

Curious George Storybook Collection Cgtv

At a birthday party, Curious George discovers how hard it is to hit a pinata without being able to see. He sets out on a trek around the city with the help of Charkie, the dog, to explore using his other senses. When he returns to the party, George applies his heightened senses to make a direct hit at the pinata! Activities include fun suggestions for exploring your senses and a five senses quiz.

Follows eight adventures of Curious George, the mischievous monkey who is always getting in and out of trouble--and learning something in the process, from the value of zero to the life cycle of the frog.

Curious George and the man with the yellow hat are planning on taking a ride in a hot air balloon, but as George climbs in, he releases the rope tethering the balloon to the ground.

George and his friend, Bill, float away with the man with the yellow hat racing after them. Will they continue going higher? Or will George and his curious ways help them get back to the ground? The audio for this Read-Aloud ebook was

produced and engineered by Perry Geyer at Cybersound Recording Studios (349 Newbury St., Ste. 201, Boston, MA 02115). Music theme composed by Cybersound Studios (Perry Geyer, Silvio Amato, Michael Africk, Greg Hawkes).

Engineers: Perry Geyer (music production and sound design), Rob Whitaker (editing and mixing engineer), Samuel Creager (editing, sound design, and mixing engineer), Marcus Clark, Corey Rupp. Assistant engineers: Dave Chapman, Mike Pekarski, Justin Sheriff, Daniel Wrigley, Andrew Sardinha, Mami Ienaga, Kevin Notar, Maria Goulamhousen. Sheridan Willard, John Huang, John Schmidt. Voiceover by Nikki Lu Lowe. Additional voices by Tully Banta Cain.

File Type PDF Curious George Storybook Collection Cgtv

George is thrilled when he gets an invitation to Allie's dance party: "He danced while he brushed his teeth. Sometimes he even danced while he slept." His friend Bill, however, is worried he'll be the only one who can't dance. The two of them quickly learn the box step with the help of a color-coded map—and it's a hit! This colorful early reader—based on the Emmy Award-winning Curious George PBS TV show—includes a simple pattern activity and instructions on how to make a dance map. For more monkey fun, investigate www.curiousgeorge.com and discover all the latest on Curious George books, promotions, games, activities, and more!

George is taking pictures of wild animals and their tracks for his photo collection. While looking for the fawn his friend Bill spotted, he finds an unusual set of tracks. George thinks he has discovered dinosaur footprints—which would make the perfect addition to his collection! In hopes of getting a photo, he attempts to lure the dinosaur with food, but quickly remembers that some dinosaurs are not friendly. Eventually George discovers the real culprit behind the tracks and it's not what he expects!

After a day of misadventures, Curious George becomes the first space monkey.

The science museum is unveiling a new dinosaur skeleton, but the skeleton is one bone short of being complete. Curious George and his friend the man with the yellow hat must use clues to retrace their path and solve the mystery of the missing bone -- before it's too late! Based on Curious George, the Emmy Award-winning PBS TV show, this storybook also includes an order of events activity and game for readers to retrace their own steps just like George.

In this new book based on the Emmy Award-winning PBS show, Curious George, the man with the yellow hat can't wait to join the Uptown Bluegrass Band for a good old-fashioned

File Type PDF Curious George Storybook Collection Cgtv

country hoedown. When George accidentally ruins the man's guitar while trying to clean it, George and Allie decide to make a new guitar! With a shoestring, rubber band, fishing wire, and yoyo, George and Allie's creation has a truly unique sound! Bonus activities help reinforce the concepts in the story, including instructions for building your very own homemade string instrument!

A collection of twelve stories featuring the curious monkey named George and his friends include George flying a kite, visiting the dog show, learning about animal tracks, and helping the librarian.

Curious George and his friend are going on vacation on an airplane. At check-in, the ticket clerk gives George a toy airplane to play with, but he soon loses it and has a few adventures trying to find it again.

What an exciting start to his vacation! Learning concepts: modes of transportation Level one in Houghton's new Curious George reader line means that the text is minimal and simple, perfect for readers learning to sound out words while looking at the art for visual clues.

With the help of the man with the yellow hat, Curious George plants and grows carrots in a little garden plot of his own. When his carrots are finally ready to be pulled from the ground, George decides that his prize carrot is too perfect to eat. But when George stumbles upon his friend Bill's pet bunnies lost and hungry, he doesn't hesitate to share his carrot to help save the day. George's food-growing adventure has an environmentally friendly theme and includes

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fun facts about locally grown foods and a delicious recipe for carrot muffins.

Curious George goes to a dog show and comes home with the winning contestants. When George becomes curious about how many dogs are in the apartment, he devises a clever way to find out. This early reader explores the concepts of counting and grouping.

Youngsters are invited to explore different kinds of tools and help Curious George fix things around the house with the movable hammer and wrench in this new novelty book inspired by the Emmy Award-winning television show.

Invites the reader to lift the flaps to see what happens to the spunky monkey before and after specific events.

Curious George Storybook Collection Houghton Mifflin

From under the sea to outer space, join Curious George as he searches for hidden items this seek-and-find adventure based on the Emmy Award-winning PBS TV series. George loves going on adventures and exploring new places. Whether he's enjoying the excitement of the amusement park or the yummy comforts of Chef Pisghetti's restaurant, there's always so much to see and do. Can you help George find the hidden items pictured on each page? For more seeking and searching fun, don't forget to look for George's friends, too.

File Type PDF Curious George Storybook Collection Cgtv

A curious monkey goes to the hospital after swallowing a piece of a jigsaw puzzle.

George is excited about his new rug, but happiness gives way to dread when he accidentally spills grape juice on it. George tries everything he can think of to clean the stain, with hilarious results!

A curious monkey who is tired of being small dreams of being big but discovers problems with that as well. In this Green Light Reader based on Curious George, the Emmy Award-winning PBS TV show, Curious George is part of a team challenge to clean up the city streets -- until he finds hidden treasures along the way! George is part of a team challenge to help clean up the city on Pretty City Day. But when he finds hidden and forgotten treasures along the way, he realizes he's collecting more treasures than he is trash! If he wants to help his team win the challenge, he'll need to sort out his growing stash of treasures and see which ones he really wants to keep. But how? This Green Light Reader based on Curious George, the Emmy Award-winning PBS TV show, also includes bonus activities to help reinforce the concepts presented in the story.

Curious George explores the amazing world of colors in this bright book with a rainbow surprise at the end! The audio for this Read-Aloud ebook was produced and engineered by Perry Geyer at Cybersound Recording Studios (349 Newbury St., Ste. 201, Boston, MA 02115). Music theme

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In this new 8x8 storybook based on the Emmy Award-winning PBS show, George and Marco get to dance as a dragon with their new friend Lily in the Chinese New Year parade.

Curious George makes a pizza delivery to an acrobat troupe, and they teach him how to balance on the high wire. Later that night, at their first big performance, Gnocchi the cat threatens to ruin the show by walking along the high wire, but George uses his newfound talent to save the day!

There is so much to do at bedtime: cleaning up, taking a bath, telling stories, playing peek-a-boo, and more. Will George ever get sleepy?

The Man with the Yellow Hat brings home a birthday present for a friend, and in an effort to distract George and prevent him from opening the gift, the man gives George an orange to “unwrap.” The curious monkey discovers that there are many other things to unwrap besides presents (like the bathroom walls with their peeling wallpaper!), but maybe not all of them

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can be rewrapped. Full-color activities: a matching and twenty questions game, a birthday idea space, and a think-more-about-it section.

Curious George is helping Professor Wiseman train for a race, but she thinks running is boring. Can George find a way to show her that running is fun before the big race?

George spends the day at the park seeing animals, playing soccer, and having a picnic, in a book with textured inserts. On board pages.

George, the Man in the Yellow Hat and Marco head to the beach and dig for clams, swim with dolphins and bury treasure, but when the water comes in and takes their treasure away, they learn all about tides, tidal pools and marine wildlife. Based on PBS's award-winning television show. Simultaneous and eBook. 10,000 first printing.

After learning about hibernation, George decides that the best way to spend the cold winter months is the way that bears do it—fast asleep! But first it's too bright in his room; then it's not cave-like enough; and then it's too loud. When George finally does get to sleep, he wakes up to discover that he slept only one night, not the whole winter! Will George be convinced that winter can be a wonderland of fun after all? Includes a question-and-answer activity on hibernation as well as a craft project to make your own teddy bear cave.

Curious George's friend Bill has put him in charge of several tadpoles. George sends the tadpoles for a nice swim in the lagoon, but to his dismay, the tadpoles don't return! Each time he goes back to the lake he tries to find the tadpoles, but he finds only tadpole-like creatures without tails . . . and with legs. A trip to the museum teaches George about the development of tadpoles into frogs, and he and Bill are happy to make the acquaintance of their new froggy friends!

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File Type PDF Curious George Storybook Collection Cgtv

Curious George adds a few extra zeroes to his donut order and doesn't realize just how big his delivery problem is going to become. This paperback picture book explores the concepts of zero and counting by tens.

Curious George watches Jumpy the squirrel bury an acorn in the yard. Upon learning that Jumpy is storing food for later, George decides to do the same. The man with the yellow hat comes home to find the kitchen empty and its contents buried in the yard! It's time to teach George about what things grow and what don't. George finally gets it right when he grows a beautiful sunflower from a seed.

When his friend Bill asks George to mind his model boat, George accidentally sinks the boat right before a model boat competition. Experimenting with the buoyancy of his toys, though, George is able to construct another boat that floats. Level one in Houghton's new reader line means that text is minimal and simple, perfect for readers learning to sound out words and looking at art for visual clues. Activities include making a paper boat and experimenting with buoyancy.

Learn to wash the germs off your hands with Curious George in this playful and informative board book for the youngest readers. When should Curious George wash his hands? Why does George wash his hands . . . and how does he do it? Join George on a playful romp through his day as he learns more about germs and hand-washing. This accessible story features informational text about germs and cleanliness for the youngest readers. This is the perfect primer for little ones just learning to wash their hands.

George attempts to keep score during a friend's baseball game only to be challenged by a limited grasp of number sequences, in a story complemented by rules for playing a baseball game.

When Curious George and his friend arrive at the airport to begin their vacation, the ticket clerk gives George a toy

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airplane to play with, but the toy is soon lost and George has a few adventures trying to find it again.

Curious George loves a good windy day. There are many things he can practice flying—like a kite. Now if only he doesn't get too carried away! This early reader explores the concepts of flight and experimentation.

In this Level 2 Green Light Reader based on the Emmy Award-winning PBS show, George can't believe his luck when he gets to visit the zoo and ride there on the subway! George is so excited to take the underground train for the first time that he jumps right on, leaving the man with the yellow hat behind in the terminal! Can George maneuver the speedy subway in order to find his friend—and get to the zoo? This subway adventure teaches the basics of reading a map, understanding different directions of travel, and problem-solving, and also includes bonus activities to help reinforce those concepts.

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