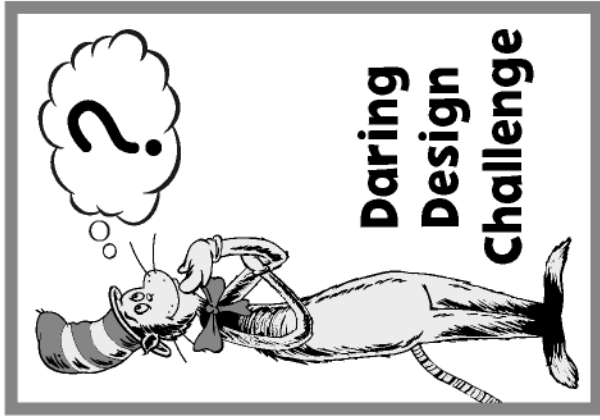
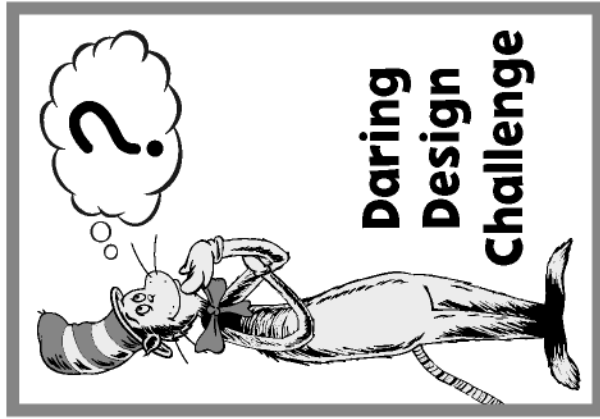
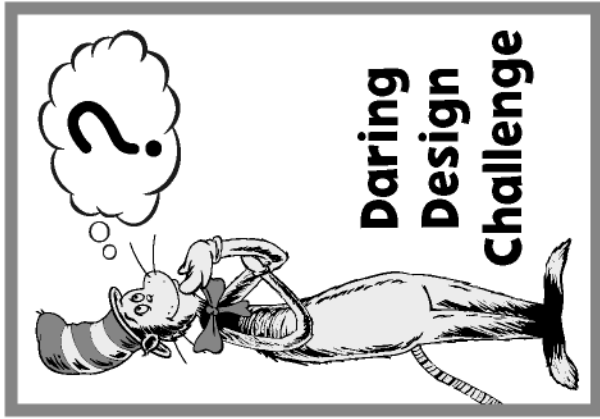
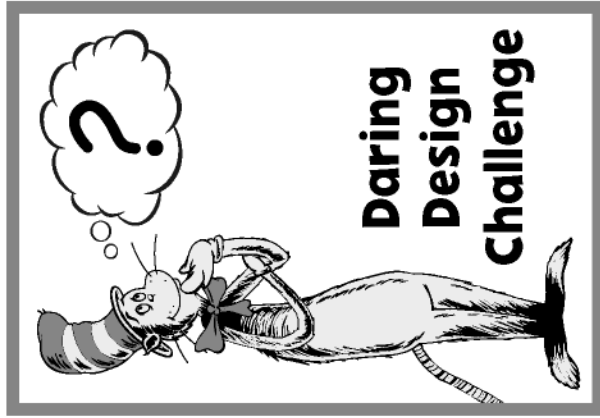
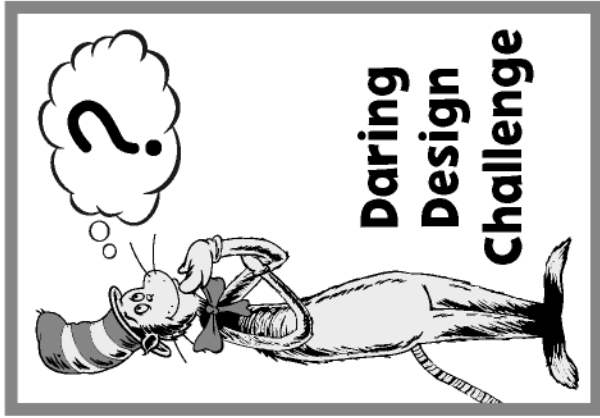
Stabilizer

THE CAT IN THE HAT

1. With an adult's help, cut out THE CAT IN THE HAT figure, the stabilizer, and the wheel. Then cut along the vertical lines at the base of THE CAT IN THE HAT and the top of the stabilizer.
2. Push the stabilizer into the base of THE CAT IN THE HAT to create a "+". THE CAT IN THE HAT should now stand.
3. Use THE CAT IN THE HAT to guide you around the wheel.



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Make something that balances on one or two legs.

Improve!

What if you bumped your creation?
What happens?
Can you make it better?

Make something that balances on three legs.

Create!

Work together as you build and listen to all ideas. This is called Collaboration—just like the three legs are collaborating to balance your design!

Design a hat that makes you taller than an adult (or the Cat in the Hat!).

Test!

What can you use to measure and get evidence?
Are you taller?

Make a house for Fish that doesn't float.

Imagine & Plan!

What materials and shapes DON'T float?
How can you use them in your design?

Design something that makes it easier to brush your teeth.

Define the Problem!

Toothbrush hard to hold?
Difficult getting the last bit of toothpaste out of the tube?
Or something else?

Make something that rolls the length of your height when pushed or pulled.

Improve!

Can you double that distance?

Design something to wear that keeps you warm.

Test!

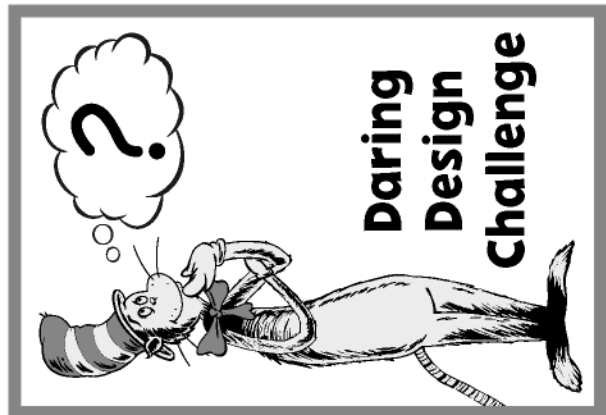
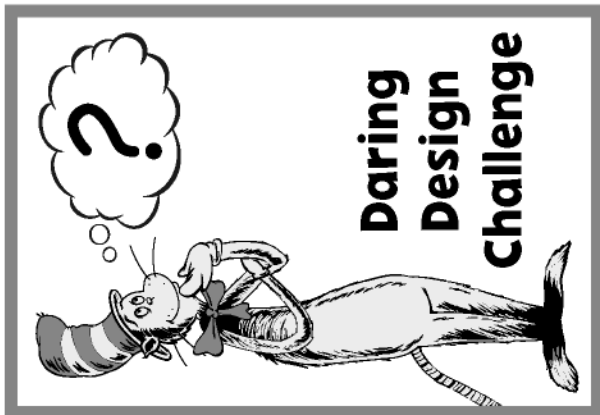
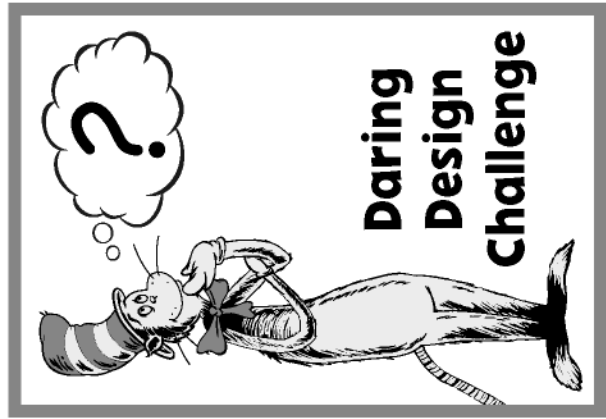
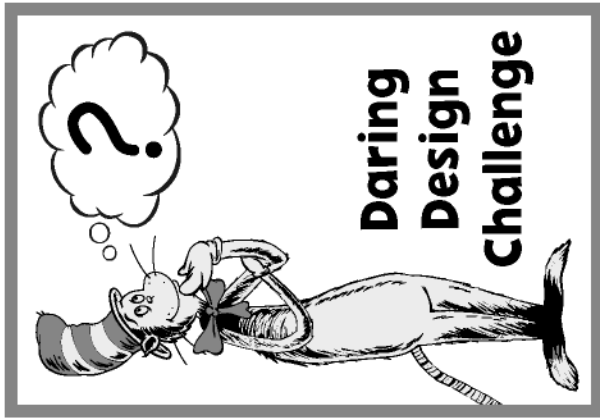
Try standing in front of your open freezer.
How do you feel?

Make a bridge as long as your arm.

Test!

What if you put a penny or a spoon on it?
How much weight can it take?





Create a musical instrument that can make three different notes or sounds.

Imagine & Plan!

Sounds can come from hitting or plucking an object, or blowing on or through objects of different lengths. What objects can help your design work?

Make a boat that floats.

Test!

Fill the bathtub or a sink with water to test your boat. Hope it floats!

Design something taller than you.

Create!

Have fun building together. Accidents happen, if you're lucky! Use a mistake to make it even better.

Build something that will balance a pencil.

Improve!

Can it balance two pencils? Three?

Design something that can launch a coin into the air.

Test!

How do you know if it is balanced?

Create something beautiful—just because.

Imagine & Plan!

Ask a friend how your creation makes him or her feel.

Make a ball that bounces.

Improve!

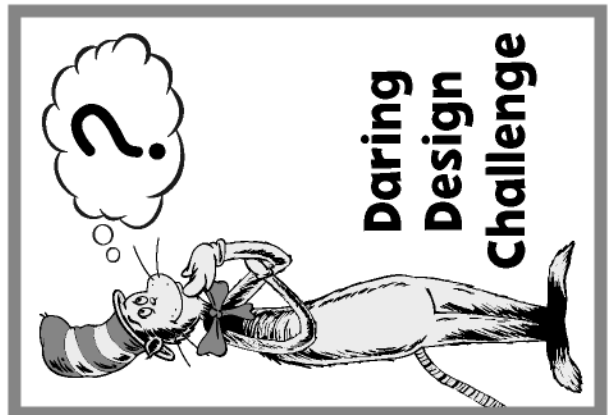
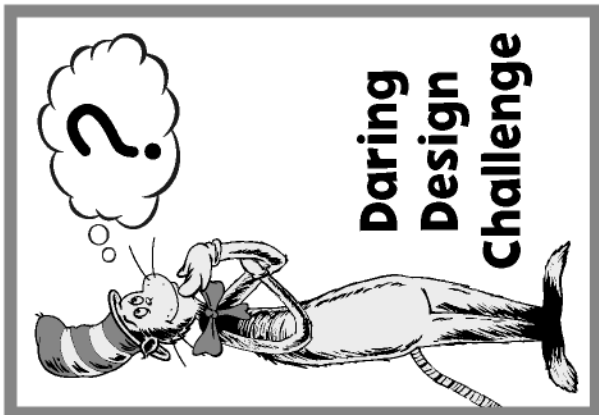
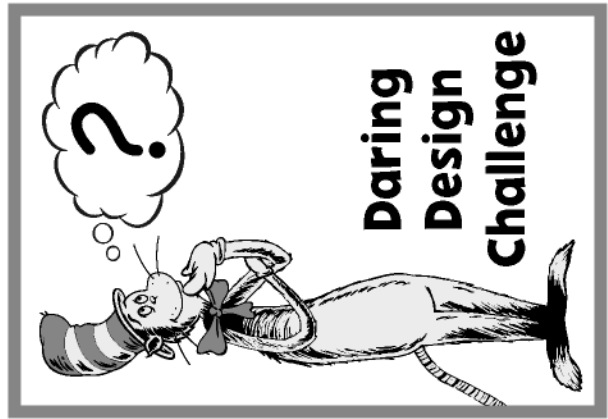
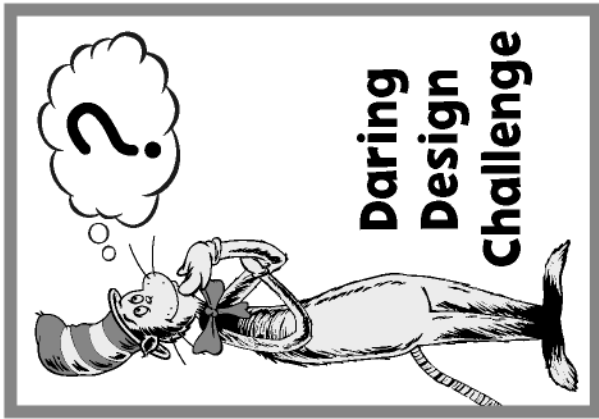
Can you make something that helps you move it faster?

Build a tower as tall as your table using only paper.

Imagine & Plan!

What can you do to make paper stronger and taller?





Build a shelter big and strong enough to protect a doll or stuffed animal.

Imagine & Plan!

What's the weather like where you live? Think of materials and objects that might keep away wind, cold, hot sun, rain, or snow!

Create a new sandwich.

Define the Problem!

Is there no jelly for your peanut butter? Or are you out of bread? Test your culinary creativity to find alternative solutions!

Create something with a handle to carry your design tools
(pencil, paper, tape, etc.)

Imagine & Plan!

Look at how many tools you have, and consider the size and how many compartments you might need.

Design a new game.

Define the Problem!

What if you and your friends need a new game to play outside or inside. Use a ball, dice, or whatever you imagine!

