



CHILDREN'S PROGRAM DESCRIPTIONS

ANGELINA BALLERINA follows the (mis)adventures of the passionate young mouse-girl who dreams of ballet stardom but manages to propel herself into humorous and challenging escapades that teach valuable life lessons. Each half-hour program contains two animated episodes and concludes with a live-action dance instruction segment sure to educate and inspire young viewers. (Ages 3 to 8)

ARTHUR This animated series is based on the popular children's book series by Marc Brown. Arthur, an aardvark, and his precious and affectionate little sister D.W. star in an upbeat series about the typical trials and tribulations (and triumphs) of being eight years old.

BARNEY & FRIENDS *Barney and Friends* takes place after school in the classroom, playground, and tree house of a local school. The imaginations of the children (ages two to five) bring Barney, a plush dinosaur toy, to life. With Barney's help and encouragement, the children explore and discover the fun of learning, making friends, and playing together. Each program is built around one theme that deals with an important childhood achievement, such as learning to count, identifying colors and shapes, or making friends. Barney is a lovable, friendly six-foot purple dinosaur who is a friend to all children. Baby Bop is Barney's three-year-old friend. BJ is Baby Bop's six-year-old brother. There are four children in the cast that represent various ethnic backgrounds with diverse interests and abilities.

THE BERENSTAIN BEARS *The Berenstain Bears* introduces children to a wide range of important social values. Starring Mama, papa, Brother and Sister, along with their relatives, neighbors and friends, *The Berenstain Bears* teaches social and emotional competence by encouraging children to recognize how to make thoughtful, informed and responsible choices and decisions. Additionally, the series explores family roles and relationships. (Ages 2-7)

BETWEEN THE LIONS This series is designed to open up a world of literature and learning for young children (ages 4-7). In the series a family of lions -- Theo and Cleo and their cubs, Lionel and Leona run a library where books, words, and story characters come vividly and magically to life, transforming the sometimes confusing process of learning to read into an entertaining adventure for young viewers.

BIZ KID\$ educates children 6 to 12 about financial literacy, fiscal and social responsibility, work readiness and entrepreneurship in a fun and memorable way. *Biz Kid\$* features compelling stories from real-life kid entrepreneurs and reinforces the importance of budgeting, saving, and giving back to the community.

BOB THE BUILDER This series presents an engaging world of construction, filled with adventure and positive messages for young children (preschool age). In each episode, Bob, Wendy and their can-do crew of machines work together as a team, demonstrating the value of positive thinking, problem-solving and personal achievement, while reminding their viewers that "The Fun Is In Getting It Done!"

CAILLOU (pronounced KY'YOO) is an irresistible 4-year old who will capture your heart and the hearts of all young viewers (ages 2-6), as they explore with him the joys and trials of just being a little kid. All of the stories in the series are designed to help children grow through the development stages of self-esteem, confidence and independence.

THE CAT IN THE HAT KNOWS A LOT ABOUT THAT! This new animated preschool series is designed to spark a love of learning and an interest in science. The mission of this series is to cultivate positive views about science and scientists among the next generation—the children who will be tomorrow's innovators.

CLIFFORD THE BIG RED DOG Designed for children ages 3-7, the animated television series is based on the books of the same name and uses classic storytelling to present universal social, emotional, and moral messages to young children. These fun-filled episodes follow Clifford and his pals (both canine and human) as they play, discover and interact with each other and the inhabitants of Birdwell Island, learning that good friends are what life is all about. The stories are fun, gentle and kid-relatable — they deal with issues that kids are experiencing: whether it's bragging, not wanting to share or learning that telling the truth is the best policy. More importantly, though, they learn that the world is out there to be discovered with gusto.

CURIOUS GEORGE is an animated series based on the popular books by Margret and H.A. Rey. Aimed at pre-school viewers (ages three to five), the goal of the series is to inspire children to explore science, engineering, and math in the world around them. And what better guide is there for this kind of exploration than the world's most curious monkey? George lives to find new things to discover, touch, spill and chew! Everything is new to George and worth investigating. Of course, in George's hands—all four of them—investigation often leads to unintended consequences!

CYBERCHASE is an animated adventure television series and multimedia project for children ages 8-11, about a team of kids on daring missions in Cyberspace. To save the day, our heroes have to use MATH and BRAIN POWER. Cyberchase helps kids discover that math is fun and something we experience, not just in school, but all around us, everyday. The show helps kids feel successful - that they can be as good at math and problem solving as the Cyberchase kids can. Math is everywhere. Math is about solving problems. Math is fun. And boy, does it come in handy!

DESIGN SQUAD NATION engages 9 to 13-year-olds - and younger kids, too - in engineering. Directing the action are [Adam and Judy](#), two young engineers who give kids the tools they need to turn their dreams into reality. Discovering that engineering is everywhere, Adam and Judy travel the world, from Nicaragua to New York City, to work side-by-side with talented kids to brainstorm, design and build solutions to fulfill a dream.

DINOSAUR TRAIN embraces and celebrates the fascination that preschoolers have with both dinosaurs and trains while encouraging basic scientific thinking and skills as the audience learns about natural science, natural history and paleontology. The show is set in a whimsically realistic, prehistoric world of jungles, swamps, active volcanoes and oceans. Each day, DINOSAUR TRAIN will help kids ages 3 to 6 to discover new types of dinosaur species, compare and contrast dinosaurs to today's creatures.

DRAGONFLY TV is a show for kids ages 9-12 who are interested in the science behind their favorite activities. DragonflyTV engages tens of millions of children, parents and teachers in accessible, hands-on science activities. DragonflyTV is designed to appeal to children from diverse ethnic, socioeconomic, and educational backgrounds. By modeling and celebrating children's science capabilities, DragonflyTV shows that if kids can dream it, they can do it!.

ELECTRIC COMPANY aims to entertain children between the ages of 6 and 9 while teaching reading skills. Like the original "The Electric Company," the series draws from pop culture --- music, comedy, technology and celebrities --- to create a playful, hip, multi-media experience. "The Electric Company" itself is a group of friends from a New York neighborhood bound by a love for language and sworn to do the right thing. They are the Fantastic Four of Phonics, the Conquistadors of Connected Text, the Virtuosos of Vocabulary. They will be called upon to solve problems that have been created by a naughty group of neighborhood pranksters. In every instance, the Company prevails against the pranksters by employing superior dexterity in the use of the words. The problems and situations can be fantastical and the solutions may border the ridiculous, but each episode will follow a psychedelic logic that is playful, funny and musical. In fact, each episode is a little madcap musical comedy all its own.

FETCH WITH Ruff Ruffman Who says reality bites? FETCH! (short for Fabulously Entertaining TV with a Canine Host) is a reality/game-show hybrid that blends live-action and animation and revolves around a particularly "animated" dog named Ruff Ruffman, who develops, produces, and hosts his own brand of reality TV. Ruff hires six kids to join his cast, and proceeds to send them on wild (sometimes wacky) real-world challenges – everything from training a cat for a commercial, to knee-boarding, to performing stand-up comedy, to busting some fishy urban myths. Targeted to six- to ten-year-olds.

MARTHA SPEAKS! What if your dog could talk? Follow the adventures of Martha after alphabet soup gives her the power of speech. She gets jobs, foils bad guys, wins contests, and orders lots of steak! Based on the best-selling books by Susan Meddaugh, *Martha Speaks* comes from the creators of Curious George and Arthur and is designed to bridge vocabulary gaps common to many young children. (Targets kids 4-7 years old)

MISTER ROGERS' NEIGHBORHOOD is a “television visit” between Mister Rogers and his young viewers. With his caring and trusting ways, Mister Rogers has created a calm, safe place for children (ages two to six) to learn about themselves, about others, and about the world around them.

Mister Rogers' Neighborhood helps children develop self-esteem, self-control, imagination, persistence, cooperation, appreciation of diversity, patience, and creativity. Throughout the programs, Fred Rogers helps children feel good about themselves. The series is slow-paced and simple – it's made for children.

PEEP AND THE BIG WIDE WORLD is an Emmy Award-winning preschool (ages 3-5) science and math series that tracks the adventures of Peep, a newly-hatched chicken; Chirp, a smart and sassy robin; and Quack, an endearing duck. Each half-hour episode is filled with plenty of humor and contains two animated stories that highlight simple science and math concepts.

SCIGIRLS is a new show for kids ages 8-12 that is designed to spark a girl's curiosity in STEM (science, technology, engineering and math). The show is all about hands-on science inquiry. Participants learn the scientific process, work collaboratively to investigate meaningful questions and see how STEM helps people solve problems, achieve goals, and help others.

SESAME STREET shows many techniques to make learning fun. Each day the street comes alive with a variety of human and Muppet characters. Their interactions are designed to engage children's active participation. Animated segments and live action films help children to explore themselves and their world.

Make the most of *Sesame Street* by helping children to participate. As you watch the show, encourage children to predict what will happen next, join in the singing and dancing, help the characters figure out what to do, and remember things about their own experiences that are similar to what the characters are experiencing.

SID THE SCIENCE KID is a new educational animated television series using comedy to promote exploration, discovery and science readiness among preschoolers. This is the Jim Henson Company's first series for PBS KIDS that features a practical in-school science curriculum, uses music and humor to celebrate children's natural curiosity about science in everyday life. The energetic and inquisitive Sid starts each episode with a new question (“Why are my shoes shrinking?” “Why do bananas get mushy?”) and embarks on a fun-filled day of finding answers with the help of family and friends. (Targets kids 3-6 years old and the adults who care for them.)

SIGNING TIME is the smartest playtime activity, hands down! Play, sing and sign along with *Signing Time* while learning American Sign Language! Babies and toddlers can communicate with signs even before they can talk—some as early as nine months. *Signing Time* is a multi-sensory program that introduces children and their parents to a “hands on” second language used by millions of Americans.

SUPER WHY! is a breakthrough preschool series designed to help kids ages 3 to 6 with the critical skills that they need to learn to read, and love to read, alphabet skills, word families, spelling, comprehension and vocabulary. Each 24-minute reading adventure takes place in Storybrook Village, a magical 3-D world hidden behind the bookshelves in a children's library. The Storybrook Village is the home of your child's favorite fairytale characters. Immediately, you'll meet the four best friends who anchor each episode: Red, from Little Red Riding Hood; Pig from The Three Little Pigs, Princess from The Princess and The Pea, and Whyatt, the curious younger brother of Jack from Jack and The Beanstalk who discovers he has the power to fly inside books to find answers to his questions. Each of these characters is re-imagined as an everyday kid, not unlike your child's own friends: Red rides roller blades; Pig drives a trike; Princess loves tea parties and dress-up; and Whyatt is the group's natural leader.

THOMAS AND FRIENDS helps children (ages 3-6) enter a world of imagination through the tracks of a train and the words of a story. A range of themes is explored, including responsibility, sounds, helping and the world around you. Timeless life lessons, such as the joy of accomplishment, the value of encouragement and the importance of treating others with kindness, are woven throughout the episodes. Thomas the Tank Engine stories have captivated children since 1945.

WILD KRATTS joins the adventures of Chris and Martin Kratt as they encounter incredible wild animals, combining science education with fun and adventure as the duo travels to animal habitats around the globe. Each adventure explores an age-appropriate science concept central to an animal's life and showcases a never-before-seen wildlife moment, all wrapped up in engaging stories of adventure, mystery, rescue, and the Kratt brothers' brand of laugh-out-loud-comedy that kids love. Real-life Chris and Martin introduce each "Wild Kratts" episode with a live action segment that imagines what it would be like to experience a never-before-seen wildlife moment, and asks, "What if...?" The Kratt brothers transition into animation and the adventure begins, bringing early-elementary school children into the secret lives of extraordinary creatures, many of which have never been animated before -- including Tiger quolls, Draco lizards, and Caracals!

WORDGIRL follows the every day life and superhero adventures of Becky Botsford, aka WordGirl, a 10-year-old superhero who can not only leap tall buildings and fly at the speed of sound, but who fights crime with her vocabulary. WordGirl knows every word in the dictionary and she uses them to save the city and the English language. WordGirl, along with her trusty sidekick Captain Huggy Face, saves the day in her never-ending battle for truth, justice and use of the right word. WordGirl and Captain Huggy Face know that crime doesn't pay, but knowing the right word for the right moment is priceless!

WORD WORLD It's a word-rich place where friends have fun and meet challenges through WordPlay. Your 3-5 year-olds will watch as a lovable crew of WordFriends™ save the day everyday when they put letters together to make words that morph into real, live things before their very eyes. Children watching Word World learn to construct and deconstruct words in lots of fun ways. Word World is all about Instant Word Recognition—a visual way to introduce children to the power of words. It's such an obviously great idea, everyone's asking, "Why didn't I think of that?"

ZOBOOMAFOO is a wildlife series for preschoolers. It teaches them to respect and care for animals and encourages them to explore the world around them. The series, aimed at two to six year olds, uses a lively mix of live-action and clay animation to create a fun and energetic learning environment. Zoboomafoo ("Zoboo" for short) is a playful little lemur who stars in the program with its creators, Martin and Chris Kratt.

THE ZULA PATROL, a group of animated aliens travel the galaxies to learn new and exciting things about science and space exploration. This series, targeted to pre-kindergarteners through third-graders, delivers both astronomy-based science education (orbits, eclipses, moon phases, asteroids, comets, gravity), as well as character-building lessons.

For information about the
Children's Programming schedule, contact
SDPB Education and Outreach at
1-800-456-0766 or Edservices@sdpb.org.
For links to these series' web sites and more,
Check out www.sdpb.org.

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