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November 9, 1998

BY HAND

Magalie Roman Salas, Secretary
Federal Communications Commission
1919 M Street, N.W., Room 222
Washington, D.C. 20554

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NOV - 9 1998

FEDERAL COMMUNICATIONS COMMISSION
OFFICE OF THE SECRETARY

Re: **Notice of Ex Parte Presentation**
Direct Broadcast Satellite Public Service Obligations
MM Docket No. 93-25

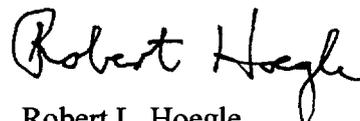
Dear Ms. Salas:

This is to provide notice that Richard H. Waysdorf, Senior Counsel, Affiliate Relations, of Encore Media Group LLC and Robert L. Hoegle, counsel for Encore, met on November 6 with Rick Chessen, Senior Legal Advisor to Commissioner Tristani. An original and one copy of this letter are being submitted to you for inclusion in the record in this proceeding, and a copy is being provided to Mr. Chessen.

During the meeting, we discussed WAM! America's Kidz Network, as described in the enclosed materials, and the application of the proposed rules in this proceeding to WAM! More specifically, we reviewed the potential application of the rules to non-commercial educational programming services operated by for-profit entities and the programming distributed on WAM!, which is produced by non-profit entities as summarized on the enclosures.

If you have any questions regarding the above information, please contact the undersigned.

Very truly yours,



Robert L. Hoegle

RLH:ssm
Enclosures

cc: Rick Chessen, Esquire (w/encl.)

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Lesson Plan for The Eddie Files

FEDERAL COMMUNICATIONS COMMISSION
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Run Time: 16 episodes/30 minutes each

Recommended Grade Level: 3 - 8

Curricular Area: Math and Personal

Development/Careers

Source: Foundation for Advancements in
Science and Education (FASE)

After viewing this program, students will be able to:

- ☞ Learn math through motivational projects.
- ☞ Apply mathematics to real life situations.
- ☞ Explore potential higher learning and career opportunities.
- ☞ Overcome prejudices about minorities and women performing non-stereotypical jobs.
- ☞ Understand the importance of math.
- ☞ Design simple devices or projects to illustrate mathematical principles.

Synopsis:

Each episode of "The Eddie Files" combines hands-on classroom lessons that illustrate math concepts, interviews with professionals who use these concepts in their everyday work, and a fictional storyline revolving around math as seen through the eyes of Eddie, an 11-year-old boy who keeps files and photographs on the careers that use these elements.

Think About:

- ✗ How is technology affected by math?
- ✗ In what situations might you use estimation? Why would you use it?
- ✗ Why are statistics important in any profession?
- ✗ How is math relevant to the fashion industry? To sports? To musicians?
- ✗ Name several professions that use math everyday.
- ✗ How is geometry used in designing structures or products?
- ✗ How are fractions useful? Name several activities that require using fractions.
- ✗ How do statistics help you form opinions or make decisions?
- ✗ What does the decimal indicate in monetary terms?
- ✗ How is the value of a digit determined?
- ✗ How does using food, candy or products help illustrate math principles?
- ✗ Why is it improper to use "and" when saying numbers larger than 99?

Suggested Activities:

- ✗ Invite speakers from different fields to discuss how math plays a role in their daily jobs.
- ✗ Visit area businesses to discover how math plays an active role in the daily operations (Go to a restaurant to see how math influences inventory orders, menus prices, portion sizes).
- ✗ Conduct a "Gallup poll" on the favorite musician, actor, movie, etc. at your school.

Key Vocabulary:

Estimation	Geometry	Polygon	Fractions
Diameter	Distance	Time	Speed
Statistics	Place Value	Circles	Decimals
Length	Area	Strategy	Patterns
Volume	Counting	Principle	Design



Lesson Plan for Mark's Web World

Run Time: 33 episodes/30 minutes each

Recommended Grade Level: 6 - 12

Curricular Area: Science/Technology

Synopsis:

Computer expert Mark Bunting shares with teens the latest in computer technology, the Internet, cool Web sites, and reviews of new computer software related to the particular topic of the show. The fast-paced show includes interviews with people whose jobs require them to use computers in very unique ways. The series emphasizes responsible entertainment and educational uses of the computer, Internet and software.

After viewing this program, students will be able to:

- ☞ Use the Internet to research information and communicate with others.
- ☞ Make educated choices when selecting computer software.
- ☞ Explore potential higher learning and career opportunities.
- ☞ Understand the importance of computers.

Think About:

- ✗ What role do computers play in sports?
- ✗ How can computers help to physically rehabilitate people after injuries?
- ✗ How do computers help design golf courses?
- ✗ What jobs cannot be performed by computers?
- ✗ How have computers helped businesses manage regional offices more efficiently?
- ✗ How have computers made it easier to communicate globally?
- ✗ How is it possible to participate in a college course without physically being there?
- ✗ How do computers impact every aspect of space exploration?
- ✗ How can computers help you conduct research on a particular topic?
- ✗ Can the Internet replace the need for books and libraries? Why or why not?
- ✗ How is it possible for two people in different parts of the country to play a virtual reality game together?

Suggested Activities:

- ✗ Invite speakers from different fields to discuss how computers plays a role in their daily jobs.
- ✗ Select a topic, research it using only the Internet and write a report. Be sure to include a bibliography of Web sites.
- ✗ Visit a computerized virtual reality theme park and write a report on how it works.
- ✗ Write a review for several theme-related software and game packages. Be sure to list the pros and cons for each program.
- ✗ Plot a timeline of the evolution of the computer.

Key Vocabulary:

Virtual Reality
Cyber
Graphics

Computer-generated
Animation
Internet

Software
Web site
Interactive



Lesson Plan for Futures with Jaime Escalante

Run Time: 24 episodes/15 minutes each

Recommended Grade Level: 6 - 12

Curricular Area: Math and
Personal Development/Careers

Source: Foundation for Advancements in
Science and Education (FASE)

Synopsis:

Celebrity and expert speakers, and fast-paced visuals demonstrate the practical applications of math and science. Host Jaime Escalante, subject of the film "Stand and Deliver," takes a unique approach to these often intimidating subjects. Interviews with successful people in the working world explain how real life, everyday situations require math and science. Whenever possible, mathematical and scientific principles are put into sports-related context, making dissemination of information more manageable for students. The emphasis of this series is to motivate youngsters about math and science by providing ways students can apply learned skills in their lives or future careers.

After viewing this program, students will be able to:

- ☞ Learn math and science through motivational projects.
- ☞ Apply mathematical and scientific principles to real life situations.
- ☞ Explore potential higher learning and career opportunities.
- ☞ Understand the importance of math and science.
- ☞ Conduct simple scientific experiments to support theories.
- ☞ Answer questions using research skills.
- ☞ Draw conclusions based on observation and data.
- ☞ Design simple devices or projects to illustrate mathematical or scientific principles.

Think About:

- ✗ How is technology affected by math and science?
- ✗ Why are statistics important in any profession?
- ✗ What are some of the different types of energy, as well as the advantages and disadvantages of each?
- ✗ How is math relevant to the fashion industry? To science? To ecology?
- ✗ Why is protecting the ecosystem important?
- ✗ Name some professions that work with light.
- ✗ What are at least 5 ways light is used?
- ✗ What is the role of a land surveyor and how is the information he/she gathers used?
- ✗ What mathematical concepts are essential to map-making?



Lesson Plan for Interactions: Real Math - Real Careers

Run Time: 12 episodes/15 minutes each

Recommended Grade Level: 6 - 12

Curricular Area: Math and

Personal Development/Careers

Source: Foundation for Advancements in
Science and Education (FASE)

Synopsis:

This innovative program takes math and science out of the traditional classroom setting and into various work sites around the world.

Interviews feature professionals who share how math, science and technology play an integral part in their careers. Students explore how math and science are applied to everything from wildlife preservation, digital communications, athletic sports, voyages in outer space or every day living.

Think About:

- ✗ How is solar energy converted into electricity?
- ✗ What does it mean to digitize something?
- ✗ What are some ways of delivering digital information?
- ✗ What are the benefits of digital technology?
- ✗ What factors affect our water supply?
- ✗ What measures would be taken if there was a severe water shortage in your state?
- ✗ How does the extinction of a species affect an ecosystem?
- ✗ What role do worldwide breeding programs serve?
- ✗ Can scientific advances sometimes have a negative effect on the environment?
- ✗ How do musicians use math?
- ✗ What factors divide the population into fashion segments?

After viewing this program, students will be able to:

- ✎ Learn math and science through motivational projects.
- ✎ Apply mathematical and scientific principles to real-life situations.
- ✎ Explore potential higher learning and career opportunities.
- ✎ Understand the importance of math and science.
- ✎ Conduct simple scientific experiments to support theories.
- ✎ Answer questions using research skills.
- ✎ Draw conclusions based on observation and data.
- ✎ Design simple devices or projects to illustrate mathematical or scientific principles.
- ✎ Research the best methods to tackle environmental concerns and dilemmas.
- ✎ Become sensitive to environmental conditions.



Lesson Plan for Math — Who Needs It?

Run Time: 1 episodes/1 hour

Recommended Grade Level: 6 - 12

Curricular Area: Math and

Personal Development/Careers

Source: Foundation for Advancements in
Science and Education (FASE)

Synopsis:

Renowned educator Jaime Escalante, subject of the film "Stand and Deliver," motivates students about often intimidating curricular areas of math and science. By introducing math short-cuts, interviewing successful professionals in exciting careers and celebrities who discuss their thoughts on math, students discover that math is everywhere. There is no escaping the real-life, everyday situations that require math. In the process of learning, kids also realize that math can be fun.

Think About:

- ✗ How is technology affected by math and science?
- ✗ What are some everyday activities that require math? What math skills do they involve?
- ✗ How does math help consumers make wise purchasing choices?
- ✗ How is music influenced by math?
- ✗ Why are statistics important in any profession?
- ✗ How is math relevant to the fashion industry?
- ✗ What are some situations that you would use estimation?
- ✗ How are angles used in the design of sports equipment?
- ✗ How is math used in designing new consumer products?
- ✗ What are some of the different fields of engineering?

After viewing this program, students will be able to:

- ✍ Learn math and science through motivational projects.
- ✍ Apply mathematical and scientific principles to real-life situations.
- ✍ Explore potential higher learning and career opportunities.
- ✍ Understand the importance of math and science.
- ✍ Conduct simple scientific experiments to support theories.
- ✍ Draw conclusions based on observation and data.
- ✍ Design simple devices or projects to illustrate mathematical or scientific principles.
- ✍ Discover that math is fun and exciting.
- ✍ Equate a lack of math knowledge with illiteracy.



Lesson Plan for Musical Encounter

Program Name: Musical Encounter
Run Time: 42 episodes / 30 minutes each
Curricular Area: Music
Recommended Grade Level: 3 - 8

Synopsis:

A continuing series of programs feature outstanding young musicians performing for student audiences from kindergarten through sixth grade. Special guest hosts provide introductions, answer questions from the audiences and provide historical and miscellaneous musical information. The goal of the series is to bring together young performers with young audiences to foster an appreciation and understanding of the challenges players face.

After viewing, students will be able to:

- ☞ Gain an appreciation of music and the dedication it takes to be a musician.
- ☞ Demonstrate how musical tones are shown on a staff and what the lines and spaces indicate.
- ☞ Understand a variety of rhythmic patterns.
- ☞ Distinguish the importance of definite and indefinite pitch in the performance of both jazz and classical music.
- ☞ Recognize the sections of an orchestra and identify different instruments in each section.
- ☞ Understand the kinds of music famous composers wrote and become familiar with their styles.
- ☞ Understand that folk music and dance are important parts of all cultures and allow stories about the way of life to be passed from generation to generation.

Think About:

- ✗ What are some technical difficulties of playing a string instrument?
- ✗ How are different sounds produced on woodwind instruments?
- ✗ Why is the piano often called the "basic musical instrument"? Why is it classified as both a percussion and string instrument?
- ✗ What role does a conductor play in an orchestra? Could an orchestra perform without one?
- ✗ How are the flute and piccolo different from the rest of the woodwind family? What characteristics do woodwinds share?
- ✗ What is the difference between a band and an orchestra?
- ✗ What is a symphony?
- ✗ What are the major differences between a classical guitar and a folk guitar? Between an acoustic and an electric guitar?
- ✗ Once a dance has been choreographed, how can the arrangement of movements be recorded so others can reproduce it?
- ✗ Although the saxophone is a woodwind, what characteristics does it have that are similar to the brass family?
- ✗ What is the difference in the function of the pedals on the harp and those of the piano?



Lesson Plan for Kids' Planet Video

Program Name: Kids' Planet Video
Run Time: 13 episodes / 30 minutes
Curricular Area: Social Studies
Recommended Grade Level: 4 - 10

Synopsis:

This magazine series is written, directed, edited, and produced by kids. It allows children from 35 countries to share ideas, feelings and knowledge. Through home videos, e-mail and letters, these young people are able to record their daily lives and express themselves with video diaries that highlight their wide range of interests. This global exchange of lifestyles helps kids develop an appreciation for other cultures and provides a vehicle for kids to take pride in their own heritage. Video cameras and training are available to participants.

After viewing this series, students will be able to:

- ☞ Locate featured countries on a world map.
- ☞ Recognize traditions and customs of other countries.
- ☞ Compare and contrast American life with that of other countries.
- ☞ Describe regional culture and traditions.
- ☞ Respect other's beliefs and traditions.
- ☞ Appreciate art forms, artistic expression, music, and dance.

Think About:

- ✗ What would life be like without electricity, phones, running water, paved roads, air conditioning, or cars?
- ✗ Many children have jobs to help support their families. What types of jobs do young people in the United States have? For what reasons do they have jobs?
- ✗ How can diet reflect cultural beliefs and customs?
- ✗ Are school uniforms a good idea? Why or why not?
- ✗ How do some of the featured recreational activities differ from those in this country?
- ✗ How does education improve economic conditions for people?
- ✗ How do music and dance reflect the beliefs of a society?
- ✗ Why do folklore and superstition play an important role in some cultures?
- ✗ In many countries, men and women have very distinct roles or functions. Define some.
- ✗ Why is the United States often referred to as "the great melting pot"?
- ✗ From what countries have Americans adopted their traditions?
- ✗ What effect does war have on countries and their people?
- ✗ Why does adolescence signify a major turning point in many cultures?
- ✗ Do you think home remedies are as effective as manufactured medications for treatment of illnesses? Why or why not?
- ✗ What can we do to preserve the environment?



Lesson Plan for Field Trip

Run Time: 27 episodes/30 minutes each

Recommended Grade Level: 1 - 6

Curricular Area: Social Studies

Synopsis:

Host Barry Louis Parker guides students on tours of airports, aquariums, animation studios, and scientific laboratories. Field experts explain the behind-the-scenes inner-workings of each location and answer student questions. A list of suggested reading and additional resources is provided at the conclusion of each "Field Trip."

After viewing this program, students will be able to:

- ☞ Develop an interest in history, science, art, music, business and culture.
- ☞ Appreciate different art forms.
- ☞ Research historical events.
- ☞ Apply scientific principles to real-life situations.
- ☞ Explore potential higher learning and career opportunities.
- ☞ Draw conclusions based on observation and data.
- ☞ Investigate the best methods to tackle environmental concerns and dilemmas.

Think About:

- ✗ What is the significance of masks in African culture?
- ✗ What was life like during medieval times?
- ✗ What is the purpose of a canal?
- ✗ What is the most important job at an airport?
- ✗ How do stalactites and stalagmites form? What is the difference between the formations?
- ✗ What traits are important when choosing a dog for a pet?
- ✗ Why is it important to study different species of animals and plants?
- ✗ How does the extinction of a species influence an ecosystem?
- ✗ What are some things we can do to preserve the environment?
- ✗ Why are so many scientific experiments done aboard the space shuttle?

Suggested Activities:

- ✗ Plot a timeline of historical events of the Middle Ages.
- ✗ Film an episode of "Field Trip" about your school. Write a detailed schedule, include what will be discussed and who will be interviewed.
- ✗ Hold a mock community meeting to discuss plowing a heavily wooded area in favor of a new amusement park. Debate both sides of the issue.
- ✗ Research the Civil War and write a report on a major battle.
- ✗ Start a community awareness project to improve or preserve the environment. Write letters to city officials and businesses, hang posters and flyers, etc.
- ✗ Write a letter to "Field Trip" suggesting the next destination as well as the questions you would like answered.

Key Vocabulary:

Forage
Cavern

Topography
Middle Ages

Planetarium
Aquarium

Navigate
Quark

Atom
Animation



Lesson Plan for Scientific Eye

Run Time: 38 episodes/30 minutes each

Recommended Grade Level: 5 - 9

Curricular Area: Science

Synopsis:

Baffling questions, cartoons, comical sketches and computer graphics make science exciting. Hands-on demonstrations illustrate answers to how and why things work. This series encourages students to use scientific principles by making science relevant to everyday life.

After viewing this program, students will be able to:

-  Learn science through motivational projects.
-  Apply scientific principles to real-life situations.
-  Conduct simple scientific experiments to support theories.
-  Draw conclusions based on observation, data and research.
-  Design simple devices or projects to illustrate scientific principles.

Think About:

- X** What causes a ship to be buoyant?
- X** How is sound produced?
- X** How can echoes be useful?
- X** Why does the moon appear to have different shapes throughout the month?
- X** What causes a solar eclipse?
- X** What products can be manufactured from recycled items?
- X** Under what circumstances is it best not to use water when extinguishing fires?
- X** How can acids be both beneficial and dangerous?
- X** What was life like before there was central air conditioning and refrigerators?
- X** Why are scientists experimenting with alternate forms of farming?
- X** How do human-made habitats differ from natural ones?
- X** When designing a structure, what unique structural stresses must be considered?
- X** Why are so many scientific experiments done aboard space shuttles?
- X** Why do some buildings survive hurricanes and earthquakes while others don't?

Suggested Activities:

- X** Perform comparison testing of laundry detergents or other household cleaners. How effectively do they clean? Remove stains? Retain fabric colors/softness?
- X** Invite scientists to discuss how science plays a role in their job.
- X** Experiment with a variety of growing techniques such as light conditions, with or without soil, weather conditions, etc. Keep a log to note your observations.
- X** Design and construct a machine.
- X** Research the various forms of energy and report on each.

Key Vocabulary:

Gravity	Insulation	Suction	Organism
Polymer	Evaporation	Buoyancy	Erosion
Vibration	Force	Friction	Cell
Theory	Abrasion	Control	Energy



Lesson Plan for Mathematical Eye

Run Time: 28 episodes/30 minutes each

Recommended Grade Level: 4 - 9

Curricular Area: Math

Synopsis:

Answers to perplexing questions, cartoons and computer graphics make learning math fun. Hands-on demonstrations using food and everyday products help illustrate the use of math skills. Students are introduced to various jobs that use math. This series motivates students by emphasizing the application of math principles.

After viewing this program, students will be able to:

-  Learn math and science through motivational projects.
-  Apply mathematical and scientific principles to real-life situations.
-  Explore potential higher learning and career opportunities.
-  Understand the importance of math and science.
-  Draw conclusions based on observation and data.
-  Design simple devices or projects to illustrate mathematical or scientific principles.

Think About:

- X** How is technology affected by math?
- X** How does using food, candy or products help illustrate math principles?
- X** How do statistics help us form opinions or make decisions?
- X** What mathematical concepts are essential to map-making?
- X** How do computers play a role in everyday life? Advantages? Disadvantages?
- X** How can a map not drawn to scale be misleading?
- X** What are some situations in which you would use estimation?
- X** Why is it improper to use "and" when saying numbers larger than 99?
- X** How would you use logic to prove your point of view?
- X** What would happen if we didn't have boundary lines?
- X** How are different types of graphs used to convey information?

Suggested Activities:

- X** Invite speakers from different expertise areas to discuss how math plays a role in their daily job.
- X** Create games, similar to Battleship, using coordinates.
- X** Draw a map to scale of your school zone, neighborhood, classroom or home.
- X** Conduct a "poll" on the favorite musician, actor, movie, etc. at your school. Use as many types of graphs as possible to show your results.

Key Vocabulary:

Fields	Problem Solving	Ratio	Coordinates
Database	Square Numbers	Volume	Probability
Equations	Prime Numbers	Surface	Symmetry



Lesson Plan for Global Family

Run Time: 60 episodes/30 minutes each

Recommended Grade Level: 4 - 9

Curricular Area: Social Studies

Synopsis:

This captivating series emphasizes the importance of all creatures big and small. Viewers travel the world to learn about endangered animal species, the value of plant life, water sources of the planet, and the measures underway to protect these precious resources. These glimpses into the wild illustrate how man, the environment and animals impact the balance within the ecosystem.

After viewing this program, students will be able to:

- ☞ Develop an interest in wildlife and nature.
- ☞ Appreciate the interrelationship of the environment, animals and humans.
- ☞ Research preservation and conservation methods.
- ☞ Investigate the best methods to tackle environmental concerns.

Think About:

- ✗ Why is it important to study different species of animals and plants?
- ✗ Which is more important, protecting the environment or advancing technologically?
- ✗ How do man-made animal habitats differ from natural animal habitats?
- ✗ How does the economy influence the environment?
- ✗ What can you do to preserve the environment?
- ✗ How has industrialization impacted the ecosystem?
- ✗ How does the extinction of one species impact the survival of another species?
- ✗ Is it possible to re-train some animal species to adapt to living among man?
- ✗ Can species population size hinder its survival? How?
- ✗ Why do shorelines sustain the greatest percent of life found in any river or lake?

Suggested Activities:

- ✗ Hold a mock community meeting to discuss plowing a heavily wooded area in favor of a new amusement park. Debate both sides of the issue.
- ✗ Start a community awareness project to improve or preserve the environment. Write letters to city officials and businesses, hang posters and flyers, etc.
- ✗ Select an endangered animal and write a report on it, include conservation efforts.
- ✗ Write a persuasive letter to a company or organization which you feel is threatening the environment. Offer suggestions on what they can do to protect the ecosystem.
- ✗ Volunteer at the nearest zoo, aquarium, or animal sanctuary to learn more about endangered animals.

Key Vocabulary:

Endangered	Observation	Migration	Herbicide
Extinction	Rain Forest	Gamekeeper	Runoff
Conservation	Deforestation	Ecology	Afforestation
Breeding Programs	Interdependence	Predator	Reproduction
Habitat	Preservation	Instinct	Nesting



Lesson Plan for PUMPED!

Run Time: 26 episodes/30 minutes each

Recommended Grade Level: 3 - 12

Curricular Area: Physical Education

After viewing this series, students will be able to:

- ☞ Respect the hard work and dedication of athletes.
- ☞ Develop an understanding of the science of sports and athletic equipment.
- ☞ Understand the skills needed to perform athletic sports.
- ☞ Appreciate different forms of athletic expression.
- ☞ Develop an interest in sports and physical fitness.

Synopsis:

This magazine series features teen hosts Richard and Cara, who interview professional athletes offering tips on being successful, insight into the world of sports and highlights of their careers. The show also profiles youngsters, who discuss the dedication and personal sacrifice that goes into being a top-notch athlete. Viewers learn about inspirational athletes who are disabled and attempt to answer trivia that stumps the pros.

Think About:

- ✗ Are athletes overpaid?
- ✗ Why are tickets to sporting events so expensive?
- ✗ Should athletes charge fans for their autographs? Why or why not?
- ✗ How do endorsements from sports superstars increase the sales of products?
- ✗ Should reporters of the opposite sex be allowed to conduct locker room interviews?
- ✗ Should women be allowed to play on the same professional sports teams as men? Explain.
- ✗ How do some parents put too much pressure on their children to perform well in sports?
- ✗ What are some sports activities people with disabilities can participate in?
- ✗ Should athletes who have criminal records be allowed to play? Why or why not?
- ✗ Should professional athletes be role models for young children? Why or why not?
- ✗ What do children in competitive sports miss out on?

Suggested Activities:

- ✗ Compile a list of unusual sporting activities and write a description for each one.
- ✗ Construct a timeline of the creation of different Olympic sports competitions.
- ✗ Select a sport and hold a school-wide contest to break a **Guinness World Book** record.
- ✗ Write your dream "PUMPED!" script – include the sports heroes you would interview, sports trivia, and the featured sports and athletes.

Key Vocabulary:

Competition
Unicycle hockey
Curveball
Aerodynamic

Contact Sports
Motorcross
Synchronized
Design

Professional
Decathlon
Olympics
Cross-country

Triathlon
Curling
Freestyle
Amateur



Lesson Plan for Scratch

Run Time: 40 episodes/30 minutes each

Recommended Grade Level: 5 - 9

Curricular Area: Personal Development

Synopsis:

This fast-paced magazine show is hosted by teens reporting from exciting locations around the country. Each episode features the hosts on daring adventures, interviewing teens with cool jobs and hobbies, playing "Cupid," and exploring tough teen issues such as teen pregnancy, suicide, and drug and alcohol abuse by interviewing adolescents who have survived tough times.

After viewing this series, students will be able to:

- ☞ Explore tough social issues.
- ☞ Investigate different hobbies and career opportunities.
- ☞ Develop a social tolerance for different people.
- ☞ Respect the achievements and adversities of others.
- ☞ Compare and contrast teen lifestyles in different socioeconomic levels.

Think About:

- ✗ How can spending time in a prison with criminals be beneficial for troubled youth?
- ✗ How can peer pressure have both negative and positive influences on an individual?
- ✗ What sacrifices do parents have to make for their children? Would you be willing to make those sacrifices as a teen parent?
- ✗ Should child prodigies pursue higher learning at early ages or should they be kids?
- ✗ Often the judicial system fails to rehabilitate juvenile delinquents. What alternative programs or forms of punishment might have more positive effects?
- ✗ What factors contribute to homelessness?
- ✗ How can troubled times often be the best learning tools?
- ✗ What do children in competitive sports, modeling, acting, or advanced studies miss out on?
- ✗ If you could pick a dream job, what would it be?
- ✗ Is cruel and unusual punishment an effective deterrent?

Suggested Activities:

- ✗ Produce a series based on "Scratch" for your school – interview classmates about their hobbies, jobs, love interests and social concerns.
- ✗ Create a school volunteer program to work with the homeless, elderly, terminally ill, etc.
- ✗ Work in teams to come up with unique businesses. Create a budget, assign responsibilities, advertise your services and get to work. Write a report on how well your company did.

Key Vocabulary:

Obesity	Addiction	Rehabilitation	Environmentalist
Scared Straight	Fad	Autistic Savant	Audition
Peer Pressure	Slang	Hybrid Sport	Paralysis
Alcoholism	Prodigy	Eating Disorder	Victim



Lesson Plan for So You Want To Be?

Run Time: 26 episodes/30 minutes each

Recommended Grade Level: 5 - 8

Curricular Area: Personal Development/
Careers

Synopsis:

Hosts Melody Young and Jeff Gardner introduce viewers to a broad range of career opportunities. Each episode features behind-the-scenes glimpses into two different job fields, interviews with experts about job qualifications and training, pertinent vocabulary, questions from students, and professional contact information for professional institutions and associations in particular fields of employment.

After viewing this program, students will be able to:

- ☞ Apply academic principles to real-life.
- ☞ Explore potential higher learning and career opportunities.
- ☞ Draw conclusions based on observation and data.
- ☞ Respect the talents of all professions.

Think About:

- ✗ How will the skills you learn in school benefit you later in life?
- ✗ What are some jobs which require math? English? Science? History?
- ✗ What are some professions which require constant training?
- ✗ How does one person's job performance impact the efficiency of another person's job (i.e. nurse/doctor, secretary/executive)?
- ✗ What do you want to be when you grow up? What skills are required to do the job?
- ✗ How does math play a role in everyday life?
- ✗ What are the job responsibilities of a parent?
- ✗ What daily chores are you required to do? How could you turn them into a business?

Suggested Activities:

- ✗ Using the Help Wanted section of the newspaper, select a job and write a cover letter and resumé based on the job description.
- ✗ Hold Career Day to film an episode of "So You Want To Be?" Invite parents to discuss their jobs.
- ✗ Select a job and write an ad for the Help Wanted section of the newspaper describing the job requirements.

Key Vocabulary:

Client	Analyze	Executive
Sales	Apply	Investor
Training	Asset	Designer
Career	Budget	Technician
Entrepreneur	Apprentice	Reporting



Lesson Plan For The World of Volcanoes

Run Time: 6 episodes/30 minutes each

Recommended Grade Level: 7 - 10

Curricular Area: Science/Geography

Synopsis:

World renowned volcanologist Maurice Krafft takes students on guided tours of volcanoes around the world. Each episode reflects more than 20 years of research into volcanoes from the most active in the world to the chronicles of man's battle against volcanic eruptions to the rare formations of lava lakes and acid lakes.

After viewing this program, students will be able to:

- ☞ Describe the formation of volcanoes.
- ☞ Comprehend the importance of information gathered by volcanologists.
- ☞ Understand the impact of volcanic activity on the environment.
- ☞ Explain the characteristics of different types of volcanoes.
- ☞ Realize the force of volcanic eruptions.

Think About:

- ✗ How long does it take the environment to recover after a volcanic eruption?
- ✗ How can scientists tap into this massive source of energy?
- ✗ How do volcanoes located on hot spots differ from those along the edge of plates?
- ✗ How are islands formed as a result of volcanoes?
- ✗ How are volcanic eruptions predicted?
- ✗ What causes an increase in earthquake activity prior to a volcanic eruption?
- ✗ What causes a volcano to erupt?
- ✗ Where is the source of magma located and what triggers it to rise?
- ✗ What causes a steamblast eruption?
- ✗ What is a shield volcano?
- ✗ What does measuring electro-conductivity indicate?

Suggested Activities:

- ✗ Design a model of a volcano with the capability to erupt.
- ✗ Plot the location of volcanoes on a world map.
- ✗ Select a region with many volcanoes and create a timeline of volcanic activity in that region.
- ✗ Write a story about what it would be like to live near a volcano that was about to erupt.
- ✗ Write a news report on a volcano that is about to erupt.

Key Vocabulary:

Eruption	Lava	Hot Spot	Volcanology
Molten	Faults	Compression	Shield Volcano
Crater	Plates	Survey	Distance Meter
Geotechnician	Magma	Steamblast	Electro-conductivity



Lesson Plan for Art Attack

Program Name: Art Attack

Run Time: 65 episodes / 30 minutes each

Recommended Grade Level: 3 - 10

Curricular Area: Art

Synopsis:

Easy-to-make, inexpensive art projects are demonstrated using every day odds and ends found around the house. The series offers parents, teachers and kids an array of tips for artistic expression from simple tasks to rainy day projects to great gift ideas and decorating tips.

After viewing, students will be able to:

- ☞ Appreciate the different forms of art.
- ☞ Express themselves using a variety of creative methods.
- ☞ Identify different painting techniques.
- ☞ Demonstrate the ability to create colors by mixing paints.
- ☞ Utilize a variety of techniques to demonstrate shading effects.
- ☞ Create the impression of depth.

Think About:

- ✗ What is art? What makes a good artist?
- ✗ Why are dancers and musicians also referred to as artists?
- ✗ What is the difference between a cartoon and a caricature?
- ✗ What is another word for mirror images?
- ✗ How do you create shadow effects?

Suggested Activities:

- ✗ Create a collage using pictures that depict a particular theme or emotion.
- ✗ Create a cartoon character and write a weekly strip for your school newspaper.
- ✗ Use a variety of materials to make a collage depicting the main idea of a story.
- ✗ Paint with a variety of uncut and cut fruits and vegetables such as star fruit, oranges, potatoes, artichokes, and broccoli. Discuss the different textures they leave and the designs they make.
- ✗ Decorate different borders or frames using odds and ends like change, pasta noodles, beans, buttons, etc.
- ✗ Make a calendar for the upcoming year. Decorate the pages using some of the techniques demonstrated on the program.

Key Vocabulary:

Origami	Batik	Stencil	Illuminated
Sculpture	Collage	Perspective	Mounting
Silhouette	Caricature	Crosshatching	Plaster
Expression	Distance	3D	Animation



Lesson Plan for Music Factory

Program Name: Music Factory
 Run Time: 10 episodes / 30 minutes each
 Curricular Area: Music
 Recommended Grade Level: 3 - 8

Synopsis:

This upbeat program features kid hosts introducing musical concepts, musicians and instruments. Reinforcing the musical concepts are entertaining blocks which feature extraordinary young artists, classroom activities and hands-on experiments, demonstrations of instruments, puzzles and wacky skits. Each episode is wrapped with reviews of concepts and vocabulary.

After viewing this series, students will be able to:

- ☞ Understand the basic concepts of music.
- ☞ Gain music appreciation.
- ☞ Learn about composers and musicians.
- ☞ Explore a wide range of music.
- ☞ Explore diverse compositions and instruments found in different cultures.
- ☞ Identify members of instrument families.
- ☞ Demonstrate an understanding of music signs and symbols through movement and listening activities.
- ☞ Demonstrate through singing and hand motions an understanding of contour.
- ☞ Differentiate between Major and minor chords through listening activities.

Think About:

- ✗ What are the ABCs of music?
- ✗ What are the elements of rhythm?
- ✗ What are the elements of tone?
- ✗ What is the difference between pitch and timbre?
- ✗ How can you change timbre?
- ✗ What is a scale?
- ✗ What are the different types of rests and their values?

Suggested Activities:

- ✗ Construct musical instruments using ordinary household items and explore the concepts of timbre and rhythm patterns.
- ✗ Play the "Hokey Pokey" to reinforce musical concepts such as instruments, music notes, composers, etc.
- ✗ Listening to a piece of music, identify chords as Major or minor as well as identify the instruments. Categorize them by musical family.
- ✗ Using eight glass bottles with varying quantities of water, create scales by arranging bottles from lowest to highest pitch in ascending order.

Key Vocabulary:

Tone	Rhythm	Beat	Scale	Texture
Pitch	Vibration	Tempo	Melody	Form
Timbre	Harmony	Meter	Chord	



Lesson Plan for How 2

Run Time: 44 episodes/15 minutes each
Curricular Area: Science
Recommended Grade Level: 4 - 7

After viewing this program, students will be able to:

-  Draw conclusions based on observation and data.
-  Conduct simple scientific experiments to support theories.
-  Apply scientific principles to real life situations.
-  Answer questions using research skills.

Synopsis:

Unusual and perplexing questions about how things work are demonstrated. To help illustrate the explanations, three scientist-hosts conduct highly technical experiments and consult a variety of sources and experts to solve life's simple mysteries.

Think About:

- X What causes objects to have elasticity?
- X What are some examples of elastic sponges?
- X What causes propellers to appear invisible while spinning rapidly?
- X How does the amount of water in a bottle affect sound?
- X What purposes do windmills serve?
- X How does your mind play tricks on you?
- X What are the signs of poisonous mushrooms?
- X What are the characteristics of an insect?
- X What makes a duck have buoyancy?

Suggested Activities:

- X Experiment with a variety of growing techniques using some of the examples illustrated on the series. Keep a log to note your observations.
- X Have fun with words! Students research the origins of words, create their hieroglyphics to convey messages, etc.
- X Students work in teams to come up with original How 2 problems and demonstrate the explanations to the class.

Key Vocabulary:

Gravity	Balance	Repel	Latent Heat
Theory	Anatomy	Carbon-dating	Hieroglyphics
Leach	Stationary	Pliable	Atmospheric
Identical	Kaleidoscope	Secrete	Pressure
Suspension	Origami	Optical Illusion	Electro-magnets



F.R.O.G. (Friends of Research and Odd Gadgets)

Run Time: 20 episodes/30 minutes each

Curricular Area: Science

Recommended Grade Level: 3 - 8

After viewing this series, students will be able to:

- ☞ Make observations and gather data to draw conclusions.
- ☞ Research the best methods to tackle problems.
- ☞ Apply scientific principles to real life situations.
- ☞ Construct simple gadgets.

Synopsis:

With the aid of a computer, kids learn simple hands-on science lessons that teach them research and experimentation. Using odds and ends found around the house, yard and garage, plus a little thought and reports from field reporters, young scientists learn to build an energy-efficient doghouse, construct a solar oven, discover how fish breath underwater and explore how a chicken's foot inspired the building of a giant robotic arm.

Think About:

- ✗ What are some things we can do to conserve energy?
- ✗ How can technology and art work together?
- ✗ How many different sources of energy do we use to energize our world? What are the advantages and disadvantages of each?
- ✗ How can scientists learn from observing animal behavior?
- ✗ Can scientific advances sometimes have a negative effect on the environment?
- ✗ What jobs cannot be done by computers or robots?
- ✗ What are some naturally occurring magnets?
- ✗ How can the sun be used as a means to keep time?
- ✗ What are some objects that are made from recycled plastics?
- ✗ How do short wave radios differ from am/fm radios?
- ✗ Why should story boards be used when creating a cartoon?
- ✗ How can illusions be used to trick our minds?

Suggested Activities:

- ✗ Visit a recycling center to research how materials are processed and the many uses of products that are made from recycled materials.
- ✗ Organize and judge a science fair, based on projects made from materials typically found around the house.
- ✗ Research the different forms of energy and the advantages and disadvantages of each.
- ✗ Using a home video camera, write, shoot and edit a television commercial.

Key Vocabulary:

insulation	magnetic	nuclear power	oscilloscope
solar-heat	aquarium	robot	sound waves
conservation	generator	animation	short waves
electro-magnets	hydro-power	vibrations	illusion



Lesson Plan for Green Earth Club

Program Name: Green Earth Club
Run Time: 23 episodes / 15 minutes
Recommended Grade Level: 4 - 6
Curricular Area: Science & Social Studies

After viewing this series, students will be able to:

Synopsis:

This program offers a unique examination of how our everyday life impacts the environment. Young hosts explore environmental issues and hear contrasting points of view on controversial topics such as fur trading, chemical manufacturing, timberlands, etc. Each episode includes spotlights on EnviroKids, children who have initiated local environmental projects; Green Tips on the 3 "Rs": Reduce, Reuse and Recycle; Get Activated; and reviews of books, shows and movies about the environment. Messages are reinforced through song and dance routines that young guests have composed or choreographed.

- ☞ Make observations and gather data to draw conclusions.
- ☞ Research the best methods to tackle environmental concerns and dilemmas.
- ☞ Initiate local community projects to improve or preserve the environment.
- ☞ Become sensitive to environmental conditions.
- ☞ Communicate a message through the use of persuasion.
- ☞ Design simple devices or projects to eliminate waste.

Think About:

- ✗ What are some things we can do to preserve the environment?
- ✗ How many different sources of energy do we use to energize our world?
What are the advantages and disadvantages of each?
- ✗ How can scientists learn from observing animal behavior?
- ✗ Can scientific advances sometimes have a negative effect on the environment?
- ✗ What are some objects that are made from recycled plastics?
- ✗ What happens to the environment when a species becomes extinct?
- ✗ What role in the environment do trees play?
- ✗ What are the advantages and disadvantages of organic versus chemical-use farming?
- ✗ Why can't all glass items be recycled?

Suggested Activities:

- ✗ Visit a recycling center to research how materials are processed and the many uses of products that are made from recycled materials.
- ✗ Start a community awareness project in the school to improve or preserve the environment.

Key Vocabulary:

toxic
urban renewal
organic
endangered
reforestation

compost
agroforestry
environment
habitat
extinction

petroleum
pollution
sulphur emissions
acid rain
landfill

wetland
solar-energy
conservation
hydroelectricity



Lesson Plan for We Are The Children

Program Name: We Are The Children

Run Time: 36 episodes / 30 minutes

Curricular Area: Social Studies

Recommended Grade Level: 4 - 8

Synopsis:

This program offers a unique perspective into the everyday lives of young people around the world. In each episode we are introduced to a child in a far away land. We follow the child on a typical day while learning their heritage, customs and beliefs. We learn that although ways of life may differ, people around the world share many commonalities.

After viewing this series, students will be able to:

- ☞ Locate featured countries on a world map.
- ☞ Recognize traditions and customs of other countries.
- ☞ Compare and contrast the way of life in America with that of other countries.
- ☞ Describe regional culture and traditions.
- ☞ Identify famous artists, works of art and art forms.
- ☞ Respect other's beliefs and traditions.
- ☞ Appreciate vernacular music and dance.

Think About:

- ✗ What would life be like without electricity, phones, running water, paved roads, air conditioning, or cars?
- ✗ What forms of energy are used to fuel different parts of the world?
- ✗ How does the practice of yoga ease fears and relieve pain?
- ✗ How can diet reflect cultural beliefs and customs?
- ✗ Many children wear uniforms to school. Is this a good idea? Why or why not?
- ✗ How does an education improve economic conditions for people?
- ✗ How are computers changing the way civilized nations work and do business?
- ✗ What does modern art attempt to do?
- ✗ How do music and dance reflect the beliefs of a society?
- ✗ Why do folklore and superstition play an important role in some cultures?
- ✗ In many countries, men and women have very distinct role or functions. Define some.
- ✗ Why is the United States often referred to as "the great melting pot?"
- ✗ From what countries have Americans adopted their traditions?
- ✗ Why does adolescence signify a major turning point in many cultures?
- ✗ Do you think home remedies are as effective as manufactured medications for treatment of illnesses? Why or why not?
- ✗ How do featured sports differ from those played in the United States?



Education that Entertains Entertainment that Educates for Kids' Sake



WAM! Educational Value

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- ❖ **Educational Mission—24/7**
 - Teaches/Motivates/Guides
 - Every Major Subject every school day
 - On-air discussion questions and written Lesson Plans
- ❖ **No Commercials or Merchandising—Ever**
- ❖ **Original Product teaches kids about Diversity and their world, e.g. *Kids' Planet Video***
- ❖ **Programs from nonprofit sources**
- ❖ **Honor Roll students as program hosts and reporters**
- ❖ **Book-based Dramas encourage reading**
- ❖ **Department of Education Closed-caption grant**
- ❖ **PTA “Get Involved” PSA Partnership**
- ❖ **National Campaign to raise caliber of kids' TV**



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WAM! First and Only Proven Education Formula Specific to Adolescents

WAM!

- ❖ First and Still the Only Children's Education Service 24/7
- ❖ Existing Proven Channel Model
- ❖ Committed to Learning Needs of Adolescents
- ❖ Subject-Specific Education
- ❖ Services Underserved Adolescents (Upper elementary, middle, high)
- ❖ Real Kids in Real Situations
- ❖ Designed for Motivation/Character Building/Problem Solving
- ❖ Commercial-Free All The Time
- ❖ Majority of Programs—U.S. Premieres
- ❖ Channel Focus on Core Content

WAM! EDUCATIONAL Line-Up

Monday - Friday

Time	Program
03:00	<i>We Are the Children (np)</i>
03:30	<i>Global Family (np)</i>
04:00	<i>Field Trip (np)</i>
04:30	So You Want to Be
05:00	Mark's Web World
05:30	<i>Futures (np)</i>
05:45	<i>Interactions (np)</i>
06:00	<i>Eddie Files (np)</i>
06:30	Mathematical Eye
07:00	Pumped
07:30	Scratch
08:00	<i>Music Factory (np)</i>
08:30	Art Attack
09:00	<i>We Are the Children (np)</i>
09:30	<i>Global Family (np)</i>
10:00	<i>Field Trip (np)</i>
10:30	So You Want to Be
11:00	Mark's Web World
11:30	<i>Futures (np)</i>
11:45	<i>Interactions (np)</i>
12:00	<i>Eddie Files (np)</i>
12:30	Mathematical Eye
01:00	Scientific Eye
01:30	How 2
02:00	<i>Music Factory (np)</i>
02:30	Art Attack



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WAM! Education Programs Produced by Non-Profit Agency

<u>Title</u>	<u># Programs</u>	<u># of Hours</u>	<u>Grade</u>	<u>Subject</u>
Global Family	60	30	E, M	Social Studies
Green Earth Club	23	6	E	Social Studies
We Are The Children	36	18	E	Social Studies
Field Trip	27	13	E, M	General
Futures	24	6	E, M, H	Career
Interactions	12	3	E, M, H	Math
Math...Who Needs It?	1	1	E, M, H	Math
Eddie Files	16	13	E, M, H	Science
Music Factory	10	5	E	Music
Musical Encounter	<u>42</u>	<u>21</u>	E	Music
TOTALS	251	116		

Grade Legend: E=Elementary, M=Middle, H=High



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WAM! Program Series Recognitions

❖ *Wind At My Back*

- Five Emmy Awards
- George Foster Peabody Award
- Parent's Choice Award—TV Guide
- 41 Gemini Awards
- American TV Critics' Award
- Golden Hugo Award—Chicago International Film Festival

❖ *Emily of New Moon*

- 1998 Two Gemini Awards

❖ *Kids' Planet Video*

- U.N. Recognition
- Nominated for Children's International Film Festival
- Excellence in Media 1997 Silver Angel Award

❖ *SKY TRACKERS*

- 1994 Australian Film Institute: Best Children's Drama
- 1995 Banff Television Festival: Finalist for Best Children's Series
- 1995 Media New Award: Best Children's Series

❖ *Press Gang*

- 1990 BAFTA: Best Children's Program
- 1990 Television Movie Awards: Best Children's Drama
- 1993 N.Y International Film and TV Festival: Finalist

❖ *Kerrisdale*

- 1993 AND 1994 Top Canadian Children's Program
- 1995 Media Agency: Panasonic Award
- 1995 Media Education in Canada Excellence Award



WAM! Short Feature Recognitions

- ❖ **Beacon Award:** 1997 Winner in the Government Relations Category—WAM! Town Hall Meeting
- ❖ **Clarion Award for Education:** WAM!Cam Series WAM! Goes To Washington
- ❖ **CTAM Mark Award:** Silver Mark in the Program Promotion/Tune-in—Interstitial On-Air Promotion Category
- ❖ **Cable Ace Award:** Nomination for WAM! Goes to Washington—Children's Educational Program Category
- ❖ **ASCAP Deems Taylor Award:** *You Gotta Have Arts*
- ❖ **Telly Award:** *You Gotta Have Arts*
- ❖ **Silver Apple Award:** *You Gotta Have Arts*