

ACE LIGHTNING This program combines live action with animation as it follows the adventures of a 13-year old, Mark, and his superhero friend, Ace Lightning, an animated figure from his favorite computer game. Other characters from his favorite computer game also exit their cyber world and land in his backyard. Ace Lightning shares his credo "Do right and fear not!" with Mark and together they go on a path of self-discovery. This program promotes the idea that there is a hero in each of us and examines the various qualities children need to think about and develop in order to make the "hero" emerge.

ADVENTURE CAMP takes eight kids to a wild animal refuge located in Florida where they each engage in a combination of competition, relationship-building, and science while exposed to information about the animals, ecology and the environment. Each camper demonstrates their knowledge to fulfill certain responsibilities in caring for an animal, and the campers earn beads towards an opportunity to experience additional adventures with the animals. For example, a camper may participate in releasing an injured manatee back into the wild or swimming with dolphins. Over several weeks, the group gains knowledge about animal habitats, various animal behaviors, animal care, and ecological balance. The group also increases their self-knowledge, while forming new friendships.

ALL DOGS GO TO HEAVEN entertains and engages young grade-school children while promoting positive pro-social models of life-skills and character development. The program uses highly entertaining and engaging stories and characters to present pro-social messages aimed at promoting young children's social and emotional development. The vehicle is the ongoing saga of Charlie Barkin and Itchy Itchford, two dogs who return to earth from heaven in the role of reluctant guardian angels. Charlie is constantly torn between his role as a guardian angel and his yearnings for his pre-angelic, down-and-dirty, dog-about-town life. He constantly confronts situations and dilemmas that highlight the kinds of social character issues that are fundamental to developing children. These include issues such as honesty versus lying, selflessness versus selfishness, bragging, taking the perspective of others, cheating, winning at all costs, respecting other's individuality, being honest about your feelings.

ALL GROWN UP This series follows the Rugrats toddlers when they have reached their pre-teen years, and includes occasional flashbacks to the "missing years," which provide insights and explanations as to how their characters have evolved. The program explores issues such as seeking independence, relationships with parents, grappling with one's identity, and finding one's place socially. The objectives of this series are to provide viewers with age-appropriate life lessons that they can utilize as they undergo their own social and personal experiences.

AMERICAN ATHLETE This program interviews athletes in a variety of sports. As the athletes share their trials, tribulations and growing pains, such experiences may help teens relate to the same life experiences. The challenges presented help instill self-confidence, perseverance and the need to achieve similar goals among teen viewers. The series offers and satisfies certain key educational and emotional needs by providing the viewer a sense of discipline, rigor and desire to attain their goals in whatever field he or she sets their mind to attain.

ANYPLACE WILD This program explores the world's most spectacular places and their historic and scientific significance. Identifiable hosts travel on a 3-5 day journey with local experts and discuss the local environment's specific biological, ecological and historical background. The program fosters respect for these natural environments and encourages children's curiosity to see and learn more for themselves. An objective of the program is to help children develop a positive understanding of the environment so that they can help support efforts to protect wildlife and natural habitats for future generations.

ARCHIE'S WEIRD MYSTERIES Each episode Archie and the gang negotiate their way through yet another "weird mystery." They encounter many of the same problems and issues confronting today's pre-teens such as how to get along with others, how to build and maintain self-confidence, and the values and behaviors that lead to both self-respect and respect from others. Because Archie, Jughead, Betty, Veronica and their classmates are engaging characters with whom young viewers easily identify, they serve as excellent role models. As they deal with such pro-social issues as honesty, perseverance,

dependability, diversity, self-reliance, and self-respect, their struggles teach young viewers certain "life lessons" that both parents and teachers value.

BABY LOONEY TUNES Baby Looneytoons uses fantasy and fun to provide young viewers with an enticing model for learning, growing and being. Such topics as how to deal with imaginary monsters in a darkened room, the first day of preschool, finding something to do on a rainy day, or the making of a best friend, are discussed. The show's characters face challenges like these, each aided by unique strengths and sometimes handicapped by individual weaknesses. The show encourages viewers to develop personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, sharing, helpfulness, teamwork, and leadership.

BACK TO THE FUTURE "Back To The Future" exposes children to lessons in history, culture, technology and family values, using time travel and science to explore different historical periods and technologies. Through a series of scholarly pursuits, Doc Brown takes us back in time to explore a different historical period in each episode. Lessons in history, culture and family values are nestled in the classic comedy of the "Back To The Future" franchise. Positive messages focus on acceptance of others and their ideas, why it's so important to try, and having faith in your own abilities. Each episode concludes with a scientific demonstration from Bill Nye the Science Guy, highlighting a key scientific concept that figured into that episode's adventure.

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BACKYARDIGANS This program centers on three, preschool friends, who play together after school in a barrier-free backyard behind their adjacent homes. In each episode, the children imagine an adventure, and their yard is transformed into the setting for the action. The programs use both original and well-known songs to reveal emotion, explicate character and advance the stories. The educational objectives of the program are to nurture children's interest in music, dance and imaginative storytelling, and to use these creative arts to foster children's cognitive and emotional development.

BEAKMAN'S WORLD This program centers around Beakman, a slightly nutty scientist, who takes viewers on exciting journeys of discovery while performing experiments that demonstrate how nature, science and the world works. Some of these experiments include learning why the sky is blue, how a cat produces a purr and why some of the endearing bodily functions happen. He is joined in his electric laboratory by a handful of denizens who help with, and sometimes hinder, his eye-popping experiments. The principles taught in the show are connected to daily life in meaningful and revealing ways.

BERENSTAIN BEARS This series is designed to educate and entertain children by utilizing pro-social messages relating to family, friends, and the problems and issues of early childhood. Pro-social messages include politeness, letting one's imagination control them, and why it is important to tell the truth. The bear cubs ask similar questions and learn the same lessons that children everywhere encounter. The series celebrates family, friendships, and respect for others.

B IN TUNE This program is modeled after the monthly In Tune magazine and is supported by the In Tune Foundation Group, which is a non-profit organization funded in part by the U.S. Congress and the U.S. Department of Education. The Foundation is dedicated to improving the quality of life in communities throughout the U.S and around the world through education excellence by way of music and the arts which is represented in each episode. Each episode, teen audiences are given insight into all aspects of the music industry such as song writing, publishing, management, producing, recording

studies, manufacturing, publicity and touring. Episodes also deal with issue of health and humanity and how music is used as a weapon of peace and communicating ideas.

THE BROTHERS GARCIA This series follows the life of a close-knit Latino family, as narrated retrospectively by the youngest of four children. The programs explore from a child's perspective classic social and personal issues relating to growing up, and relevant concerns are discussed by the children with their parents in a loving and nurturing environment. The series also provides viewers with exposure to Latino life and culture, as well as to Spanish words and phrases. The objective of the program is to afford children the opportunity to explore and understand their own attitudes and feelings through the Garcia family's experiences and its own discussion of those experiences within the confines of a supportive family structure.

THE BUZZ ON MAGGIE: Episodes of "The Buzz on Maggie" take place in a fanciful world in which all characters are insects. Maggie is a young fly who is proud of her individuality, especially her musical talent. She plays acoustical guitar, aspires to be a rock musician, has dyed her hair pink and dresses in bold and colorful outfits. She is apt to rush into action without thinking. Maggie makes huge mistakes, but her heart is true. Episodes of "The Buzz on Maggie" explore topical issues such as sibling rivalry, family rules and values, allowances and vacation plans, friendship, honesty, school and community.

CABBAGE PATCH KIDS - The Cabbage Patch Kids come to life in episodes filled with fun musical adventures. The stories help teach children valuable lessons about friendship, teamwork, and just having fun!

CALIFORNIA DREAMS California Dreams is produced in conjunction with an educational consultant, focusing on the learning process of teenagers about the realities of life and the consequences of their actions. The program follows the encounters and problem-solving efforts of a group of high school students who form a band and become popular in their local area. The teens tackle a multitude of issues including: drug abuse, gang violence, gambling, and drinking and driving.

CAPTAIN PLANET This program helps the viewer to understand environmental/ecological issues and shows them how they can make a difference by reducing consumption, recycling and using good judgment in everyday life. To achieve this goal in each episode, Captain Planet and the Planeteers respond to a real ecological crisis somewhere in the world caused by the "rogues' gallery" which is made up of the larger-than-life Eco-Villains. Captain Planet and the Planeteers use part magic and part science based on sound environmental principles and facts to solve the crisis caused by the Eco-Villains.

CHALKZONE This animated program is about the adventures of Rudy Tabootie, a 10 year old boy, his friend Penny, the science wiz, and Snap, the superhero. Rudy discovers an imaginary world beyond the chalkboard where everything ever drawn in chalk remains forever. Rudy uses his imagination and his love of drawing to create adventures which inevitably cause problems that he must solve with the help of his friends. The objective of this program is to encourage children to use their creative talents to assist them in solving problems and to build their confidence in dealing with real life situations.

CITY GUYS The educational objective of this program is to demonstrate how the knowledge of one or more characters in the story moves from one level to a more informed or higher level of knowledge by the end of each episode. This change in knowledge conveys an educational message to the audience which may fall into one or more categories - intellectual-cognitive and/or socio-emotional. The message will always be integral to the plot and present throughout the script. This objective is achieved in this series by exploring the pressures of living in a big city environment where situations are sometimes so difficult and challenging, kids have to learn sophisticated and responsible decision-making to be safe and stay focused. The series follows the encounters and problem-solving of two young men through an eventful school year at Manhattan High and shows teens how to work with their principal, family and friends to be successful.

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City Guys is produced in conjunction with an educational consultant, focusing on the learning process of teenagers about the realities of life and the consequences of their actions. The show follows the encounters and problem-solving efforts of 5 teens through the guiding hand of their understanding but tough Principal, during eventful school years at a Manhattan High School. The cast is ethnically diverse. In each episode, the cast starts at one level of knowledge and understanding. By the end of the episode, they have moved to another, higher level of understanding and decision-making skills. The message is always integral to the plot and present through the episode.

THE CRAMP TWINS - The Cramp Twins is the story of Wayne and Lucien Cramp, 10-year-old twins who are not at all alike. And that's not just because Wayne has a big, oval purplish-gray head and Lucien a small, round pink one. It goes much deeper, no doubt all the way back to the womb. In practically everything they do, the Cramp twins are polar opposites. Not surprisingly, each dreams of the sweet ecstasy of a world without the other. For Wayne it would be a world in which everything was his and his alone. For Lucien it would be a world in which he was left alone. Since they are stuck with each other, their lives are a never-ending guerilla war-much of which takes place below the radar of their well-meaning, but essentially oblivious parents.

CRITTER GITTERS is a live action television program in which a group of neighborhood kids join forces with a couple of veterinarians and an inventive professor to become a search and rescue unit, a detective agency, and a police force for animals. The Critter Gitters team works with authorities to solve animal mysteries, puzzling cases and even international crimes involving animals of every size, shape and species. Each show contains educational material and information about science, animals, and geography, while Critter Gitters solve moral and ethical dilemmas that face children in everyday life.

CROC FILES This program takes the audience on world-wide travels with naturalist, adventurer and story-teller Steve Irwin of the Australian Zoo. In humorous and adventuresome episodes, Steve, with his wife Terri and a small crew, travel to different locales to film a wide variety of animal species. This show a) exposes the audience to the habitat, behavior patterns and the dangers of most types of non-domesticated animals; b) demonstrates safety around wild animals, particularly dangerous predators and poisonous snakes; c) informs about the life cycle, eating habits and social behavior of different animals; d) informs the audience about conservation issues and the relationship and importance of different animals to specific ecosystems.

CUBIX is a futuristic animated series that features a diverse group of adolescent characters and their intelligent, "feeling" robot. A significant purpose of "Cubix" is to inspire and promote pro-social values and altruistic behaviors such as community participation and support, resilience, tolerance, and perseverance. The social-emotional learning objectives of the series include the modeling and reinforcement of age appropriate interpersonal skills, self-confidence, courage and personal responsibility. Each episode promotes a specific emotional competency and it is the intent of the series to motivate children to develop a strong self-concept and the social-emotional literacy skills that are now part of the curriculum in schools across the country.

DANCE REVOLUTION

DARCY'S WILD LIFE This program follows the life of 15-year old Darcy Fields, the pampered daughter of a top Hollywood movie-star who was plucked out of a life of limousines, movie premieres and world class restaurants to live a "no frills" life in rural Idaho. Darcy's initial resentment gives way to optimism as she makes new friends and becomes part of the community. The overarching educational goal is for the audience to see how the main character, Darcy, is able to make a successful adjustment to a new environment that is the complete antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. This occurs as she makes new friends who have totally different perspectives than hers. The viewer will also learn about the care and treatment of a variety of animals that live on farms or in the wild.

DETENTION is intended to provide viewers with a series of positive character-building and pro-social educational experiences, geared toward aiding them in their own personal, social and intellectual development. The boys and girls of Benedict Arnold Middle School serve as models of preadolescent kids living in this fast-paced technological society, and attempting to successfully manage the physical, emotional, and intellectual demands concomitant with their age group. Viewers will benefit from observing the kids in "Detention" make choices in order to deal with the predicaments and challenges with which they are faced. The learning goal and objectives are fully integrated with the story-lines, characters and settings dealt with in "Detention" and provides the young viewing audience with a non-threatening arena from which to observe and learn from the actions of others. The educational objectives encourage viewers to develop positive personal qualities and pro-social behaviors which may include truthfulness, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership.

DISNEY'S RECESS is a collection of stories about six fourth-grade children who attend public school. These children are an ethnically diverse and gender-diverse group. Their experiences at Third Street School deliver messages about problems common to middle childhood: conflicts with authority figures, school and family rules, issues of fairness, peer pressure and coping with disappointment. A number of episodes revolve around class bullies or conflicts with teachers' favored students. Series episodes provide opportunities for parent/child discussions about values.

DISNEY'S TEAMO SUPREMO features three elementary school children, Crandall, Brenda & Hector who are superheroes. They help to restore law and order threatened by villains or criminals and those who would exploit the innocent or weak. The children work as a team and use their wits to foil and apprehend evildoers, yet still complete homework and household chores. The series features plots that depict flexible thinking, problem solving and positive values such as facing fears and self-doubt, standing up for one's beliefs, dealing with peer pressure, relating to authority, dealing with rules/fairness, appreciating differences, maintaining loyalty to family, and perseverance.

DOOLEY AND PALS This live action, animated program is about a loveable alien, Dooley, his robot buddy, M.A.R.T.I.E., and space creatures Cosmos and Zoom who land in the backyard of an Earth family. They quickly make friends not only with the family, but the neighborhood children who help guide Dooley on a journey of discovery. The children teach Dooley valuable lessons and share information through play and song with Mom close by to give gentle guidance to this group of diverse friends. Through their actions the children on the program demonstrate to the viewers the value of knowledge and the joy of sharing and learning.

THE EMPEROR'S NEW SCHOOL Kuzco, heir to the throne of a mythical Andean country, must graduate from Kuzco Academy before he can become the official Emperor of his land. During this process, he faces the intellectual, physical and social challenges that all teens face. In many episodes Kuzco must thwart attempts by his enemies to stop him from doing well in school. Kuzco struggles to complete his assignments and stay on track to graduate. Kuzco must remain steadfast, study hard, learn from his mistakes, relate to his citizens at all levels of society in order to ascend the throne. His loyal friend, Malina, helps Kuzco stay out of trouble and achieve his goals. Series episodes explore relevant messages, such as, coping with peer pressure, respecting authority, taking responsibility, adhering to foster family and school rules, honesty, acceptance of differences, building self-esteem and trust.

ENDURANCE is an engrossing program that shows the target audience, with typical kids ages 12-16, succeeding at several different physical, intellectual and strategic challenges in order to win a fabulous travel prize. The audience will be exposed to historical information about great feats of endurance such as Houdini's escape artistry and Sir Edmund Hillary's ascent of Mount Everest and each of the competitive challenges is based on one of these feats of endurance. In addition, there are strategic challenges based on ten character traits that are important for success. Overall, the competition balances luck against skill or knowledge so that the contestants learn to balance intellect with intuition in developing their winning strategy.

EVEN STEVENS This program explores the day-to-day interaction between seventh grader Louis, a bright and unconventional boy, his eighth grade sister, Ren, whose straight A average and mature manner belie her vulnerability, and his two best friends. Louis is naturally funny and spontaneous. He is often the instigator of a prank or scheme much to the embarrassment of his older sister. Ren's brains and superior organizational skills often make Louis feel clumsy and inadequate by comparison. They are loyal and loving siblings, although each marches to a very different beat. "Even Stevens" episodes are highly kid relatable, focusing on family and brother-sister conflicts, responsibility, fairness, competition, goal-setting, self-esteem, problems with schoolmates and parent-child interaction.

EXPLORATION WITH RICHARD WIESE: An experienced science journalist travels to the nearest and farthest corners of the world exploring the land, air and sea introducing children to places, people and things they have never seen. The mission of the program is to inspire viewers to preserve the innate human instinct to explore. Each episode will reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe.

FILLMORE Fillmore is a detective series which takes place in a middle school, in which Cornelius Fillmore, a boy with a history of disciplinary problems, resolves to change his ways. He joins the Safety Patrol, focusing his keen problem-solving skills and physical prowess in search of order and fairness. His Safety Patrol partner, Ingrid Third, also had disciplinary problems. Ingrid and Fillmore work to detect clues as to the identity of perpetrators of school mischief such as bullying, cheating, theft, graffiti, scams, and prejudicial behavior. Series illustrates developmentally appropriate issues, such as competition and peer pressure, coping with change, improving relationships with teachers and administrators, and dealing with family rules. Within the mystery plots are woven messages about honor, conscience and trust.

GENERATION O! seeks to engage and delight young, grade-school children while promoting positive pro-social models of life-skills and character development as it portrays how an eight-year-old "normal kid/famous rock star" deals with the kinds of day-to-day problems that all children must confront. Generation O's educational approach for children includes effective lessons which emerge from stories and young viewers can associate positive consequences with the beliefs/behaviors we would like to promote (and negative consequences with those we would like to de-emphasize).

GINA D's KIDS CLUB Gina D is a fun loving, positive role model who has the demeanor and appearance of a young teacher and is playful in her approach to her target audience. In addition to puppets and animated characters, Gina D is surrounded by a group of whimsical characters which include Simon, Miss Muffin the Cook, Mr. Pockets and Pierre. As the program takes on an interactive quality through questions and reactions from Gina to a multi-culturally diverse group of youngsters who are sometimes on and off camera, she attains and maintains the attention of young children to help further develop their self-image, social skills, math readiness, and reading readiness. Various themes throughout the program may include bike safety, not talking to strangers, and stopping at traffic lights. Through different scenarios and easily learned original songs, these lessons are imparted to the target audience.

GO FOR IT This program explores relevant life lessons through short segments which include the value of a balanced diet, exercise and a positive attitude. The goal of the program is to impart a sense of well-being and self-determination within children. The program also has competitions between two teams consisting of physical and mental challenges. The team with the highest score after all the challenges have been completed has the opportunity to come back at a later date and compete with previous winners. The team that does not have the highest score receives parting gifts.

HANNAH MONTANA Thirteen-year-old Mylie Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Mylie's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Mylie has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limos,

parties, and glamorous clothes. Stories examine social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement.

HEY ARNOLD This series revolves around the adventures of nine-year-old Arnold, who lives in his grandparents' boarding house, where he must interact with a group of eccentric boarders, as well as with his friends and other neighborhood children. Arnold uses his creativity, resourcefulness and calm to deal with the issues presented by life as a fourth grader in the big city. The objectives of this series are to help elementary school-aged children to acquire better personal and social development skills through life-lessons, themes and stories that will cause them to think, assess, explore and monitor their own behavior, and to introduce them to a variety of people and issues in order to provide them with a springboard for understanding experiences in their own lives.

HISTERIA is intended to spark an interest in and love of history in the minds and hearts of young viewers. In an effort to prepare youngsters to take a functional role in society, today's schools are placing a heavy emphasis on the teaching of basic skills. By combining facts and comedy, "Histeria" is intended to keep history alive, supply youngsters with a portion of the historical frame of reference missing in the schools, and challenge them to proceed with future learning. The learning objective and goals are fully integrated with the story-lines, characters, and the historical settings dealt with in "Histeria". In this way, new knowledge and learning skills become part of the overall fun of the series. Examples of educational goals are for viewers to develop an awareness of, and appreciation of history, increase viewers core historical knowledge base, and enhance viewers knowledge and understanding of different ethnic, religious, geographical, cultural, and gender-based groups.

INSPECTOR GADGET'S FIELD TRIPS This program is produced in cooperation with the National Education Association and exposes young viewers to interesting geographical and historical sights in the world. Each episode is designed not only to teach about the world in which today's kids live, but also to engage their interest and stimulate their desire to learn more through exposing the kids to colorful facts, quirks, and interesting legends and lore associated with the places Inspector Gadget visits. The program sparks the viewers imagination and promotes the belief that knowing about our complex world is both interesting and fun.

JACK HANNA'S ANIMAL ADVENTURES Reknown animal expert Jack Hanna travels the world to remote areas to study animals in their natural habitat. In each episode of this program, viewers learn as cameras follow Jack Hanna and he spends time with nature's creatures and various experts that are knowledgeable about each animal and their habitat. Each episode is designed to reveal to viewers the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. Mr. Hanna's journeys include Alaska where he observed brown bears and the effect of declining salmon runs on the brown bear population, the Great Barrier Reef to explore its development, and to a farm for exotic animals located in Missouri where wildlife preservation and history come together.

JEFF CORWIN UNLEASHED The goal of this program is to illustrate to the audience the importance of ecological balance and wildlife conservation. Each episode features naturalist and environmentalist, Jeff Corwin, on his worldwide travels. Jeff documents and shares with the audience an abundance of information about animal habitats, zoology, species evolution and ecosystems. In each episode of this show, the viewers will see Jeff go deep into forests, swamps, deserts, mountains, and rivers to find unusual and rare animals from different countries. He always goes right to the original habitat, pointing out historical facts along the way, so that the audience not only understands where the animals live, but why and how the animals exist in their particular ecosystem.

KENNY THE SHARK This animated program is about Kenny, a tiger shark that has made the transition from sea to land and must adapt to his new surroundings. Kat, a middle school student, and her family take Kenny into their home. In the process of watching Kenny adapt to his new surroundings, the viewers learn various facts about shark behavior, their habits and biology. Viewers also learn about how to understand the different perspectives that can be used to solve a particular problem. In each episode,

Kenny & Kat have to solve a problem that requires one of them to display generosity, cooperation, honesty, unselfishness, responsibility and the ability to work hard. The situations they face are borne from the unusual circumstances of Kenny's life.

KEEPING IT WILD The key educational objective of this program is to create awareness and understanding of animals, and their interaction with their particular environments. Further, the role that humans play interacting with animals in the wild will be consistently explored. A theme running throughout this series will be the importance of protecting endangered species and the impact of human interacting with their environment and the need to protect their natural habitats. Jim Fowler and specific experts will also provide educational information related to animal behavior.

KRYPTO THE SUPERDOG Krypto is a playful companion to his young master, Kevin and an integral member of a distinctive community of neighborhood pets. Krypto's character and everyday life mirrors that of his original master, Superman's, Clark Kent alter-ego. The program seeks to inspire viewers to act proactively in their own lives and to teach the value and importance of heroism, involving empathy for the plight of others, initiative, independence and courage. Various episodes deal with teaching viewers the value of all living things, self-acceptance, self-reliance, logical problem solving and accepting others. Krypto is a model for various ethical actions, pro-social behaviors and heroic deeds.

LAZY TOWN This program is anchored by Sportacus, a fit and agile hero, whose "kryptonite" is sugar, which makes him instantly lethargic. Sportacus and the program's cast of child characters are challenged in each episode with an issue or dilemma, and are opposed in their attempts to complete their mission by Robbie Rotten, who seeks to return Lazytown to its former lazy ways. The program seeks to impart to preschool and early school-aged children the importance of healthy living, and to help them understand the value of developing sound eating and physical exercise habits, while also providing them positive messages about friendship, empathy, self-respect, truthfulness and other age-appropriate life lessons.

LIBERTY KIDS Ben Franklin hires an American teenaged boy, a young English lady and a French orphaned boy as reporters during the Revolution for his newspaper the Pennsylvania Gazette. Through these reporters and their travels to ordinary homes, battlefields from Virginia to Massachusetts and the royal courts of France and England, the viewer is exposed to the issues which prompted the colonies to seek freedom. Through the explanation of these issues by such historical figures as Jefferson and Paine, the viewer also learns the impact these issues have on the lives of ordinary citizens.

LIFE WITH LOUIE The educational and informational objective of the program is to offer children the opportunity to explore issues and scenarios that are common to growing up, yet might be perplexing to children, such as how to cope with family and friends as part of this process. As children view this series, not only are they being entertained, they are learning valuable lessons. The program will contribute to meeting school standards for grades 3 to 6 in the category of Life Skills, in the areas of Thinking and Reasoning; Working with Others; and Self-Regulation.

LILO & STITCH Lilo, a precocious 5 year old girl and her alien pet, Stitch, live with Nani, Lilo's teenage sister. Though only a teen, Nani struggles to keep the family together after the death of their parents by working several jobs and trying to be a good role model for Lilo. Besides the alien, Stitch, two other aliens live with the girls, Jumba & Pleakley who pretend to be Lilo & Nani's uncle and aunt to keep Lilo from being placed in foster care. The episodes deal with peer pressure, coping with bereavement, family and school rules, problem solving as well as truthfulness, responsibility, acceptance of others and trust. Since the program takes place in Hawaii, it also exposes its viewers to the music, dance, customs and language of Hawaii.

LITTLE BILL This program is based on children's books written by Bill Cosby which examine life through the eyes of a five-year-old boy eager to understand his world. Each episode contains two stories in which Little Bill is faced with a challenge or problem, which can be emotional, social or physical and he must meet the challenge or solve the problem. The objectives of this series are to encourage children to value

themselves and the love and support of their family, friends and community and to help them develop social skills and ethical values by dealing with the conflicts in their lives with fairness and creativity.

THE LITTLES This series focuses on the Littles family. In their quest to become productive adults, the young Littles and their friends face the same kinds of problems that young children face everyday such as issues of friendship, jealousy, honesty, prejudice, consideration for others, kindness, responsibility, risk taking and more. Each episode focuses on one such issue. Young characters, with whom children can identify, carry out actions and serve as excellent role models for young viewers. The character of Grandpa, a wise, experienced older Little articulates the lesson inherent in the action as he interacts with the Little children.

MAGIC SCHOOL BUS The educational and informational objectives of the series are to: motivate children's interest in science; introduce science ideas; inspire positive attitudes toward science and education; and model age appropriate science problem solving behavior. Each of the fifty-two half-hour episodes explores a different science topic through an animated journey aboard the magically transformed school bus to destinations such as the center of the earth, inside the human body, to outer space, to remote ecological environments, inside of a molecule, and inside a plant.

MAGICAL DOREMI Three inquisitive young girls, Dorie, Reanne and Mirabelle, become apprentice witches, "Witchlings," by stumbling into an old witch's shop. To become full fledged good witches, the three must learn how to cast spells while unlocking the secrets of friendship, love and courage. This program encourages the development of basic social-emotional learning in young children. Using the fantasy adventures of the Witchlings who become empowered by unique talents and personal courage which allows them to explore the challenges of emerging friendships and group cooperation to increase their individual self-confidence, accomplish successful magical endeavors and respond to age-appropriate humor.

MISS SPIDER'S SUNNY PATCH FRIENDS This program, based on the series by David Kirk, follows the adventures of Miss Spider's children and their friends, a hodge-podge of bug creatures of all types. Under the warm and attentive guidance of their parents, the spider children learn that kindness toward and understanding of others can be an effective problem-solving technique. In addition to their pro-social storylines, the episodes also include lessons in "backyard biology." The educational objectives of the program are to help children learn the value of being part of a loving, supportive family and understand the role of family and friends as they begin to engage in new personal and social experiences beyond the home.

OPERATION JUNKYARD is a reality show that features teams of kids who are interested in building and inventing, by competing in engineering challenges. The over-arching goal of the program is to illustrate how the basic principles of engineering are accessible to anyone who wants to know "how things work." Specific objectives are to communicate to the audience how teams can work successfully under pressure to create working machines and to demonstrate the use of recyclable materials to create something completely different from the object's original purpose. In each episode, two groups of four kids form teams that actually work under defined time pressures and information limitations.

PEPPER ANN is the daughter of a single working mother. She loves math and science and someday hopes to make a name for herself in biology or medicine. Pepper Ann and her Hazelnut Middle School friends demonstrate individuality, problem-solving, perseverance, responsibility and creativity. While the primary educational focus of this series is building self-esteem--particularly that of girls--stories also break down gender and ethnic stereotypes and broaden the definition of "family."

PET KEEPING Step into the most entertaining pet shop around as host Marc Morrone guides viewers through the fun and frenetic world of pets. Playing ringmaster to the countless pets that jump, crawl, fly and bark all around him, Marc provides a lively offbeat look at what makes pets special. Marc gives unique advice and helpful tips on anything from supplementing a lizard's diet with peach baby food or housebreaking a puppy. This modern day Dr. Doolittle presents a warm and unscripted program that's

part neighborly chat, part animal kingdom insight. Marc helps viewers to have a better understanding of their pets and the best method to care for them. He also instills into viewers the sense that animals are living creatures and not toys to just be played with, and that life is precious and should have the best love and care that we can give them.

PHIL OF THE FUTURE Phil of the Future is the story of a teenage boy, Phil Diffy, his younger sister, Pim, and their parents who find themselves living in the 21st century when their time travel vehicle malfunctions in flight. While their goal is to repair the time travel vehicle and return to their home in the 22nd century, for the time being they must conceal their identities, their futuristic traits and their gadgets to blend in with the locals. The Diffys enroll Phil and Pim in public school, where Phil excels in higher math and Pim, who is a rebel by nature, must learn to live by middle school rules. The series conveys relevant messages about growing up. Some of the issues that are explored in the series are sibling rivalry, responsibility, dealing with authority (parent/child and teacher/student conflicts), peer pressure, self-acceptance, loyalty and honesty.

POPULAR MECHANICS This weekly live-action series explores the limits of science, technology and imagination. The series is designed to appeal to children's curious instinct for exploration and discovery. Teens seek answers to each episode's theme and each program offers counsel, mechanical insight and experiments to help children understand seemingly complicated concepts in fun and interesting ways.

PREHISTORIC PLANET This program will expose the audience to a re-creation of the prehistoric world and explain how the animal kingdom might have lived day by day. The program also teaches children how to differentiate and match species to a particular era, habitat and respective behavior patterns. The audience will be exposed to basic concepts of the life cycle, food chain and survival vs. extinction, along with the development of the Earth's geography and the relationship of weather, geography and natural events to the development of different animal species. The audience will also learn how and why certain prehistoric beasts were the precursors of species alive today.

THE PROUD FAMILY revolves around the daily activities of fourteen-year-old Penny Proud and her African-American family consisting of parents Trudy Proud and Oscar Proud, a no-nonsense Grandmother, Suga Mama, and twin sisters BeBe and CeCe. Penny faces the struggles of adolescence along with the challenge of balancing middle school and home obligations. Series episodes explore issues particularly relevant to 10 to 13-year-olds: maintaining social relationships, overcoming self-doubt, standing up for one's beliefs, dealing with peer pressure, relating to authority and rules, assuming responsibility, appreciating gender, race, and generational differences, maintaining loyalty to family, and cultivating values such as honesty and persistence.

THE REPLACEMENTS Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for "Replacement" parents for a \$1.98 fee and decide to send the money. They acquire an unorthodox pair of Replacement parents, Dick Daring, a former daredevil stuntman, and Agent K., a British super-spy. Neither seems to know much about parenting, although their intentions are good. Their attempts to forge a family and adjust to a new school are both touching and comedic. Stories revolve around issues such as cooperating with household/family rules, taking responsibility, fairness, building self-esteem, and trust.

SABRINA (ANIMATED SERIES MIDDLE SCHOOL) Twelve year old Sabrina Spellman, who is half witch and half mortal, is being raised in a non-traditional family consisting of her Uncle Quigley and two young aunts. Series episodes explore social and developmental issues such as peer pressure/competition, loyalty and friendship, responsibility, honesty, facing fears, speaking up for one's beliefs, etc. Family issues such as divorce, remarriage and household rules are also addressed.

SABRINA SECRET LIFE (ANIMATED SERIES HIGH SCHOOL) This program focuses on a witch named Sabrina who struggles to understand and master her human side. Each episode Sabrina confronts her two sides and discovers that the magic of becoming human can be very demanding. As she struggles to understand and master her human side, Sabrina serves as an ideal role- model for the

young audience. Examples of the lessons Sabrina learns to help her become a good human include loyalty, honesty, self-efficacy, tolerance, perseverance, and independence. Sabrina is positive, self-reliant, competent and open to new ideas. She listens, learns, and does what is necessary to reinforce the lesson for others. With the help and guidance of her family and friends, she and the viewing audience come to understand what it takes to become a truly good human being.

SCOPE This program is hosted by Joe Penny, television actor and Alexandra Cousteau, co-founder of Fundacion Philippe Cousteau which supports development, education and environmental projects. Scope covers over 200 diverse subjects, from the realms of science, technology and nature through current events unknown to the public. Some of these topics include the work of Jane Goodall with chimpanzees, the insightful revelations of astronauts, John Glenn and Gene Cernin concerning their space travel experiences, the controversial stance of Dr. Craig Venter on genetic engineering, and the convictions of Dr. Richard Gott that time-travel isn't a myth.

SCOUT'S SAFARI follows the development of 14-year-old Scout Lauer, whose divorced parents have to quickly move Scout from her father's home in New York City to her mother's home on a game reserve in South Africa. The overarching goal of the series is for the main character, Scout, to model a learning process for the audience that charts her socio-emotional growth as she adjusts to a completely new life in South Africa. Specific objectives are to illustrate how Scout makes a good transition into her blended family with a stepfather and new brother, and understands different religious and cultural belief systems. The program further provides information relating to the natural environment and preserving animal species in the natural habitat.

SHERLOCK HOLMES The series is designed to build problem-solving and information management skills and to model the pro-social values and behaviors associated with enduring friendships and effective teamwork. Problem solving themes are illustrated in each episode which also demonstrates fundamental principles of gathering, evaluation and interpreting information and using it to imagine and test plausible scenarios. It is the intent of the series to motivate children to see critical thinking and team problem-solving as exciting, fun, and within their capacity.

SHERLOCK HOLMES IN THE 22ND CENTURY The series is designed to build problem-solving and informational management skills and to model the pro-social values and behaviors associated with enduring friendships and effective teamwork. Problem solving themes are illustrated in each episode which also demonstrate fundamental principles of gathering, evaluating, and interpreting information and using it to imagine, present and test plausible scenarios. It is the intent of the series to motivate children to see critical thinking and team problem-solving as exciting, fun, and within their capacity.

SKUNKED TV Hosts Madai Zaldivar and Chuck Cureau pose as zookeepers, tourists, etc to spring Discovery Kids style hoaxes involving animals on unsuspecting kids and adults. An example of a hoax used would be to tell a family that the local zoo picked them to adopt a rhinoceros and it had to live at their home. Along with the hoaxes, each episode includes facts about the featured animals.

SMURFS This program uses the narrative and educational device of a wise and patient elder, Papa Smurf, who guides younger generations as they learn to deal with the complexities of interpersonal relations and with their own, sometimes quite confusing, feelings. As the Smurfs confront the day-to-day events of Smurf community life, they encounter unexpected obstacles, unexpected issues, and unexpected feelings that may threaten their plans, their community, or their own self-image. Papa Smurf helps the younger Smurfs figure out who they are and how they should behave, and strives to teach them the power of love and caring. Various individual episodes explore such issues as kindness, greed and sharing, fighting, perseverance, responsibility, humility, teasing, carelessness, expressing feelings, self-confidence, fears, and others viewpoints.

STARGATE INFINITY In each episode, the Stargate Explorers enter another new world. The explorers will encounter life forms and cultures very different from their own, and they will face problems that require cooperation as a team. The program explores issues, attitudes, and behaviors important to learning how

to get along with others from different races, cultures, and species or from their own team of trainees. The young explorers serve as models for the young audience to examine fundamental issues of how to get along with others who may be very different from oneself, and the different abilities and strengths to build character and be a good person.

STRANGE DAYS AT BLAKE HOLSEY HIGH focuses on a group of five young teens who are students at a boarding school where strange phenomena occur. The students, as members of a science club, look for answers to the strange phenomena along with the help of their professor. The educational goal of the program is to embed scientific content in a narrative story with strong socio-emotional messages. In each episode, one of the main characters models a learning process that relates to their social competence and also explores science content that relates to resolving an immediate problem or some aspect of the larger mystery. Specific objectives are to expose the audience to physical science by investigating, for example, black holes, worm holes, vortexes, gravity, electricity, satellite transmissions and radio frequencies. Through the characters' experiments, the audience is exposed to the scientific method, hypothesis testing and analysis of data.

STRAWBERRY SHORTCAKE: As Strawberry and her many friends explore the richly-imagined world of Strawberry they discover adventure, delight, fantasy, whimsy, humor, excitement and music. The interaction among Strawberry and her friends as they explore their world and deal with the problems inherent in their adventures offers a natural opportunity to present (as opposed to preach) pro-social beliefs, values and behaviors. The themes underlying the stories that Strawberry Shortcake recounts in each episode are designed to have particular relevance for young viewers. Although they focus on "big" issues such as friendship, fear, self-confidence, sportsmanship, shyness, trust, love, they approach the themes in ways that are relevant to pre-school children.

THE SUITE LIFE OF ZACK & CODY: This program takes place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom. One of the twins is polite and shy and excels in academics, while the other, an athlete, extrovert, barely scrapes by in school, due to disinterest and lack of effort, and instead often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family income limitations, responsibility, self-esteem, and peer pressure.

TAMA AND FRIENDS The educational objective of this program is to encourage learning and acceptance. The program uses the premise of cats and dogs getting along as a way to reinforce tolerance and appreciation for the differences in people. Each story has a theme that serves as a strong foundation for kids, such as discovering the power of cooperation through working together, and that perseverance pays off. The importance of friendship is consistent throughout each episode. Tama and the gang's commitment to one another supports the strength and beauty of friendship.

TEEN TALK This program focuses on social, emotional or educational issue of importance to the young teen community, such as image, social acceptance, and drugs. Issues are chosen by the producers with the assistance of trained child psychologists and experienced teachers. The issues are discussed by the studio audience under the guidance of youthful moderators who keep the discussion on track and lively. The studio discussions are also supplemented with input from pre-recorded interviews and real-time emails.

THAT'S SO RAVEN Raven is a teen who is clairvoyant. Because of her special gift, Raven, a normally happy and resourceful girl, sometimes wonders if she is a freak. She has loving & supportive parents who both work outside of the home, which often makes her responsible for her younger brother after school causing the issue of typical sibling rivalry to arise. Raven also has two very close friends, Chelsea and Eddie. Everyone close to Raven knows about her clairvoyant abilities which sometimes gets her in trouble. The episodes focus on how Raven deals with growing up, being clairvoyant and deals with issues such as sibling rivalry, loyalty, self-acceptance, dealing with authority both from parents and at school, honesty, jealousy, the consequences of lying and/or cheating.

THIS WEEK IN BASEBALL highlights the pro-social on-and-off the field activities of MLB's leading players and coaches. Working with the National Association for Sport and Physical Education (NASPE), "This Week in Baseball" seeks to provide today's youth with educational messages that can have an impact on development of positive lifestyle behaviors. The program portrays the positive outcomes that result from dedication, hard work, self-discipline, teamwork, practice and personal responsibilities. The program also relates the achievements and experiences of baseball players to potential achievements in life.

TIME WARP TRIO This program uses time travel to incorporate interesting historical facts and to also speculate about the future. In each episode Fred, Sam and Joe are transported through time via a mysterious magic book which was given to Joe by his magician uncle. When the Book warps the boys backward or forward in time, it disappears leaving the boys to experience extraordinary adventures while searching for the book in order to return home. In their travels to the future, they meet their own great-granddaughters and sometimes themselves and they help them locate the book and outsmart their adversaries.

TRADING SPACES BOYS V. GIRLS: This program allows boys and girls get to illustrate how well they know each other, effectively manage a budget, and skillfully execute a design plan in each other's room. Each episode, one boy and/or one girl are given two days and \$5000 dollars to complete a renovation of a particular space. The space may be a bedroom, recreation room, or clubhouse, but the real challenge is whether the participant's knowledge of the other's preferences, hobbies, and lifestyle can successfully develop a suitable design for the space. The participants are further challenged by budget constraints and the actual process of redesigning the space. Participants will learn measurement, spatial reasoning, and principles of aesthetic design as they experience the challenge. Ultimately, each participant will learn how knowledgeable and perceptive they were about the other when their design is revealed.

TROLLZ: Trollz is a program that centers on 5 troll girls on the cusp of adolescence and their new powers. As they struggle to master their new powers, they must also struggle to find out what it means to be a good citizen, a good friend and a good person. In their struggle the girls have help from their teachers and the Ancients, Troll elders. The 5 girls each have different personalities. As the girls enter adolescence, the evil gremlin, Simon is awakened and plots against the Trollz. The girls must work together to foil Simon's evil plans. They make mistakes but together they correct and learn from their mistakes. The characters also learn how to accept responsibility, how to deal with jealousy, what it means to be a good friend, to respect each other's differences, to know when to ask for help, the value of cooperation and the importance of being true to oneself.

TUTENSTEIN This animated program takes place in a metropolitan museum where the entire burial chamber including artifacts and the mummy of an Egyptian boy-king, Tut, have been brought after their discovery. Shortly after his arrival, Tut comes to life and befriends the young teen museum intern Cleo and her pet cat, Luxor. In each episode there are lessons about Egyptian history, and mythology as Cleo draws on her knowledge of Egyptology to try and understand her new friend. Tut is curious also and often ventures out of the safety of the museum which causes problems that he and Cleo have to solve by calling on the gods, demons and artifacts from the tomb. Through the problem solving the program also teaches cooperation and acceptance of differences.

ULTIMATE CHOICE This program provides an opportunity for its young viewers to learn more about themselves and their lives, as well as develop their own convictions about each of the physical and moral issues through the subjects explored and discussed on this television series. In each of the episodes within the series, eight teens who have just finished an extreme adventure that brought them face-to-face with challenges that have lifelong implications, share thoughts that are designed to shape the values that will guide young men and women throughout their lives. Issues discussed include: Drugs, Compromise, Resolving Conflict, Teamwork, Fear and Self-control.

ULTIMATE MUSCLE - This off the wall wrestling cartoon features out-of-this-world super heroes, gruesome villains, and mat-slapping laughs. Watch as the cowardly Kid Muscle and his friends climb their way to the top of the ropes trying to become the Intergalactic Champion of the World!

UNDER THE HELMET: NFL'S "Under The Helmet" showcases the pro-social on and off the field activities of the NFL's leading players and coaches. Working with the National Association for Sports and Physical Education (NASPE), the program 1) educates teens about dedication, hard work, teamwork, goal setting and community service, 2) provides examples of responsible social and personal behavior, 3) demonstrates how to deal constructively with the differences among people and 4) teaches the benefits of physical activity and fitness.

WHADDYADO?: The educational goal of this program is to show teens the proper reaction when faced with everyday circumstances. The program will, through dramatic reenactments, document ordinary teens who accidentally find themselves in perilous and challenging situations, interview the participants and talk to various experts who will explain what the proper reaction should be when faced with similar life-threatening circumstances. A moral dilemma segment will be featured in each show in an effort to help teens to make the right decision at the right moment.

WHAT ABOUT YOUR FRIENDS - This program is a breakthrough "dramedy," driven by an urban music soundtrack, which explores growing up in urban America through the coming-of-age experiences of Alex, Temple and Breana. Best friends since grade school, they negotiate the pressures and pitfalls of adolescence, while struggling to maintain their close bond. The diversity of their socio-economic roots (Temple, wealthy; Alex, middle-class; and Breana, lower income) provides a unique perspective from which to examine social, moral and family dilemmas from an urban teen point-of-view, while promoting the value of friendship.

WHERE ON EARTH IS CARMEN SANDIEGO? The educational goal of this program is to present world geography information in a manner that is appealing to and comprehensible by children. Each episode is designed to take the action to at least two places on our planet and provide the viewers with some information about each place. Additionally, each episode has a secondary topic designed to fit with the narrative, the focus of which may be culture, history, art, music, science, technology or the like.

WILD AMERICA: The ambitious goal of this program is to produce a television experience with which teens could identify and from which teens would learn valuable life lessons. This program presents basic biological facts to this most curious segment of our society. Where does food come from? Where do babies come from? How do animals relate to one another? How does ecology work? What is the relationship between life and death/humans and nature?

WINX CLUB - This program follows Bloom, an "ordinary" earth-girl as she develops her magical fairy powers. Winx Club explores coming-of-age, group problem solving, cooperative investigation and important social and emotional lessons of competence, resilience, empathy and self-confidence building. Bloom realizes through her development of magical skills and her relationship with the smart and hip fairies at the Alfea School that there is no such thing as "ordinary" when you believe in yourself and your abilities. The program centers around conflicts that arise such as good vs. evil or the known vs. the unknown. The program shows the viewer ways to resolve those conflicts through teamwork.

OR

The Winx Club utilizes fairy castles, magical caverns and timeless villages as a backdrop for coming-of-age lessons, group problem-solving, cooperative investigations and the important social and emotional learning opportunities that children need to develop the valuable emotional competencies of resilience, empathy and self-confidence. In each episode, as a conflict arises, the fairies pool their unique capabilities to find a solution comprised of the sum total of their special talents. Life scenarios that commonly worry children, from feeling vulnerable and powerless to being lost or separated from loved ones, are enacted throughout the series and a variety of practical behavioral solutions are presented. The

Winx Club promotes the development of social skills, with actions such as speaking kindly to others, doing good for one's community, and managing anger appropriately, integrated into the show's humor. These social competencies are now considered legitimate and necessary objectives of school curricula.

WORLD EXPLORER - An experienced science journalist travels to the nearest and farthest corners of the world exploring the land, air and sea introducing children to places, people and things they have never seen. The mission of the program is to inspire viewers to preserve the innate human instinct to explore. Each episode will reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe.

XIAOLIN SHOWDOWN - It's aim is to help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals, and it helps viewers discover new and more rewarding ways to learn and grow by providing them with the motivation and tools to meet and overcome challenges. By observing Kimiko, Raimundo and Clay, three new students at the Xiaolin Temple, face challenges, achieve goals, gain self-esteem and have fun all the while. Viewers learn to bravely take on their own challenges, overcome fears, join forces with others when called upon to do so, persevere and exercise patience, have the courage to stand alone when that is the best course and act on what is ethically right. They gain competence by arming themselves with necessary knowledge and understanding. As Kimiko, Raimundo and Clay travel the road to becoming Xiaolin Warriors, they serve as models for accomplishment for viewers who are traveling their own road.