National Education Standards and Curious George

The following national engineering, math, and science standards are supported by the Curious George Discovery Guide.

**Engineering**

**Source:** Standards for Technological Literacy, International Technology Education Association

**Standard 8.** Students will develop an understanding of the attributes of design.

**K–2 Benchmarks:** Everyone can design solutions to a problem. Design is a creative process.

**Standard 9.** Students will develop an understanding of engineering design.

**K–2 Benchmarks:** The engineering process includes identifying a problem, looking for ideas, developing solutions, and sharing solutions with others. Expressing ideas to others verbally and through sketches and models is an important part of the design process.

**Standard 10.** Students will develop an understanding of the role of troubleshooting, research and development, invention and innovation, and experimentation in problem solving.

**K–2 Benchmarks:** Asking questions and making observations helps a person to figure out how things work. All products are subject to failure. Many products, however, can be fixed.

**Standard 11.** Students will develop the abilities to apply the design process.

**K–2 Benchmarks:** Brainstorm people’s needs and wants and pick some problems that can be solved through the design process. Build an object using the design process.

**Math**

**Source:** Standards for Pre-K–Grade 2, National Council of Teachers of Mathematics

**Number and Operations**

Count with understanding and recognize “how many” in sets of objects, connect numerals to the quantities they represent.

**Algebra**

Sort, classify, and order objects.

**Geometry**

Recognize, name, build and compare three-dimensional shapes; investigate and predict the results of putting together three-dimensional shapes.

**Measurement**

Compare and order objects according to attributes of length; understand how to measure using nonstandard units; use tools to measure.

**Data Analysis and Probability**

Pose questions and gather data about selves and surroundings; sort and classify objects according to their attributes; represent data using concrete objects, pictures, and graphs.

**Problem Solving**

Solve problems that arise in mathematics and in other contexts.

**Communication**

Communicate mathematical thinking coherently and clearly to peers, teachers, and others.

**Science**

**Source:** National Science Education Standards developed by the National Academy of Science

As a result of activities in grades K-4, all students should develop abilities necessary to do scientific inquiry.

Specifically, they should develop the ability to:

- Ask a question about objects, organisms, and events in the environment.
- Plan and conduct a simple investigation.
- Employ simple equipment and tools to gather data and extend the senses.
- Use data to construct a reasonable explanation.
- Communicate investigations and explanations.
**Curious George Episode Finder**

*Use this guide to find Curious George episodes to go with the engineering, math, and science topics your class is exploring.*

**Engineering**

- **Building and Design**
  - 101B: Curious George's Home for Pigeons
  - 104A: Curious George, Stain Remover
  - 122A: Keep Out Cows
  - 123B: Curious George and the Dam Builders
  - 124B: The All-Animal Recycled Band
  - 127B: Curious George and the One That Got Away
  - 129A: Charkie Escapes

- **Properties of Materials**
  - 110A: Curious George, a Peeling Monkey
  - 116B: Animal Magnetism
  - 122B: The Clean, Perfect Yellow Hat
  - 124B: The All-Animal Recycled Band

- **Rolling and Sliding**
  - 104A: Curious George, Stain Remover
  - 106A: Roller Monkey
  - 120A: Curious George Takes a Vacation
  - 121B: Ski Monkey
  - 128A: George Fixes Betsy's Wagon

- **Tools**
  - 107A: Curious George on Time
  - 114A: Doctor Monkey
  - 117B: Curious George the Architect
  - 118A: Curious George, Rescue Monkey
  - 120A: Curious George Takes a Vacation
  - 125B: Curious George Rides a Bike
  - 130A: Camping with Hundley

**Math**

- **Grouping and Patterns**
  - 106B: Curious George, Dog Counter
  - 108B: Curious George, Door Monkey
  - 113A: Candy Counter
  - 117A: Curious George Sees the Light
  - 120B: The Times of Sand

- **Numbers and Counting**
  - 101A: Zeros to Donuts
  - 102A: Curious George's Bunny Hunt
  - 109B: Out of Order
  - 110B: Curious George, Station Master
  - 116A: Curious George Sees Stars
  - 119A: Curious George's Low High Score
  - 125A: George Makes a Stand
  - 128B: Surprise Quints

- **Measuring and Describing Position**
  - 111A: From Scratch
  - 111B: Zoo Night
  - 112A: Curious George vs. the Turbo Python 3000
  - 126B: George the Grocer

**Science**

- **Light and Shadows**
  - 103B: Curious George Takes Another Job
  - 114B: Curious George in the Dark

- **Living Things**
  - 102A: Curious George's Bunny Hunt
  - 105B: Squirrel for a Day
  - 107B: Curious George Discovers the 'Poles
  - 114A: Doctor Monkey
  - 119B: Bee Is for Bear
  - 121A: Housebound!
  - 124A: Curious George Takes a Dive
  - 127A: Being Hundley
  - 130B: Curious George and the Missing Piece

- **Mixtures and Solutions**
  - 103A: Curious George Takes a Job
  - 115B: The Truth about George Burgers
  - 129B: Muddy Monkey

- **Sound**
  - 104B: Curious George Finds His Way
  - 112B: Curious George and the Invisible Sound
  - 114A: Doctor Monkey
  - 126A: The Elephant Upstairs

- **Water and Ice**
  - 105A: Curious George Goes up the River
  - 108A: Buoy Wonder
  - 113B: Curious George Gets a Trophy
  - 118B: Water to Ducks
  - 123A: Curious George vs. Winter

- **Wind, Air, and Space**
  - 102B: Curious George Flies a Kite
  - 109A: Curious George's Rocket Ride
  - 129B: Muddy Monkey

[pbskids.org/curiousgeorge]
Taping Curious George Episodes
Educators have permission to tape Curious George episodes off-air and share them with children for up to one year. To find out what episodes will be airing this week on your local PBS station, click here.

Curious George Picture Books
Enjoy the classic Curious George books by Margret and H.A. Rey as well as new picture books that accompany the television episodes. Many of these books are in libraries and bookstores. The following books retell the episodes featured in this guide and will be available January 2007.

- Curious George Builds a Home (accompanies Curious George’s Home for Pigeons)
- Curious George: The Dog Show (accompanies Curious George, Dog Counter)
- Curious George: The Kite (accompanies Curious George Flies a Kite)

Curious George DVDs
DVDs of the TV Series episodes featured in this guide will be available in 2007 from Universal Studios Home Entertainment.

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