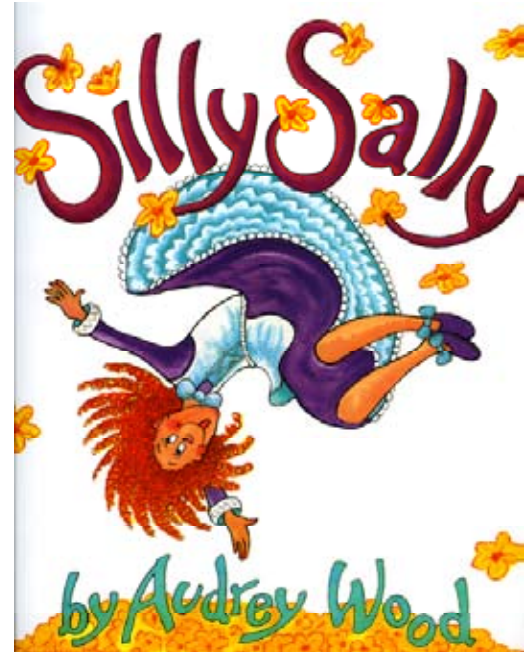


Silly Sally by Audrey Wood

Silly Sally has no moral, no theme, just unabashed silliness and a LOT of rhyming!

Having fun with language helps your child learn to crack the code of reading. The activities below encourage you and your child to play with letters, words, and sounds.

- **Rhyme Time:** Play a rhyming game with your child. Start with a word like cat. Ask your child to think of a word that rhymes with cat. Take turns back and forth until you can't think of any more rhymes. Try other words like hop, bike, or moon.
- **Sing and Chant Through Your Day:** Make morning routines more fun by making up chants and songs: "This is the way we put on our shirt, so we can go out and play." Playing with rhymes helps your child hear the sounds that make up words.
- **Refrigerator Words:** Use magnetic letters to help your child create words. Make a word part such as-an- with magnetic letters. Have your child put other letters in front of the word part. As each "word" is created, read the word aloud and ask your child to decide if it is a real word or a nonsense word.
- **Get With the Beat:** Playing with rhythm develops memory and listening skills. Clap your hands or tap a beat on your child's knee as you chant or sing. Get up and march to your favorite music. Clap a simple rhythm for your child to clap back to you.



Read More—related books

I Knew Two Who Said Moo: A Counting and Rhyming Book by Judi Barrett

Truck Duck by Michael Rex

Where Crocodiles Have Wings by Patricia McKissack

Learn More—related information

Reading Rockets - Launching Young Readers

Tips for Parents of Kindergartners

http://www.pbs.org/launchingreaders/parenttips_2.htm

Illinois Early Learning Project

Tip Sheets—The Gift of Words: Reading and Games

<http://www.illinoisearlylearning.org/>

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Sesame Street

4/4 9:00 AM

Abby Plays the Letter P Game

Elmo, Zoe and Abby try to find things that begin with the letter P, and they gather up a penguin, a pineapple, and peanut butter on pumpernickel bread. Then Abby uses her magical powers to conjure up Peter Piper and Prince Paul.

Arthur

4/8 3:30 PM

Rhyme for your Life

While struggling to write a poem for his mom, Binky falls asleep and gets trapped in Verseberg... where it's a crime not to rhyme! After tangling with the big purple orange and meeting poet William Carlos Williams, Binky finally escapes this curse-but will he be able to stop speaking in verse??

WILL-TV