

PBS KIDS recursos



Ayudando a vincular la casa y la escuela para fomentar habilidades que preparan a los niños para triunfar en la escuela y en la vida.

Como parte de Ready To Learn® Initiative, la Corporation for Public Broadcasting y PBS KIDS® están trabajando junto con productores de los principales medios de comunicación infantiles y organizaciones asociadas para desarrollar y distribuir medios que fomenten el uso de las matemáticas y la alfabetización en los hogares, escuelas y programas extraescolares.

Mediante este innovador proyecto, PBS KIDS ha creado contenido para apoyar a los maestros en el aula y fortalecer el nexo hogar-escuela al brindarles a los padres y cuidadores algunos recursos dirigidos a reforzar las habilidades que los niños están aprendiendo en la escuela.

PBS KIDS LAB

PBS KIDS siempre está explorando nuevas maneras de mantener aprendiendo a los niños, no importa dónde estén – en casa, en la escuela, en actividades extraescolares o al ir de un lugar a otro. Ya sea que se trate de nuevas aplicaciones, juegos o tecnologías innovadoras como la realidad aumentada, usted encontrará todo esto en el PBS KIDS Lab. El laboratorio también contiene recursos dirigidos a padres y maestros que les ayudarán a crear divertidas experiencias de aprendizaje para los pequeños. Visiten pbskidslab.org para encontrar:

Juegos

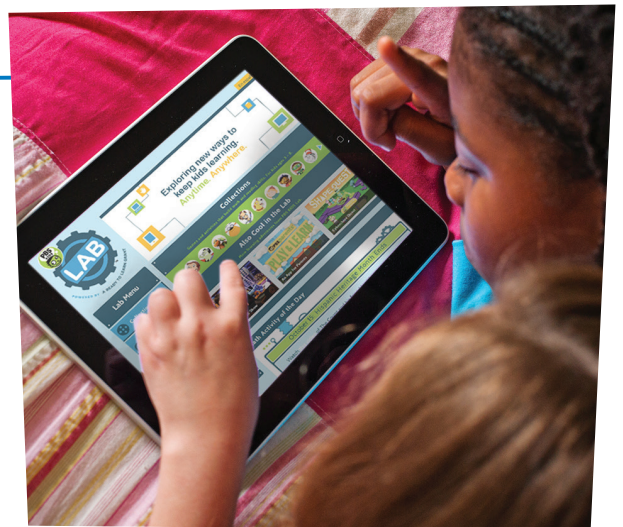
Más de 100 juegos organizados en colecciones basadas en los personajes de los programas favoritos de PBS KIDS, entre los que están *Jorge el Curioso*, *The Cat in the Hat Knows A Lot About That!*, *Martha Speaks*, *Dinosaur Train* y *Wild Kratts*. En cada colección los juegos están entretejidos dentro de un marco de matemáticas y alfabetización y se pueden realizar en múltiples plataformas – computadoras, pizarras digitales y teléfonos móviles y tabletas – para que los niños encuentren los mismos personajes y habilidades al pasar de un dispositivo a otro.

Actividades en casa

Docenas de fáciles y divertidas actividades educativas permiten que los padres y cuidadores de los niños extiendan el valor educativo de los juegos a la vida cotidiana y que refuercen las habilidades para la lectoescritura y las matemáticas que los niños están aprendiendo en la escuela.

Recursos en el aula

Planes de lecciones asociados a los juegos con libros relacionados y actividades para hacer en casa, para fomentar una relación sólida entre la escuela y el hogar, y para involucrar a los padres y maestros a que sean socios en el proceso de aprendizaje.



PROGRAMA DE APRENDIZAJE POR MÓVIL



PBS KIDS ha unido fuerzas con Head Start, las estaciones de PBS y otros socios de la comunidad para ofrecerles a los padres y educadores de niños en preescolar y en los primeros años de la primaria, y que viven en comunidades subatendidas, el libre acceso a apps de PBS KIDS en teléfonos móviles y tabletas iPhone, iPad y Android. Actualmente, a través del programa hay cinco aplicaciones disponibles que le ofrecerán a los niños horas de diversión en su ir y venir que les permitirán aprender y jugar con sus personajes favoritos de *Dinosaur Train*, *Martha Speaks*, *Peg + Cat*, *Odd Squad* y *Wild Kratts*.

Diríjase a pbskids.org/giftcodes para inscribirse en el programa de aprendizaje por móvil y solicitar y recibir las tarjetas gratis de las apps de PBS KIDS para móviles que usted podrá distribuir a los padres y educadores de su comunidad.

APP DE PBS PARENTS PLAY & LEARN



Siendo la primera app de PBS diseñada específicamente para padres, PBS Play & Learn® permite que los padres de familia participen junto con sus hijos en divertidas experiencias de aprendizaje sin importar dónde se encuentren, como por ejemplo en el coche o en el autobús, en el supermercado, en un restaurante o en su casa. El app les facilita a los padres la posibilidad de aprovechar esos "momentos de enseñanza" que surgen a diario por medio de juegos interactivos temáticos y de actividades prácticas sencillas que conectan las habilidades para las matemáticas y la alfabetización con el mundo real. ¡Es la herramienta perfecta para involucrar sobre la marcha a padres e hijos de familias muy ocupadas! Descárguela en pbskidsmobile.org.

Características principales:

- 13 juegos interactivos
- Notas para padres con cada juego
- 52 fáciles actividades prácticas
- Un área de juego libre con calcomanías (pegatinas)
- Notificaciones semanales con más ideas para los padres
- Disponible para tabletas y teléfonos inteligentes de Apple y Android
- Completamente bilingüe (inglés/español)
- ¡Gratis!



Parcialmente financiado por:



Disponible en:



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¡Encuentra todos estos recursos y mucho más en pbskidslab.org

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PBS KIDS Resources

Helping bridge home and school to build skills that prepare kids for success in school and in life.

As part of the Ready To Learn® Initiative, PBS KIDS® and the Corporation for Public Broadcasting are working with top children’s media producers and partner organizations to develop and distribute math and literacy media for use in homes, schools, and out-of-school programs.

Through this innovative project, PBS KIDS has created content to support teachers in the classroom and strengthen the home-school connection by providing parents and other caregivers with resources to reinforce the skills kids are learning in school.

PBS KIDS LAB

PBS KIDS is always exploring new ways to keep kids learning, no matter where they are – at home, in school, in out-of-school programs, or on-the-go. Whether it is new apps, online games, or innovative technologies such as augmented reality, you’ll find it all at PBS KIDS Lab. The Lab also contains resources for parents and teachers to help them create fun learning experiences for kids. Go to pbskidslab.org to find:



Games

Over 100 games organized into collections based on characters from favorite PBS KIDS shows, including *Curious George*, *The Cat in the Hat Knows A Lot About That!*, *Martha Speaks*, *Dinosaur Train*, and *Wild Kratts*. Within each collection, the games are woven together by a math and/or literacy framework, and are playable on multiple platforms – computers, interactive white boards, and mobile phones and tablets – so that kids encounter the same characters and skills as they move from device to device.

Home Activities

Dozens of easy hands-on activities allow parents and other caregivers to extend the educational value of the games into everyday life and reinforce math and literacy skills children are learning at school.

Classroom Resources

Lesson plans connected to the games with related books and home activities, foster a solid school-to-home connection, engaging parents and teachers as partners in the learning process.

MOBILE LEARNING PROGRAM



PBS KIDS has joined forces with Head Start, PBS stations and other community partners to offer parents and educators of preschool and early elementary school children in under-served communities free access to PBS KIDS mobile apps on iPhone, iPad, and Android tablets. There are five apps currently available through the program, providing kids with hours of on-the-go fun learning and playing with their favorite characters from *Dinosaur Train*, *Martha Speaks*, *Odd Squad*, *Peg + Cat* and *Wild Kratts*.

To register for the Mobile Learning Program and request and receive the free PBS KIDS mobile app gift cards that you can distribute to parents and educators in your community, go to pbskids.org/giftcodes.

PBS PARENTS PLAY & LEARN APP



PBS' first app designed specifically for parents, PBS Parents® Play & Learn allows parents to engage with their kids in fun learning experiences no matter where they are, such as in a car or bus, at the grocery store, in a restaurant, or at home. The app makes it easy for parents to seize upon those daily "teachable moments" through theme-based interactive games and simple hands-on activities that connect math and literacy skills to the real world. It's the perfect on-the-go parent-child engagement tool for busy families! Download it at pbskidsmobile.org.

Key Features:

- 13 interactive games
- parent notes with each game
- 52 easy hands-on activities
- a free-play sticker area
- weekly push notifications with more ideas for parents
- available for Apple and Android smartphones and tablets
- completely bilingual (English/Spanish)
- Free!



Partially funded by:



Available on:



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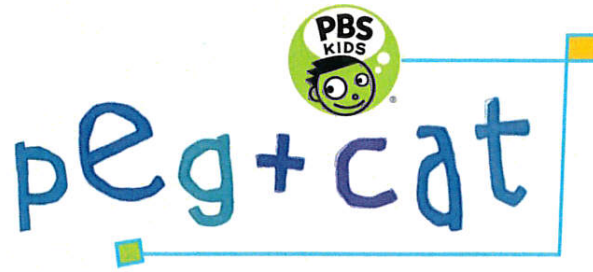
Funded by:



Find all of these resources and more on pbskidslab.org

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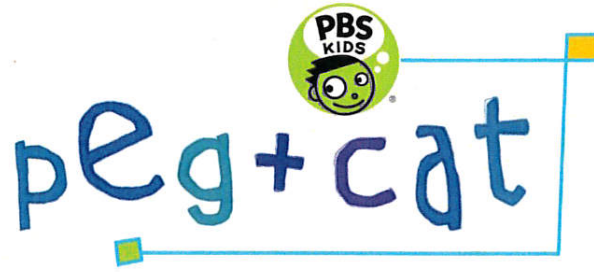
Although research shows that math skills are essential, many children are not performing up to their abilities, and many parents forgo teaching math skills – instead focusing on other skill groups they believe are more important for children’s success. Here are just a few key points from the research:

- Research shows that math skills can be an even stronger predictor of student success than reading skills (*Developmental Psychology Journal, 2007*)
- 60% of US 4th Graders are not performing at grade level in mathematics (*Annie E. Casey Foundation: National Kids Count Program, 2011*)
- Half of parents say they’re practicing math skills with their young children only once a week or less. (*Lindberg International, PBS KIDS Parent Survey, February 2013*)

In order to address this need, through the Ready To Learn Initiative PBS KIDS is developing an array of resources to support early math and problem solving skills, including PBS KIDS’ newest series – PEG + CAT.

PEG + CAT’s Four Key Learning Goals

- Encourage children to see math as fun, cool, and worthwhile
- Broaden children’s understanding of what mathematical thinking involves, present examples of useful strategies to try when they feel “stuck”
- Inspire children to approach problems with creativity, persistence and humor
- Present children with a range of age-appropriate mathematical concepts and skills



The PEG + CAT Cross-platform Curriculum

PEG + CAT takes advantage of a variety of media platform to engage children in learning a variety of skill areas – from counting and measurement to data collection and analysis. Here’s a quick look at the curriculum areas covered by PEG + CAT’s multi-media content.

Curriculum Area	Media Platform			
	Video & Television	Online Games	Mobile Apps	Hands-On Activities (available online)
Numbers & Counting	✓	✓	✓	✓
Operations (Addition, Subtraction)	✓	✓	✓	
Geometry	✓	✓	✓	✓
Spatial Sense	✓	✓		✓
Measurement	✓	✓		✓
Data Collection & Analysis	✓	✓	✓	
Algebra/Patterns	✓	✓	✓	✓

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Public Media Innovative Approaches to Early Learning





Introductions

Susie Grimm
Early Learning Manager, PBS SoCal

Alison Dorff
Early Learning Coordinator, PBS SoCal





Objectives

- Introduce quality media resources for early learning from PBS KIDS and Ready To Learn (videos, apps, games)
- Learn how to use PBS digital assets through hands-on discovery sessions that parents and educators can implement in the classroom and home
- Learn how educational media strengthens the home-school connection
- Recognize the value of partnering with local PBS stations to implement family engagement

Building a Strong Foundation for Learning

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Ready To Learn (RTL)

Cooperative agreement with the department of education

Promotes early learning and school readiness through interactive digital and hands-on content

Strives to reach low-income families and children

Why PBS KIDS?

Nurturing the Whole Child

- Communication
- Collaboration
- Critical Thinking
- Creativity



PBS KIDS Research

- Over 30 Million children ages 2 to 8 watch PBS – 82 percent of all kids in America
- Over 11.5 million kids visit pbskids.org each month
- More than 7 million downloads of PBS KIDS apps
- PBS is the #1 source of media content for pre-school teachers
- PBS reaches more kids in low-income homes than any other kids TV network.



RTL Research

Ready To Learn Summative Evaluation

A PROJECT OF CCT

Transmedia Math Study

- Materials-Math
- Context Studies
- Media-Rich Literacy Studies
- Materials-Literacy & Science
- Videos
- Publications
- Conferences
- About

New Transmedia Math Study

Since 2006, EDC's Center for Children & Technology and SRI International have conducted research and evaluation studies to measure children's learning outcomes under the Ready To Learn initiative. This initiative, supported by the US Department of Education, has allowed the Corporation for Public Broadcasting and PBS to develop media-rich literacy and math learning resources for young children, with the goal of improving school readiness among preschoolers in high-need communities. Our context studies have examined how technology and transmedia are incorporated into children's homes and classrooms, and our large-scale randomized controlled trials have measured the efficacy of public media in supporting children's learning.



Prekindergarten Transmedia Mathematics Study Report






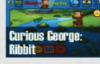



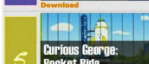







Our most recent study examined whether a PBS KIDS transmedia mathematics curriculum implemented by teachers in early learning centers could positively affect children's math skills. The study found that to be the case—children learned significantly more math, and teachers expressed both greater comfort with technology and more confidence in their math teaching.

More information about the study is contained in a press release, available [here](#), and in an article, "Ready and Learning," on the [EDC website](#).

PBS Kids - Media by Week

Click here to view games by week

Week	Video	Guided Challenge Game Play	Easy Game Play
1	 Download		 Download
2		 Download	
3	 Download	 Download	 Download
4	 Download	 Download	 Download
5	 Download	 Download	 Download
6	 Download	 Download	 Download





Young children can learn in environments where well-crafted digital media are available and supported.



We need to keep in mind:

Setting
Mediation
Content



Setting



Mediation

Week 1 | Day 2



Easy Game Play

Crystals Rule (Sid the Science Kid)



May loves to collect rocks, but needs help measuring them. Using every day objects, help May figure out how many paperclips long the purple rock is, or how many blocks long the green rock is. Helping May measure her rocks will help children review counting from 1 to 5 and introduce numeral identification.

Overview

During **Small Group Time**, demonstrate how to play *Crystals Rule* on the **Interactive Whiteboard (IWB)**. Use game play as an opportunity to talk about **counting** and **numeral identification** from 1 to 5 as you call on individual children to try out the game on the **Interactive Whiteboard (IWB)**. Since this is the children's first time playing a game on the **Interactive Whiteboard (IWB)**, establish basic **game play** rules.



Skills and other important points to cover

- Introduce numeral identification from 1 to 5
- Review counting from 1 to 5



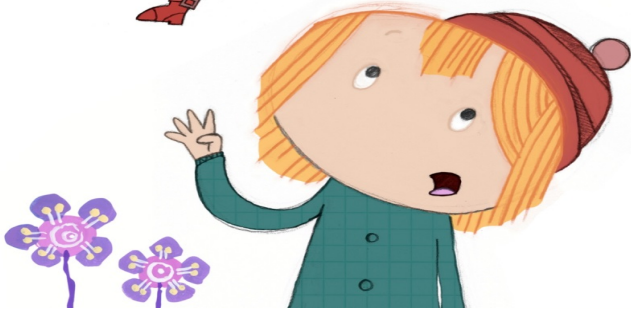
What you will need

- Interactive Whiteboard (IWB)
- Sid the Science Kid: Crystals Rule game
- Classroom Number Line
- Sample Wireless Mouse

Content



"FIVE ... FOUR ... THREE
... TWO ... ONE ..."



Transmedia in Action: Part 1

Selecting, Using & Integrating Media

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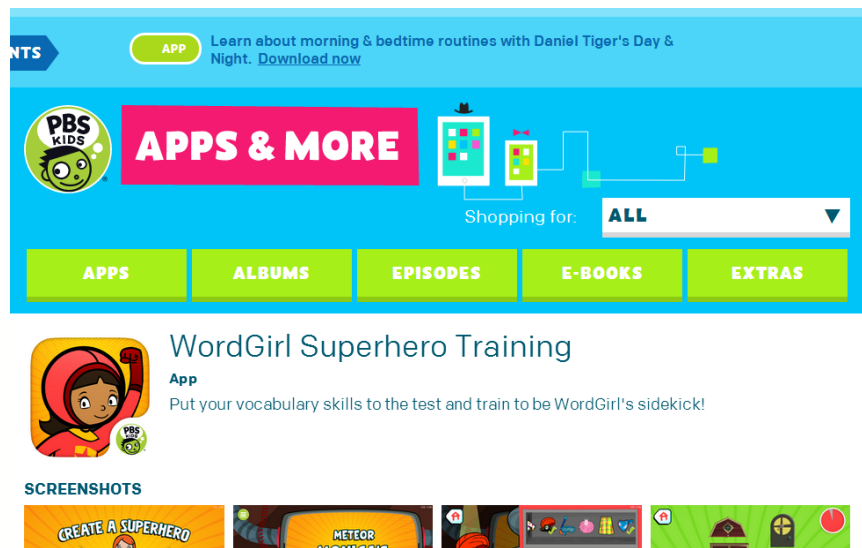
PBS KIDS LAB

PBS Kids Lab is where the latest games, at home activities, classroom activities and educational research can be found!



PBS Kids Apps

Take learning on the go with e-books, PBS Kids Show albums, free phone wallpapers, text message updates, mobile games, and more!



Transmedia in Action: Part 2

You try it!

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Peg + Cat

TRANSMEDIA APPROACH

PEG + CAT episodes, interstitials, websites, online games, tablet app and hands-on activities connect together storylines and characters from the PEG + CAT world and reinforce math concepts through play and creative activities.

WATCH, PLAY, EXPLORE, SHARE!



WATCH

The Blokkette Problem

Episode 114: SYMMETRY



...40 Half-hour episodes

(Two 11-minute stories each)

PLAY

Online - PBSKIDS.ORG/PEG

- Games and Open-ended digital activities
- Skills: 2D and 3D shapes, counting, patterns size correspondence, spatial sense/directions

Mobile - PEG + CAT BIG GIG



EXPLORE & SHARE

- A set of hands-on activities that bring together child and caregiver to cook, create and play – reinforcing the “math is everywhere” message



EXPLORE & SHARE

Hands-on activities that kids can do at home or in the classroom to reinforce skills such as:

- counting and fair sharing (Pirates and Peaches board game)
- Measurement (recipes, Cat beanie doll)
- 2-D shapes (stick puppets)
- Flipbooks (recognizing and sequencing numbers)





What you can do?



- Modify implementation to meet the needs of the environment
- Review the match between content and target audience to insure developmental appropriateness
- Support adults to engage children and provide explicit guidance when possible
- Consider ways to link transmedia experiences to children's daily activities

Transmedia in Action: Part 3

Public Media stations & community partnerships

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PBS SoCaL On the Ground

Partner with Early Childhood centers,
Title One schools, and Head Start
programs to provide:
Parent/Caregiver Workshops

- Reaching the families where they live, work, and play
- Modeling media literacy with parents/caregivers



BOYS & GIRLS CLUBS
OF TUSTIN



**Los Angeles County
Office of Education**
Serving Students • Supporting Communities
Leading Educators



HEAD START





PBS SoCaL On the Ground

Educator Trainings & Outreach Events

- Professional development
- One-on-one workshops
- Webinars
- Read Across America
- Back-to-School Campaigns





Why partner with a local station?

- Collective Impact
- Parent-teacher-community partnership
- Support parents together in becoming their child's first and best teacher
- We help families and schools create stronger communities

Questions?





Developing a Plan for Using Online Games to Support Early Mathematics and Literacy Learning

Game Title _____

Website _____

Step 1: Preview the Game

What opportunities do you notice for mathematics learning?

What opportunities do you notice for vocabulary and concept development?

What opportunities do you notice for learning technology skills?

How do you play the game?

What else do you notice? How will you avoid potential pitfalls?

You can find more PBS KIDS online games listed by skill at pbskidslab.org



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Developing a Plan for Using Online Games to Support Early Mathematics and Literacy Learning

Step 2: Create a Lesson Plan

1. Instructional Outcomes (What will students learn in this lesson?)

Mathematics	
--------------------	--

Vocabulary and Concepts	
--------------------------------	--

Technology Skills	
--------------------------	--

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Developing a Plan for Using Online Games to Support Early Mathematics and Literacy Learning

2. Instructional Content

	Mathematics	Vocabulary/Concepts	Technology
Build Background What background will you need to activate and build?			
Get Ready to Play What do your students need to know to play the game?			
Play the Game What grouping format will you use (whole class or small group)?			

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Developing a Plan for Using Online Games to Support Early Mathematics and Literacy Learning

3. Instructional Plan

	Mathematics	Vocabulary/Concepts	Technology
Build Background How will you build this background?			
Get Ready to Play How will you get your students ready to play?			
Play the Game How will you support learning during game play? How will you support application of learning beyond game play?			

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