

noggin

Skill-BUILDER Pack

Launching Learning Off-Screen



Welcome to Noggin's Skill-Builder Pack!

In this guide, you'll find ways to take the magic and learning from Noggin into your world, with activities to keep kids engaged (and amused!) off-screen. Doing activities together based on Noggin content they love, is a great way to bond with your child, discover new things together, and transfer and deepen what they're learning in Noggin, off-screen.

Look out for “**Look What I Can Do!**” moments within each activity that demonstrate how Noggin's interactive games and shows can be applied to real-world learning moments.

What You'll Find Inside

- ★ **Social & Emotional:** A Book About Me
- ★ **Math:** Setting Up Shop
- ★ **Literacy:** Family Fun in the Forest
- ★ **Knowledge:** Straw Rockets
- ★ **Wellness:** Calm Corner



ACTIVITY

My Book About Me

Your child is unique—like nobody else! Make an “All About Me” book together to showcase some of the things that make up your child’s identity and the qualities that make them amazing!

LEARNING GOALS

Self-awareness

Expressing confidence

Celebrating cultural identity

DIRECTIONS

Step 1: Listen to [Like Nobody Else](#) together. You can say, “You’re unique—like nobody else! There is no one else like you.” Then, name some of the things that make your child who they are, such as what they like to do, family traditions, or parts of their personality (“You are SO silly!”).

Step 2: Tell your child, “Let’s make a book all about you!” Gather (or take) some pictures of your child and family. You can use photos or draw or cut out pictures that represent your child, their favorite things, and your family’s culture. (Older children can include images that symbolize their values, beliefs, and personal characteristics!)

Step 3: Fold the paper in half to make the front and back covers of your book. Ask, “What will the title of your book be?”

Step 4: Tape, glue, or draw pictures on each page. Then, add words! (Younger children can dictate the words, while older children can write a sentence about themselves on each page.)

Step 5: Use staples or string to bind your book together. Then, read the “All About Me” book together and talk about the part of your child’s identity that each picture represents.

MATERIALS

- [Like Nobody Else](#)
- Pictures of your child
- Paper
- Clear tape or glue
- Stapler or string

KEY VOCABULARY

Identity: This is what makes a person who they are: what they like and don't like, what they do, how they act

Unique: The only one



★ LOOK WHAT I CAN DO!

After listening to Like Nobody Else, your child can share what makes them unique and special!

ACTIVITY

Setting Up Shop

It's the grand opening of your child's store! Play *Blues Clues & You: Time to Play Store* and then create your child's dream store to practice the math-related skills from the game!

LEARNING GOALS

Counting

Geometry

Measurement

DIRECTIONS

Step 1: Play *Blues Clues & You: Time to Play Store* together in the Noggin app. You can find it in the math area of the app.

Step 2: Ask your child, "If you could set up any kind of store, what kind of store would it be?" If they need ideas, you might suggest an ice cream store, a grocery store, or a toy store.

Step 3: Transform your home into your child's dream store! You might make posters that show items the store sells, create a cash register like the one Blue uses out of a cardboard box or bin, and use paper and crayons to make \$1 bills and price tags for different items.

Step 4: Now that you have your store, it's time to play!

- **Stock the shelves.** Encourage your child to count the items as they stock them (or place them on a counter or table). Ask, "What would happen if someone bought two of these items? How many would be left?" You might also sort items on the shelves by size, shape, or color.
- **Make a purchase.** Take turns pretending to be customers. Each of you can take some of the dollar bills you created, and take turns choosing an item to purchase. The customer can look at the price tag, count their money, and give it to the cashier. If the customer doesn't have enough money, you can figure out together how much more money is needed.
- **Help out customers.** Pretend to be customers who have a hard time finding things in the store. Brainstorm questions you can ask to see if someone needs help, and responses you can give to offer help to someone. These are great skills your child can use with their peers!

MATERIALS

- *Blues Clues & You: Time to Play Store*
- Paper
- Cardboard box or bin
- Crayons or markers

KEY VOCABULARY

Purchase: To buy, with money

Money: What people use to buy things, such as food and toys

Price: How much money you need to buy things



★ LOOK WHAT I CAN DO!

After playing *Blues Clues & You: Time to Play Store*, your child can help you with grocery shopping—sharing the cost of items; figuring out the healthiest foods; and putting groceries away when you arrive back home.

ACTIVITY

Family Fun in the Forest

Make a forest with all of the fantastic forest-related F words your child learned in *Meet the Alpha Beats: "Letter F."*

LEARNING GOALS

Comprehension

Earth Science

Letters & Sounds

DIRECTIONS

Step 1: Listen to *Meet the Alpha Beats: "Letter F"* in the Noggin app. It can be found in the podcasts area of the app. As you listen, challenge your child to point out all of the words they hear that begin with the letter F.

Step 2: Talk together about the sound the letter F makes, as well as all of the forest-related words that you and your child heard in the podcast. If your child doesn't know what some of the forest things are, you can look them up!

Step 3: Use an empty cardboard box to create a forest showing all of the forest-related things that begin with the letter F (like flowers, fir trees, falcons, and figs!). You might start by drawing things you'd find in a forest (like tall trees and grass) onto the inside walls of the box, and then color and use child-safe scissors to cut out forest friends to add in. Don't forget to put recycling and trash bins to keep the forest clean!

Step 4: Once you've completed your forest, pretend to explore it together. You can pretend to be forest animals and insects and make their sounds or move like them, or be a forest ranger checking to make sure the forest is clean and safe.

MATERIALS

- *Meet the Alpha Beats: "Letter F"*
- Small cardboard box
- Paper
- Child-safe scissors
- Crayons or markers
- Tape

KEY VOCABULARY

Falcon: A bird with long, strong wings and a curved beak that hunts for food during the day

Forest: A large area of land covered with many trees and other plants

Flowers: Part of a plant that has petals and that makes fruit, seeds, or pollen

Fir trees: A type of evergreen tree that has cones (similar to pine cones)

Flee: To run away

Fig: A soft fruit, with many small seeds, that grows on a tree

★ LOOK WHAT I CAN DO!

After listening to *Meet the Alpha Beats: "Letter F,"* your child can tell you about and point out many things that begin with the letter F in forests and in your neighborhood!

ACTIVITY

Straw Rockets

Astronauts ride on rockets to explore space. Make a straw rocket together, just like Emmanuel does in *Noggin Knows: Space*, and see how far it can go!

LEARNING GOALS

Visual Arts

Earth Science

Problem Solving

DIRECTIONS

Step 1: Watch *Noggin Knows: Space* together in the Noggin app. You can find it in the science area of the app.

Step 2: Cut a small piece of paper in a rectangle shape, about 2 inches long by 4 inches wide.

Step 3: Fold this in half and tape the top and long side opposite the fold. This “rocket” should fit loosely over the top of your straw.

Step 4: Decorate your rocket! Then place your rocket over the straw and blow.

Step 5: Explore using your rocket together:

Ask your child, “How far does your rocket fly?”

- Use your feet to count how many steps it flies!
- Try blowing harder and blowing less—does this change how far your rocket flies?
- Try pointing your straw up in the air, straight out, and down towards the ground, and changing the angle of your rocket. What happens?

Ask your child, “Why does your rocket fly?”

- When you blow air into the straw, the air goes through the straw and pushes out, pushing the rocket with it. When you blow harder into the straw, the air has more energy and the rocket can fly farther!
- Gravity is something we can’t see that pulls our straw rocket down at the same time that our breath pushes the rocket forward. Gravity and our breath work against each other, so the rocket makes a curved shape. When a real rocket goes into space, it has to push past the force of gravity pulling it down.

MATERIALS

- *Noggin Knows: Space*
- Child-safe scissors
- A straw
- Paper
- Tape

KEY VOCABULARY

Gravity: Something you can't see that keeps us on the ground; without it, we would fly into the air like astronauts in outer space

Rocket: An object shaped like a tube that pushes something forward into the air, such as fireworks or spacecrafts

KEEP LEARNING OFF-SCREEN!

Check out Noggin's space pack for activities that are out-of-this-world!



PRINT PACK

★ LOOK WHAT I CAN DO!

After watching *Noggin Knows: Space*, your child can tell you about what an astronaut does!

ACTIVITY

Calm Corner

Just like grown-ups, sometimes kids just need a break! Create a calm corner together where kids can go to breathe, calm their bodies and minds, and listen to Noggin's *Imagination Trips*.

LEARNING GOALS

Developing mindfulness strategies

Vocabulary

Natural sciences

People and places

DIRECTIONS

Step 1: Watch Noggin's Emmy-nominated *Imagination Trips*. You can find these videos in the healthy habits area of the Noggin app.

Step 2: Talk with your child about how their body feels when they're calm. You might ask, "When you're calm, how does your heart feel? Slow or fast?" or, "When you're calm, how does your tummy feel? How about your head?" Then talk about where they feel the calmest and what those places are like.

Step 3: Let your child know that everyone needs time to relax and calm down sometimes! They can calm down anytime, anywhere, but it's nice to have a quiet, comfy place to relax. Together, find a small space in your home that you can make into a "calm corner." Create this space by adding pillows, blankets, stuffed animals, books, or quiet games such as puzzles that your child can hold or play with quietly. They can even watch *Imagination Trips* in this space with grown-up permission!

Step 4: Calm corners are great spaces for kids to take a break in alone, but they can also be used for special time together. You might curl up together with a book or just talk together about the day or about how your child is feeling.

MATERIALS

- Noggin's *Imagination Trips*
- Pillows and blankets
- Stuffed animals, books, quiet games (optional)

KEY VOCABULARY

Calm: Not moving; not excited

Imagination: Creative thoughts



★ LOOK WHAT I CAN DO!

After watching Noggin's Emmy-nominated *Imagination Trips*, your child can calm themselves down by breathing deeply and using their imagination.

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Find more activities and guides at [noggin.com](https://www.noggin.com)