

HOW TO USE THIS PROGRAM

Make copies of this teacher's guide, the three activity sheets, and parent letter. Prepare the materials for each activity in advance. Display the poster and use it as a visual aid and learning tool for each activity by inviting students to "seek and find" items in the scene, such as shapes, colors, and characters. Write students' names in the "Meet Our Friends" area and use it to remind your students that good friends work together as a team, just like Blue and her friends. Send home copies of the letter for parents/guardians to extend the learning adventures.

Activity 1 Let's Send Mail to a Friend!

In this activity, children are introduced to Blue, Josh (the new host), and Mailbox as they learn about the importance of being a good friend. This would be a good activity to do during morning or afternoon circle time.

Materials needed: poster, copies of the activity sheet, crayons

Gather students together in front of the poster. Tell them that the poster shows friends who work together as a team. Point out Josh, Blue, and the other characters, as well as their own names listed on the poster. Explain that Blue is a puppy who often needs Josh's help. Since Blue does not speak in words, she expresses herself in other ways — drawing, dancing, singing, and especially through the game she created called "Blue's Clues." Blue leaves clues for Josh to figure out.

Ask students: What are some ways you think Josh might help Blue? What are some ways friends help each other? Talk about how friends help each other. For example, what would a friend do to help a classmate who accidentally spills their crayons? Ask two students to role-play this scenario. You may also choose to role-play other similar scenarios, such as taking turns, sharing a favorite toy, or holding the door open for a friend.

Tell students that it's important to do kind things, but it's also important to say kind things. Have the students give examples of words that friends use to be kind, such as "please" and "thank you." Tell students that when they use kind words and do kind things for each

Target Audience

Preschool and daycare students, their teachers, parents, and caregivers

Program Objectives

- Reinforce the concepts of friendship and teamwork for young children
- Engage children in activities that support developmental skills including pre-reading, math, and deductive reasoning, as well as motor skills and movement
- Engage children in problem-solving learning adventures

Program Components

- A two-page teacher's guide
- Three reproducible classroom activity sheets
- A reproducible parent take-home letter
- A classroom wall poster





other, they are working as a team to make their classroom a fun place.

Tell students that there are many people who cannot hear. So we can say "please" and "thank you" to them using American Sign Language.

To say "please", have students put their hand on their chest and move it in a counter-clockwise circle several times. To see a video, go to: lifeprint.com/asl101//pages-signs/p/please.htm

To say "thank you", have students put two fingers against their lips (hand flat) and then move their hand outward and down. To see a video, go to: lifeprint.com/asl101//pages-signs/t/thankyou.htm

Also review the concept of teamwork. Ask students to name some things they do together. Answers might include play games, read, etc. Explain that working together they can do things that may be hard to do on their own.

Tell students that when Blue and Josh want to speak kind words to their friends who are far away, they can do it by sending mail. Their friend Mailbox helps Blue and Josh send and receive emails and letters. Before Blue and Josh get the mail, they always sing and dance to the Mailtime song. Tell students that today, they will pretend to send mail to Blue and Josh, but first, they need to learn and sing the Mailtime song. To hear the song, go to nickjr.com/blues-clues-and-you/videos/mail-time-with-josh-and-blue.

Lyrics: Here's the mail, it never fails. It makes me wanna wag my tail. When it comes I wanna wail....mail!

Get your students up and moving when they sing. They can hop, wiggle, and "wag their tails" as you sing for the mail.

Pass out the activity sheet. Point out Blue, Josh, and Mailbox on the sheet. Tell students that they get to create pretend mail to send to Blue and Josh. Have each student draw a picture of something they like to do with their friends on the front of the postcard. They should also write their name (with help if needed) on the line. On the back of the postcard, have an adult helper transcribe a note from the child to Blue and Josh describing the picture.

Create a classroom mailbox and have students place the postcards they make in the mailbox. Invite each student to talk about their drawing and the message on the back (if applicable). As students share their postcards, use this as an

opportunity to reinforce concepts of friendship, kindness, and teamwork. For example, if a postcard says "Dear Blue and Josh, I like to play at the playground with my friends," then talk about some ways students can be good friends on the playground, such as by waiting patiently for their turn on the swings.

Extension Idea: Invite parents/guardians to send notes to the students and place them in the mailbox, or send your own notes to the students to let them know some of the fun things they will be doing as a team.

Activity 2

Fun with Numbers and Friends!

In this activity, students are introduced to beloved characters Slippery Soap, Shovel and Pail, and Mr. Salt and Mrs. Pepper as they learn about numbers.

Materials needed: copies of the activity sheet, crayons, objects to count (optional)

Gather the students where they can see the poster again. Tell them that Blue and Josh have many friends, just like we have many friends in school. Blue and Josh's friends include Slippery Soap, Mr. Salt and Mrs. Pepper, Paprika, Cinnamon, Sage, Ginger, Shovel and Pail, Mailbox, Tickety Tock, and Sidetable Drawer. Point out these characters on the poster as you mention them. Ask the students to count the friends with you as you count them on the poster. How many friends do Blue and Josh have? Then count the friends in the classroom. How many friends do the students have?

Blue and Josh like to spend time with their friends. Can the students help Blue get to her friends? Pass out the activity sheet. Ask the students to trace the path Blue takes to get to her friends. How many images are on each path? Have the students count the images and trace the number.

Extension Idea: Invite students to go on a number hunt in the classroom! Ask them to search for one thing that is brown, two things that are red, etc. Or have them guess how many crayons are in a box, books on a shelf, blocks in a bin, etc., and then count them together.

Activity 3

My Own Handy Dandy Notebook!

In this activity, children engage in clue-ventures as they use problem-solving skills to figure out what Blue wants to do.

Materials needed: white paper, black crayon, a chair designated as the "Thinking Chair", copies of the activity sheet, crayons

Explain to the students that Blue loves to play a game called "Blue's Clues." Blue and Josh play the game to figure out what Blue wants. Sometimes, she just needs something, like a drink to go with her snack. Other times, she wants to do something, like go to the library. To help Josh figure out what she wants, Blue puts her paw print on three things for Josh to find. He puts the clues in his Handy Dandy Notebook. When Josh finds all three clues, he sits down in the Thinking Chair to figure them out.

Tell students that it's their turn to play "Blue's Clues". Explain that Blue's friend is coming over, and she wants to have a special food for dinner. What could it be? They have to figure it out. *Hint:* It can be slippery.

Using plain white paper and a black crayon, draw and present three clues to the class, one at a time, to represent spaghetti. For the first clue, draw a cooking pot on a sheet of paper.

Hold it up and let the students make some guesses. Then show them the second clue: A plate drawn on a sheet of paper. Again, let students make some guesses. Finally, show them the third clue: Squiggly lines drawn on a piece of paper.



Give the students

some time to figure out the three clues. Then let each child sit in the designated "Thinking Chair" as they make their final guess. What does Blue want to have for dinner? She wants spaghetti!

Pass out the activity sheet and tell students they are going to figure out another set of Blue's Clues. Have the students color each clue. Then let each student take a turn sitting in the "Thinking Chair" to figure out the clue set. [Answer: Blue wants to have a birthday party!] Have students sing Happy Birthday to Blue, and then brainstorm birthday presents for Blue.

Extension Idea: Have the children come up with their own clues to go along with something Blue wants to do. For example, if Blue wants to go to the beach, what clues could she leave for Josh?

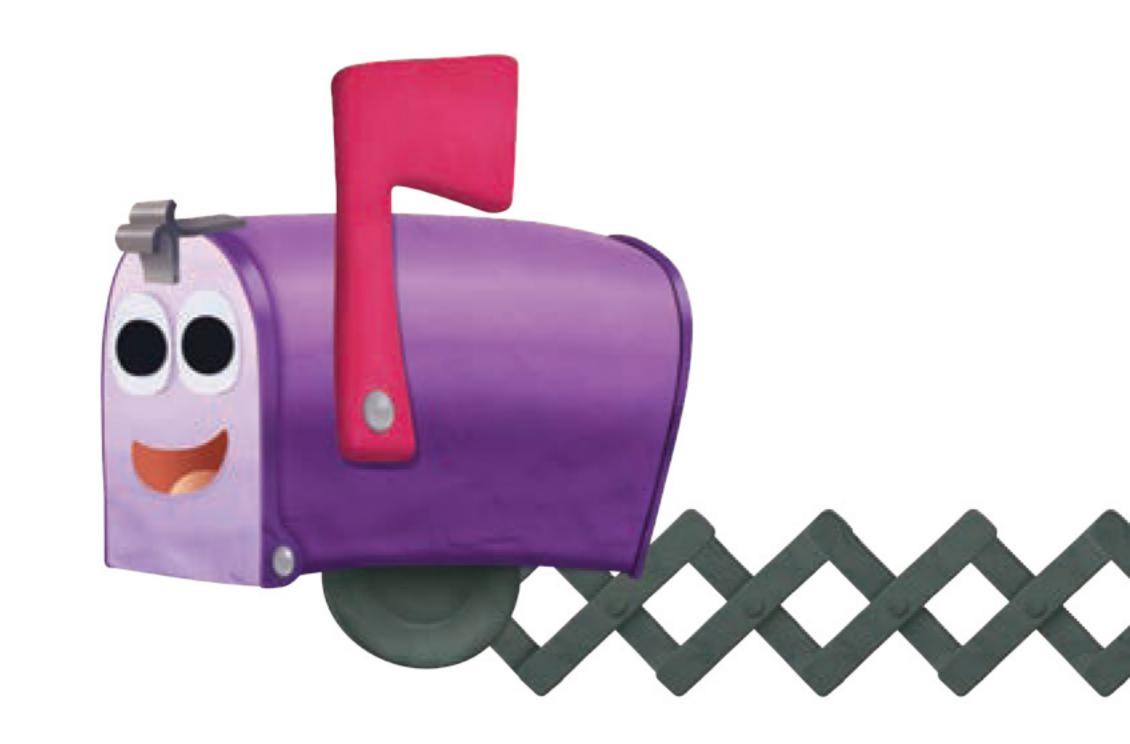
Resources

Nickjr.com/blues-clues-and-you



©2021 Viacom International Inc. All Rights Reserved. Nickelodeon, Blue's Clues & You and all related titles, logos, and characters are trademarks of Viacom International Inc.

Let's Send Mail to a Friend!



It's mailtime! Make a postcard for Blue and Josh. Draw a picture to show them what you like to do with your friends.

From your friend,	





Parents/Caregivers:

Your children will have fun as Blue and her friends empower, challenge, and build preschoolers' self-esteem, all while helping them learn and making them laugh!

Watch on nickelodeon.

©2021 Viacom International Inc. All Rights Reserved. Nickelodeon, Blue's Clues & You and all related titles, logos, and characters are trademarks of Viacom International Inc.

Fun with Numbers and Friends!

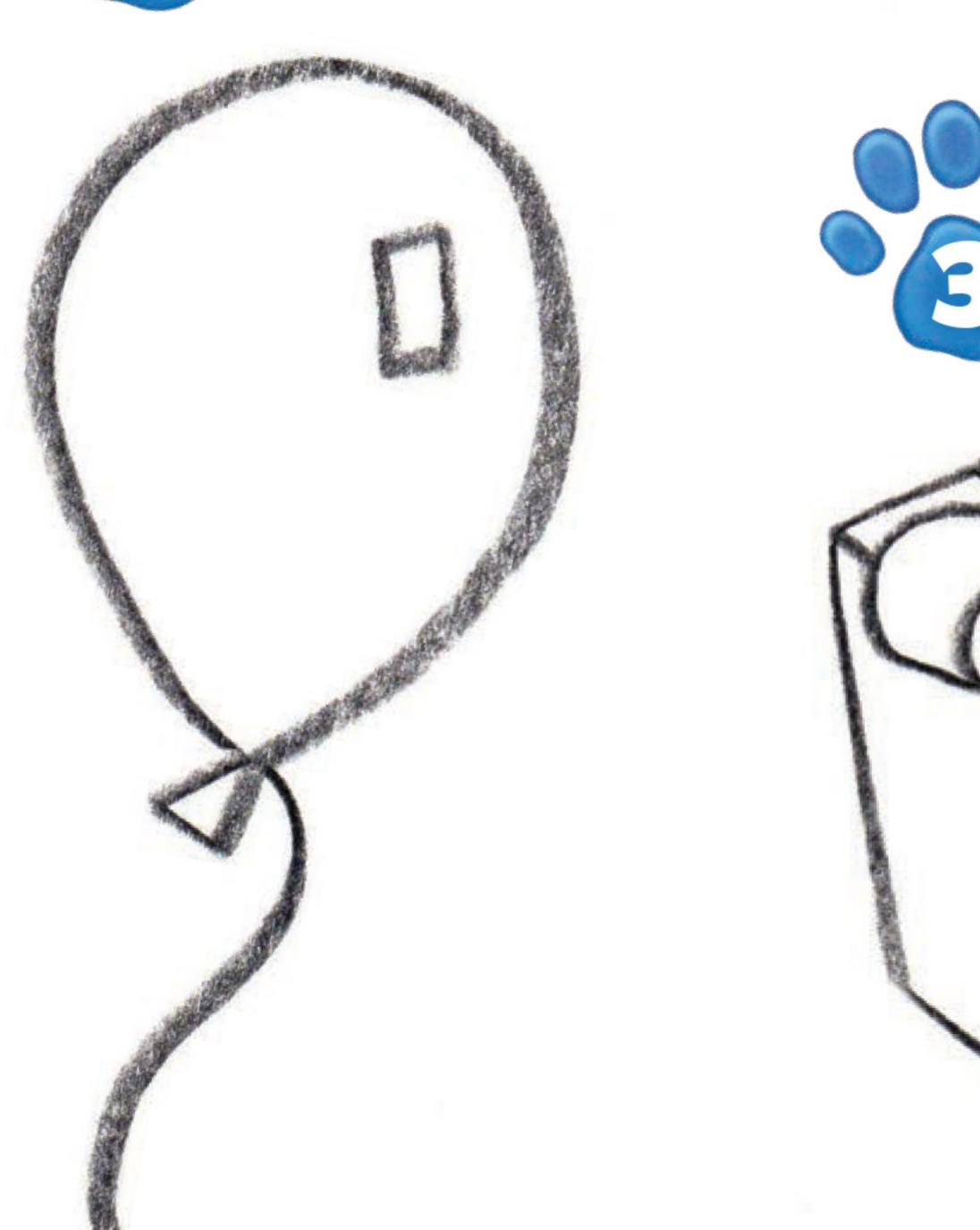
Help Blue find her friends! Trace the path. Count the pictures on each path and trace the number. Parents/Caregivers: Your children will have fun learning with Blue and her friends. Go on a numbers and shape hunt in your home. Have your children count things that are circles, squares, rectangles, and triangles. Watch on nickelodeon

©2021 Viacom International Inc. All Rights Reserved. Nickelodeon, Blue's Clues & You and all related titles, logos, and characters are trademarks of Viacom International Inc.

My Own Handy Dandy Notebook!

Blue has left you three clues. Can you figure out what she wants to do?









PARENTS/CAREGIVERS:

Your children will learn and have fun interacting with Blue and her friends to figure out the clues! Try your own clue sets at home.

Watch on nickelodeon.



Dear Families,

The award-winning Blue's Clues set the bar for curriculum-driven shows created for young viewers.

An update of the beloved classic, Blue's Clues & You! captures everything that made the original series so fun, interactive, and educational. Each episode centers on the adventures of Blue, a cheerful puppy who loves playing games, and Josh, her human friend and the show's live-action host. Together, the two invite young viewers to help them solve a puzzle, using clues that Blue has hidden in their home. Along the way, they have exciting adventures while learning about everything from pre-reading and math skills, to science, problem solving, and social skills.

We encourage you to learn along with your preschooler and extend the fun by having your own clue-ventures at home. Play along with Blue and Josh by giving your child a set of clues while in the car, grocery shopping, or around the dinner table. You might say the words or draw pictures of each item. We have included some examples of clue sets to get you started, or make up your own. Cut out the paw print and make copies to mark clues when you play at home. Choose the most comfortable chair in your house as the "Thinking" Chair" and see if your children can figure out the puzzles.







©2021 Viacom International Inc. All Rights Reserved. Nickelodeon, Blue's Clues & You and all related titles, logos, and characters are trademarks of Viacom International Inc.



Additional Clue-ventures

Present each clue list in order. Read the list to the students, draw the items, or use magazine cutouts to provide the clues one at a time. Each solution is a noun.

- 1. What holiday does Blue celebrate with friends in the Fall? Clues: an apple + a leaf + a pumpkin (Answer = Thanksgiving)
- 2. Where does Blue want to go after school? Clues: a building + a shelf + a book (Answer = library)
- 3. Where do you and Blue go during the week? Clues: crayons + lunch box + chalkboard (Answer = school)
- 4. Where does Blue go with friends? Clues: flowers + grass + tree (Answer = park)
- 5. Where does Blue want to go with Shovel and Pail? Clues: water + shell + sand (Answer = beach)
- 6. What toy does Blue want to play with? Clues: string + wind + diamond shape paper (Answer = kite)
- 7. What bug does Blue see? Clues: a bug + wings + color red with black spots (Answer = ladybug)
- 8. What does Blue like to have in the summer? Clues: a basket + a blanket + a sandwich (Answer = picnic)
- 9. What does Blue like to make in the winter? Clues: a carrot + a hat + a snowball (Answer = snowman)
- 10. What does Blue like to ride? Clues: wheel + a basket + horn (Answer = bicycle)
- 11. What does Blue see outside in the yard? Clues: sticks + tree + egg (Answer = bird's nest)
- 12. What does Blue want with her snack? Clues: cup + a straw + a cow (Answer = milk)
- 13. What does Blue want for lunch? Clues: tomato + cheese + circle (Answer = pizza)
- 14. What does Blue want to eat? Clues: vegetables + bowl + spoon (Answer = vegetable soup)
- 15. Where does Blue sleep? Clues: clock + pillow + pajamas (Answer = bedroom)
- **16.** Where does Blue live? Clues: door + window + roof (Answer = house)
- 17. What song does Blue want to sing? Clues: a spider + raindrops + sun (Answer = "Itsy Bitsy Spider")
- 18. Where is Blue going this weekend? Clues: party hat + balloons + present (Answer = a party)

The answers below are actions:

- What activity does Blue like to do outside? Clues: flashlight + tent + backpack (Answer = camping)
- 2. What does Blue do every morning and night? Clues: toothpaste + cup + toothbrush (Answer = brush teeth)





Thanks for doing your part. You sure are smart!





Learning Goals

National Center on Early Childhood	Activity 1	Activity	Activity 3	Poster
Development, Teaching, and Learning	-	-		
Preschool Program Level School Readiness Goals				
Approaches to Learning				
P-ATL Goal 2. Children will increasingly demonstrate self-control including controlling impulses, maintaining attention, persisting with activities, and using flexible thinking.				
P-ATL Goal 3. Children will demonstrate initiative, independence, interest, and curiosity in interactions with others and exploration of objects and people in their environment.				
P-ATL Goal 4. Children will show creativity and imagination in play, learning, and interactions with others.				
Social and Emotional Development				
P-SE Goal 1. Children will engage in and maintain positive, prosocial, and cooperative relationships and interactions with familiar adults.				
P-SE Goal 2. Children will engage in and maintain positive peer relationships and interactions including cooperation and resolving conflicts.				
P-SE Goal 5. Children will express confidence and positive feelings about self and demonstrate a sense of belonging to family, community, and other groups.				
Language and Literacy: Language and Communication				
P-LC Goal 1. Children will attend to, understand, and respond to increasingly complex communication and language from others.				
P-LC Goal 2. Children will increasingly match the amount and use of language required for different situations and follow social and conversational rules.				
Language and Literacy: Literacy				
P-LIT Goal 2. Children will demonstrate they understand how print is used and how print works.				
P-LIT Goal 4. Children will demonstrate understanding of narrative structure and information from the content of a story.				
P-LIT Goal 5. Children will write for a variety of purposes using increasingly sophisticated marks.				





Learning Goals

National Center on Early Childhood Development, Teaching, and Learning Preschool Program Level School Readiness Goals	Activity 1	Activity 2	Activity 3	Poster
Cognition: Mathematics Development				
P-MATH Goal 1. Children will demonstrate understanding of number names and order of numerals, the order of size or measures, the number of items in a set, and use math concepts and language regularly during every day experiences.				
P-MATH Goal 4. Children will identify, describe, compare, and compose shapes.				
Cognition: Scientific Reasoning				
P-SCI Goal 1. Children will observe and manipulate physical materials, ask questions, make predictions, and develop hypotheses to describe and understand observable phenomena in their environment.				
P-SCI Goal 2. Children will use reasoning and problem-solving as they ask questions, gather information, make predictions, and conduct investigations.				
Perceptual, Motor, and Physical Development				
P-PMP Goal 1. Children will demonstrate increasing control of large muscles for movement, navigation, and balance.				
P-PMP Goal 2. Children will demonstrate use of small muscles for purposes such as using utensils, self-care, building, writing, and manipulation.				

Source:

U.S. Department of Health and Human Services, Administration for Children and Families, Office of Head Start and Office of Child Care, by the National Center on Early Childhood Development, Teaching, and Learning.

