



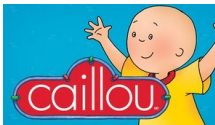
Ages 4-8 yr. olds: ARTHUR's goal is to help foster an interest in reading and writing, and to encourage positive social skills.



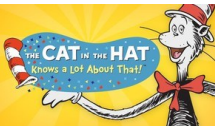
Ages 3-7 yr. olds: BTL is a lively, educational blend of phonemic awareness, phonics, vocabulary, and other teaching methods for preschool, kindergarten, and first grade students. Several independent, scientifically-based reading research studies have shown that Between the Lions has a significant impact in increasing children's literacy.



Ages 2-6 yr. olds: Bob the Builder includes new characters and charming stories that foster social-emotional growth and introduce age-appropriate STEM (science, technology, engineering and math) concepts.



Ages 2-5 yr. olds: "Make believe" is key to early childhood development.



Ages 2-6 yr. olds: The series supports young children's science learning by introducing scientific inquiry skills, teaching core science concepts and vocabulary, and preparing pre-schoolers for kindergarten and first grade science curriculum — all in whimsical style.



Ages 6-9 yr. olds: Designed to help children understand music and music composition by teaching basic musical concepts and performance skills through the study of popular song styles from around the world. The main goals are to teach children: instruments and their sounds, song structure, lyric writing, musical styles, and ear training.



Ages 3-7 yr. olds: Modeling of ten positive character traits that represent social and emotional challenges that children face and must master in the course of development.



Ages 3-5 yr. olds: The goal of the series is to inspire children to explore science, engineering, and math in the world around them.



Ages 8-11 yr. olds: Every episode, game and activity is motivated by Cyber-chase characters and settings, and on a math concept centered on national standards. From tackling fractions in ancient Greece to using decimals to repair train tracks in Railroad Repair, kids learn that math is everywhere and a useful tool for solving problems.



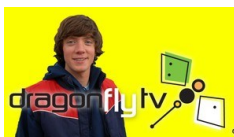
Ages 2-4 yr. olds: This series, for a new generation of children, tells its engaging stories about the life of a preschooler using musical strategies grounded in Fred Rogers' landmark social-emotional curriculum. Through imagination, creativity and music, Daniel and his friends learn the key social skills necessary for school and for life.



Ages 10-13 yr. olds: Design Squad Global empowers middle school kids to solve real-world problems and understand the impact of engineering in a global context.



Ages 3-5 yr. olds: Dinosaur Train embraces and celebrates the fascination that preschoolers have with both dinosaurs and trains, while encouraging basic scientific thinking skills as the audience learns about life science, natural history and paleontology.



Ages 9-12: Foster a greater interest in science and the process of scientific inquiry; give children encouragement and the confidence to conduct their own scientific investigations; provide formal and informal educators with videos that model authentic explorations of science that all children can do.



Grades K-4: Introduce children to the basic elements of ecosystems; foster an increased awareness of pollution producers; display the effects of pollution on plants and animals, as well as the land, air and water.



Ages 6-9: Teaches the following four crucial areas of literacy that are challenging for struggling readers: Decoding, vocabulary, comprehension of connected text and motivation.



Ages 6-8: To create a positive change in the current state of childhood nutrition; to encourage daily physical activity and exercise; to promote basic nutrition and proper portion-size, the importance of eating three meals a day (especially a good breakfast), and the value of family meal-time interactions.



Ages 9-12: Teaches about sustainability and green living. Kids are encouraged to make informed choices and meaningful changes.



Ages 9-12: It's My Life is organized across six topic "channels": Friends, Family, School, Body, Emotions, and Money. Our aim is to cover issues important to you, and the site is filled with young people's comments, ideas, and questions sent in from all over the world. It's My Life is for kids, about kids, and most importantly, by kids.



Ages 6+: Kart Kingdom is a game that help players develop systems thinking skills. Systems thinkers approach problems by understanding the relationships among the interacting elements of a system, rather than focusing on its parts.



Ages 3-7: Using a research-based, highly successful curriculum developed by Dr. Feierabend, Lomax: The Hound of Music gives children (many of whom may have limited opportunities to explore music, in or out of school) a chance to develop musical intelligence at a time when they are neurologically primed for this kind of learning-pulling them into the experience with fun and fantasy.



Ages 4-7: The goal of Martha Speaks is to increase oral vocabulary, the words we use when we talk. Martha Speaks is designed to teach up to 20 words in each show.



Ages 6-11: Encourages children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; supports children in building their understanding of the English language, with a special emphasis on vocabulary.



Ages 3-5: The main focus of this television series is on children's emotional development—encourages children to feel good about themselves, helps children learn the skills needed for growing up, encourages appreciation of and respect for others, and promotes values that are universally important to children and families.



Ages 3-8: Nature Cat devised to reconnect children with the natural world; making engaging, age-appropriate nature education a sustaining and enriching part of their daily lives. Curriculum areas include, but are not limited to: Life Sciences, Earth Sciences, Physical Sciences and Environmental Education.



Ages 5-8: Odd Squad emphasizes problem solving, teamwork and perseverance in every strange and hilarious new assignment agents Olive and Otto tackle, using effective mathematical practices and critical mathematics concepts and skills to ultimately solve each case.



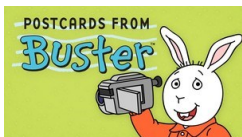
Ages 6-8: Oh Noah!, (formerly known as Noah Comprende) is designed to teach Spanish to children ages six to eight through animated videos with embedded games that help build vocabulary.



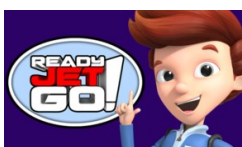
Ages 3-5: Teaches measurement, shapes and patterns and a wide range of fundamental pre-math skills, as established by the NAEYC and NCTM. Uses an inquiry-based approach to problem solving.



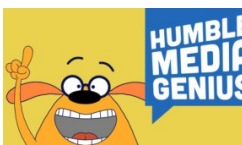
Ages 6-9: An exciting environmental science series that helps kids develop a love for, and connection to, this amazing and beautiful planet we call home. Activities and media resources arranged in a thematic sequence and aligned to the Next Generation Science Standards.



Ages 6-9: Builds awareness and appreciation of the many cultures of North America, and to support elementary school-age English Language Learners.



Ages 3-8: READY JET GO! is a kid's first introduction to space, earth science, and technology, presented in an entertaining and engaging way that will inspire a life-long interest. The astronomy curriculum covers the basics about the planets, moons, asteroids, comets of our solar system, and the fact that our own Sun is actually a star—one of billions in our own Milky Way Galaxy.



Ages 6-11: RUFF RUFFMAN: HUMBLE MEDIA GENIUS addresses the red-hot topic of how kids use technology, and allows students and teachers to explore four topics with original animation and interactivity—texting, sharing photographs, conducting searches, and finding an appropriate balance of technology and media use.





Ages 8-12: Showcases bright, curious real tween girls putting science and engineering to work in their everyday lives.



Ages 2-5: Sesame Street put television to work as an educational tool, and independent research has repeatedly and conclusively proven that the approach succeeds in improving cognitive skills, teaching respect and social skills, and promoting school readiness skills. Children who watch the show as two-year-olds gain an advantage in math, vocabulary, and other school readiness skills by the time they are five.



Ages 3-6: Encourages children to think, talk and work the way scientists do by building on preschoolers' natural curiosity about the world, shows that science is all around us – we all interact with and are capable of learning about scientific concepts, contributes to school readiness by fostering children's intellectual skills, motivation to learn, and confidence in themselves as learners.



Ages 4-7: Encourages kids to explore the natural undersea world. Focuses on themes of diversity, individuality, interconnectedness and the celebration of learning and discovery. Shows the importance of taking care of the ocean.



Ages 3-6: Designed to help kids ages 3 to 6 with the critical skills that they need to learn to read (and love to read!) as recommended by the National Reading Panel (alphabet skills, word families, spelling, comprehension and vocabulary) to support children's learning by partnering with parents and teachers to create a "climate of curiosity" for children.



Ages 3-5: Exemplifies the principle of treating others with kindness and respect, demonstrates the importance of listening carefully and following instructions, explores the impact of teamwork and cooperation, emphasizes the power of persistence and to demonstrate how to cope with failure and to help students understand responsibility and examine possible consequences to various actions.



Ages 8-10: Because it addresses issues of web safety, information literacy and digital citizenship, Webonauts Internet Academy can be a great tool for classrooms and school media centers.



Ages 6-8: Teaches natural history and age-appropriate science by building on natural interest in animals, develops and strengthens basic skills of observation and investigation that children will use increasingly as they continue their study of science and builds excitement in science that will remain with them throughout their lives.



Ages 6-12: Helps children learn the geography of the United States of America, helps understand and appreciate the diversity of American Culture, introduces children to regions within the United States of America and helps children gain an appreciation for the natural and ecological make up of the United States of America



Ages 4-9: Engages children in a language-filled world that will provide a meaningful context and rich experiences to help build children's deep word knowledge and engender a lifelong enthusiasm for language.



Ages 3-5: WordWorld empowers children as early readers by making the important connections between letters, sounds, words and meaning that are necessary for reading.



Ages 5-11: Challenges kids to "turn off the TV and do it!" Based on the original hit series from the 70's, ZOOM is packed with science experiments, recipes, plays, games, jokes, chats, poems, and volunteer ideas, all sent in by viewers, and offering a wealth of activities for kids to do by themselves, with friends, or with their parents.



Ages 3-5: The PEEP science curriculum invites preschoolers to actively investigate their world by exploring water, sound, plant, color, shadows, and ramps (movement) in units lasting 3 weeks. <http://www.peepandthebigwideworld.com/>



Ages 3-5: **Pinkalicious & Peterrific** encourages kids to engage in the creative arts and self-expression, covering areas such as music, dance and visual arts.