



Make It Work!

Set the Table

When something is not working the way you want it to, you can **check your steps** and **make it work!** This **computational thinking skill** is a creative way of thinking that can help children solve problems in more organized ways. Try the ideas below to practice these skills with your child.

Total time needed: 20–30 minutes



Watch the Story

Stay Clean, Monkeys!

Ask your child:

- What happened when the monkeys tried to stay clean?
- Why did the monkeys go into a monkey huddle? What were they trying to do?
- Was there a time when you got really messy? Tell the story.



Do the Activity

Set the Table

Follow the directions on the next page to do the activity. You'll need:

- Plates, forks, knives, spoons, napkins, and glasses (enough place settings for your family)
- Place setting guide (see last page)



Watch the Music Video

Stomp. Clap. Spin

Watch the monkeys sing and learn a new dance. Sometimes they forget a step and have to try again. If you'd like, do the dance with your child. You might have to **check your steps** and try it again, too!



Read a Book (Optional)

The Little Kids' Table

by Mary Ann McCabe Riehle
Illustrated by Mary Reaves Uhles

Ask your child:

- Why do you think the kids had more fun than the grownups?
- What do you notice about the way the little kids' table is set? How is it different than the way you set the table? How is it the same?

Do the Activity

Set the Table

Your child will set the table for a family meal. Then he'll **check his steps** to see whether everything is in the right place. If there's a mistake, **make it work** by fixing it. You can use these steps to fix almost anything!



Introduce the Activity

(see materials on first page)

1. Put enough plates, forks, knives, spoons, napkins, and glasses on the table for your family.
2. Show your child the picture of the place setting on the next page and say:
 - *Here's a picture of how you set the table. Let's use the picture to set the table for our family.*
 - *How will you set the table? What steps will you take?*
3. As your child sets the table, let him make mistakes—he'll **check his steps** in a minute.

TIP: Set the table your way

Your family may set the table differently than is shown in the picture. If so, draw a picture on the last page showing your family's way. Have your child use that as his guide.

Check Your Steps!

1. Tell your child:
 - *Let's **check our steps** to make sure everything is in the right place.*
2. Help your child **check his steps** by looking at the picture and comparing it to how he set the table. Ask:
 - *What did you put at each place? Does it match the picture?*
 - *How can we check to make sure everything is in the right spot?*
3. If your child finds a mistake, help him **make it work!** (Go to the next column.)
4. If there aren't any mistakes, say:
 - *Let's play a game. I'm going to mix things up a little. Then you'll **check my steps** to see if you can find what's in the wrong place.*
5. Make some mistakes: remove a napkin or put two forks at one place setting. Then have your child **check his steps** to find the mistakes.

Make It Work!

1. Tell your child:
 - *Let's **make it work!** What can you change to make sure everything is in the right place?*
2. When all the place settings are correct, remind your child of what he did:
 - *You **checked your steps** by comparing the place settings to the picture. When you found a mistake, you thought of a way to **make it work!***



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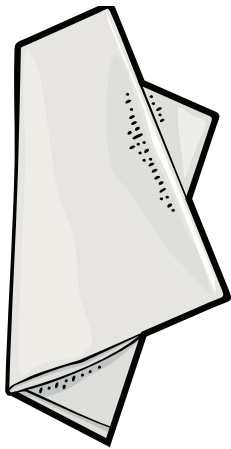


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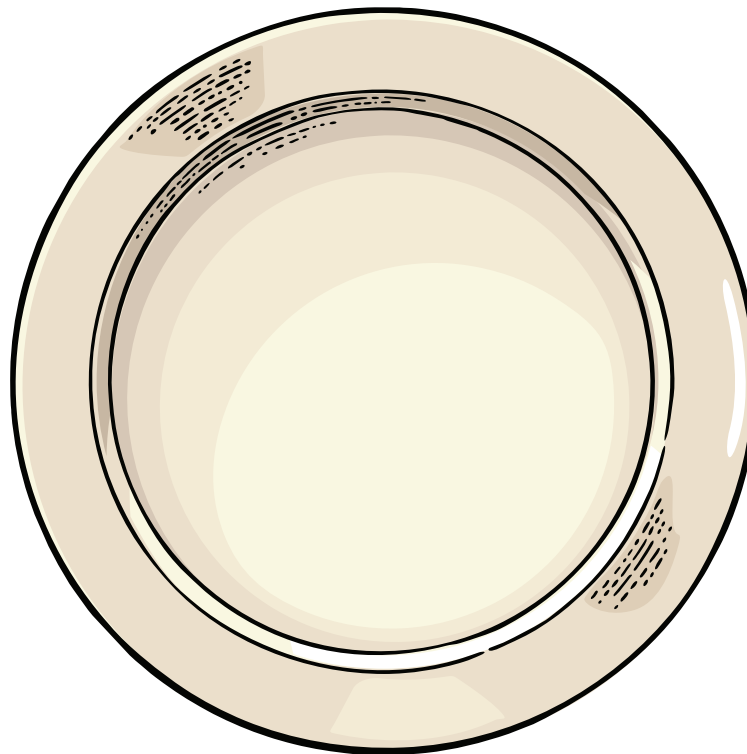
Place Setting Guide



napkin



fork



plate



knife



spoon



glass

Your Family's Place Setting (Draw it.)

