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Elementary School Media Materials

GETTING AHEAD SERIES



ELEMENTARY MEDIA MATERIALS GETTING AHEAD SERIES

⊕ **Getting Ahead**

⊕ **Advanced Math Concepts**

303989 DV

PI 120 min 2006 Public Broadcasting Service

Each program uses imaginative stories, mnemonic rhymes, songs, and memorable characters to introduce and reinforce a single mathematical concept, as well as convey the importance of following directions. Pictograms: Numberella demonstrates to Sam and Amber how a pictogram organizes data. Bar Charts: Botler, the chief Robot, creates a bar chart of Junkiter's attractions to send to the Tourist Board. Mental Adding with 2 Digits: Sam and Amber learn how to visualize addition problems as they load the space ship with boxes that must all weigh the same. Mental Subtraction with 2 Digits: Numberella shows Sam and Amber how to use mental subtraction to determine whose team a competing robots had the best score. Mental Addition with 3 Digits: Amber learns how to add 3 digit numbers in her head by splitting them into hundreds, tens, and units. Mental Subtraction with 3 Digits: Sam and Amber must give Uncle Zak the exact measurement of cable needed to repair an electrical power loss. Remainders after Dividing: Numberella teaches Sam and Amber how to round up or down when there are remainders after dividing. Time: AM, PM, 24-Hour Digital: Trapped in a chamber whose doors open at pre-set times, Sam and Amber learn the difference between AM and PM, and their equivalences to 24-hour digital clock times. Problem Solving: Number Sequences: Sam and Amber play a game in which they must identify the next correct number in the sequence: 2, 5, 9, 14. Problem Solving: Using Coordinates: Sam and Amber are heading back to earth. But first they must send Uncle Zak their coordinates so he can say goodbye before they launch.

Mathematics; Subtraction; Time

⊕ **Estimating and Measuring**

303985 DV

PI 120 min 2006 Public Broadcasting Service

Each program uses imaginative stories, mnemonic rhymes, songs, and memorable characters to introduce and reinforce a single mathematical concept, as well as convey the importance of following directions. Approximation and Rounding: To avoid a collision with some space junk, Uncle Zak asks Sam and Amber to measure some distances to the nearest 10 feet. Math Symbols $<$ $=$: Amber uses the concepts of

symbols of "less than" and "equal to" to determine the locations of a distress call. Estimation and Rounding: Amber gets more practice in estimation when she determines mathematically that a spaceship ready to take off is dangerously overloaded. Decimal Fractions: A simulation game measuring reaction time gives Sam and Amber practice using decimals. Decimals and Equivalent Fraction: What do the decimal readings on the meters mean? Numberella uses a number line to explain decimals and their equivalent fractions. Metric Measurement: Sam learns the basic concepts of the metric system, including centimeters, meters, and kilometers, as well as the correct abbreviations for each. Metric Weights: Sam and Amber learn about grams and kilograms to make sure their pet Pozzle eats five times its weight each day. Problem Solving: Proportions: Numberella shows Sam and Amber how to multiply or divide to adjust amounts among ingredients for food recipes and materials for building structures. 2D and 3D Shapes: Sam and Amber learn to distinguish between 2D and 3D shapes. Creating 3D Shapes: Sam and Amber must create 3D shapes from 2D images for an emergency stop of the launch computer.

Mathematics; Decimal Fractions; Fractions

⊕ **Number and Basic Shapes**

303980 DV

PI 120 min 2006 Public Broadcasting Service

Each program uses imaginative stories, mnemonic rhymes, songs, and memorable characters to introduce and reinforce a single mathematical concept, as well as convey the importance of following directions. Number Names: Number recognition helps Sam and Amber to fly space pilot Lisa's cargo ship. Ordering Whole Numbers: Use of a number line helps Sam and Amber put objects in numerical order. Three-Digit Numbers: Sam and Amber learn more three-digit numbers and place value. Counting By Tens: Sam and Amber use a special remote control to count up and down by tens. Counting By Hundreds: Sam and Amber use a counting stick to learn to count up and down by hundreds. Fractions: Sam and Amber learn to name and write fractions to divide up Venus bars. Equivalent Fractions: Without the exact replacement size, how can Sam and Amber fit Uncle Zak's machines with new batteries? Units of Time: It's time to learn about seconds, minutes, and hours when Sam and Amber find an old-fashioned clock in a deserted

space station. Symmetry: Numberella uses a mirror to teach Sam and Amber about symmetry. Directions and Angles: Sam and Amber learn the right vocabulary to give a robot directions to move around.

Mathematics; Numbers, Natural; Fractions; Time

⊕ **Primary Science: Animal Babies**

303974 DV

P 120 min 2006 Public Broadcasting Service

Live action video of a menagerie of baby animals from around the world will give young viewers an appreciation for how animals learn about and adapt to the world around them. Each program depicts how newborn animals move, play, hunt, feed, clean, and protect themselves. Two types of animals are paired together in each program to compare or contrast behavior traits and habitats. Age appropriate narration uses humor to help viewers identify and describe the main characteristics of each animal. Onscreen text clarifies concepts and defines vocabulary words. (Contains 12 ten minute programs).

Animals; Animals - Adaptation; Animals - Habits & Behavior; Sci.I.1; Sci.II.1

⊕ **Primary Science: Life And Earth Sciences**

303975 DV

P 120 min 2006 Public Broadcasting Service

DINOSAURS: MESSAGES IN STONE

Explores how scientists gain insights into the lives of dinosaurs from these magnificent creatures' fossilized remains. Viewers follow the step-by-step process in the reconstruction of a pachyrrhinosaur. **WHAT MAKES A PLANT A PLANT?** Shows viewers a diverse array of plants, and explains how many needs of plants and humans are similar, including the need for water and air. Animated graphics identify different parts of a plant. **WHERE DO NEW PLANTS COME FROM?** Shows viewers how plants fit into the cycles of nature. Close-up, time-lapse, and slow motion photography further illustrate plant ecological processes. Young children dressed as flowers and bees illuminate how pollination works. **HOW DO PLANTS GROW AND CHANGE?** Shows viewers what the naked eye can't see: how plants grow. Discusses different parts of the plant, what plants need to grow, and how they change. Classroom experiments with plants further illustrate how plants need water and light to grow. **HABITATS: WOODLANDS** Reveals the great diversity of life to be found in the Woodlands. Live-action video clearly

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illustrates the four distinct layers of this habitat: a ground layer of lichens and mosses; a field layer of grasses, ferns and wild flowers; a shrub layer of young trees and plants; and a tree layer.

WHEN IT RAINS: Time-lapse, close-up, and slow motion photography captures how raindrops act on different surfaces. Live-action video and animation further demonstrate the rain cycle. Fun experiments show viewers how they recreate the rain cycle and even make their own clouds. **OUR SUN:** Demonstrates how the Sun affects things in and around the house. Shadows move and flower heads turn to follow the sun as its energy stimulates plant growth. Explains how the movement of the Earth and Sun define the days and years. (contains 7 seventeen minute programs).

Life Science; Earth & Space Science; Dinosaurs; Plants; Habitat (see also Biomes, Wetlands); Sun (see also Solar System); Sci.III.1; Sci.V.1; Sci.V.4

⊕ **Primary Science: Physical Science**

303976 DV

P 120 min 2006 Public Broadcasting Service

SOLIDS, LIQUIDS, GASES:

CHANGING STATE Three states of matter, gas, liquid, and solid, are demonstrated with a variety of interesting examples, including an artist working on an ice sculptor, liquid candle wax cooling to become a solid, and frozen water bursting a pipe.

CHEMICAL CHANGES: FIREWORKS

Examines the process of chemical changes from the perspective of scientists devising a new explosive at a fireworks factory. Also presented is how food ingredients are changed during the cooking process. **HOT AIR**

BALLOONS: Scientific curiosity and soaring imagination inspired the Montgolfier brothers to invent the hot air balloon. Dramatic re-enactments and historical video depicts the trial and error that goes into the scientific method. **ENERGY: MOVING TOYS** Many toys store energy in springs, elastic bands and batteries. Energy is transferred into movement and also into heat, light and sound. Children demonstrate these phenomena as they are depicted playing with toys, and creating moving toys of their own.

FRICTION: SLIPPING AND SLIDING

From athletic shoes that grip the ground to skiers waxing their equipment to go faster, this program offers a variety of examples that demonstrate the concept of friction, how friction keeps us safe, and how lubricants such as oil reduce friction. **GRAVITY:**

FASTER AND FASTER Lively video of amusement park rides, skydivers, and different styles and shapes of boats demonstrate the concepts of gravity and force. Viewers are encouraged to replicate onscreen experiments that further illustrate these concepts.

MACHINES: MAKING IT EASIER In a school, pupils experiment with braking materials and gears. They compare their discoveries with the construction of a real bike. They look at how tubes and triangles make strong frames, and how the air's drag will slow them down. (contains 7 seventeen minute programs).

Physical Science; Physics - General; Sci.IV.1

⊕ **Primary Science: The Seasons And Cycles Of Life**

303977 DV

P 120 min 2006 Public Broadcasting Service

SPRING: Witness the progression of spring and the changes it brings to plants and wildlife. Reveals how spring is a season of rebirth, as the bleak and bare countryside begins to show signs of life. **SUMMER:** From the countryside to a pond, this program notes the heightened activity that summer brings. Close-up video and microphotography captures flying insects laying their eggs, tadpoles developing into frogs, water fleas swimming in a drop of water, and daytime butterflies and nighttime moths. **AUTUMN:** As this program vividly illustrates, autumn is a season rich with color and sounds. Live-action video and close-up photography capture beautiful images of animals eating the abundant berries, leaves changing color, and wildlife preparing for the coming winter. **WINTER:** The cycle of seasons ends with winter. Though it is the coldest time of year, there is still life to see. This program clearly depicts the natural hardships animals face in finding food and surviving harsh climates. **STARTING LIFE:** A woman who is going to have a baby takes her children to visit farm animals. Live-action video shows each mother animal caring for its young. Split-screens show that all living things give birth to young like themselves. The human mother explains to her children there is a baby inside her, and an illustrated graphic shows how the baby grows. **PREVIEW FIRST. GROWING:** What do seeds need to help them grow? Time-lapse photography and live-action video of children performing classroom experiments reinforce that seeds need soil, water, warmth, and sunlight to become healthy plants. The process of pollination is also explored with

clarifying animated sequences. **LIFE AND DEATH:** Sensitive handles the subject of death. Thoughtful and reassuring narration notes the characteristics of living and dead things, addresses why living things die, and acknowledges sad feelings. An animated adaptation of Max Velthuis' book, "Frog and the Birdsong," reinforces the concept that life goes on. (7 seventeen minute programs).

Seasons; Plants - reproduction; Life cycles (Biology); Pregnancy & Childbirth; Sci.I.1; Sci.II.1; Sci.III.3; Spring

⊕ **Problem Solving**

303981 DV

PI 120 min 2006 Public Broadcasting Service

Each program uses imaginative stories, mnemonic rhymes, songs, and memorable characters to introduce and reinforce a single mathematical concept, as well as convey the importance of following directions. **Time Tables for 2, 5 and 10:** Sam and Amber learn to use timetables to count several bars of scrap metal. **Addition to 15:** Sam and Amber use counting skills to add two numbers to make 15. **Addition and Subtraction to 20:** A darts game helps Sam and Amber recall number combinations up and down from 20. **Division is Grouping:** To repair their all-purpose robots, Sam and Amber must divide them into old and new models. **Multiplying and Dividing = Opposites:** Sam and Amber learn that multiplication and division are the opposites of each other. **Problem Solving: Distances:** Sam and Amber need to determine which route home is shorter. **Problem Solving: Time Lines:** The kids create a time line to tell their parents on Earth what they've been doing and when. **Problem Solving: Word Puzzles:** Sam and Amber can count on Numberella when they get stuck on a clue in their treasure hunt game. **Problem Solving: Tables** Sam and Amber learn how tables help to organize essential information. **Problem Solving: Bar Charts:** Uncle Zak needs to locate the space junk scattered around Junkiter. Amber finds the data and Numberella shows Sam how to organize it by areas on a bar chart.

Mathematics; Addition; Subtraction; Division

⊕ **Reading and Writing: Creative Reading and Writing**

303968 DV

PI 120 min 2006 Public Broadcasting Service

Better Readers Make Better Writers: (2 hours) **Reading Rules:** - The Letter TV gang returns with more interactive

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computer animated episodes that explore phonemic rules, mostly related to vowel combinations. Each program features numerous opportunities for beginning readers to hear the letter combinations and see them highlighted on the screen in context. Creative Reading and Writing with Ronald Dahl: - Characters, Metaphors and Similies: In this fun and fast-paced program, readers and budding writers will learn how Ronald Dahl used metaphors and similies to make his characters more vivid. In Dahl's own words and in examples from his beloved books, viewers learn how these tools make reading and writing more lively. Creative Reading and Writing with Ronald Dahl: - Plot Twists and Turns: In creating his classic stories, Ronald Dahl considered plots to be problem-solving opportunities. Dahl makes the writing process more accessible to viewers as he shares how he gathered ideas from the world around him, and how he kept notebooks to help him remember the details. Molly's Pilgrim: - This Academy Award winning adaptation of Barbara Cohen's book tells the story of a young Russian Jewish immigrant whose family comes to America to escape religious persecution. She wins her new classmates' respect by comparing her situation to that of the original American Pilgrim.

Reading - General; Writing - General

⊕ Reading and Writing: Letter Combinations and Reading

303963 DV
PI 120 min 2006 Public Broadcasting Service
Becoming More Independent Readers: (2 hours) Letter TV: Letter Combinations: - Letter TV is back on the air with interactive episodes that explore consonant letter combinations. Each program features numerous opportunities for beginning readers to hear the letter combinations and see them highlighted on the screen in context. Sentences That Tell and Ask: - In this fun animated program, capital letters, periods and question marks are discovered to be necessary for effective written communication when a wizard takes on the task of amusing the King. Creative Reading and Writing with Ronald Dahl: Humor, Horror, Thrills and Chills: - Author Ronald Dahl had four rules he used to write his celebrated books: make readers laugh and squirm, enthrall them, and keep them tense and excited with surprises. This fun and fast-paced program features interview segments with Dahl and examples from his stories to illustrate how Dahl used words to bring

his tales to unforgettable life. Make a Wish, Molly: This multi-film festival award-winning live-action adaptation of Barbara Cohen's book beautifully conveys this story's message of ethnic diversity. Molly, a young Russian-Jewish immigrant, is constantly teased for her ethnic mannerisms. She is torn when her first Passover in America conflicts with a friend's birthday party.

Reading - General; Writing - General; English language - sentences

⊕ Reading and Writing: Letters and Reading

303960 DV
PI 120 min Public Broadcasting Service
Meet the Alphabet: (2 hours) Letter TV: Letters A-M: This award-winning series is an entertaining introduction to the letters of the alphabet. Each episode uses verbal and visual reinforcement, humor, and songs to engage budding readers and develop phonemic and letter recognition skills. The featured letter is sounded out and shown in a variety of familiar contexts. The Alphabet Dragon: After saving a dragon, a poor farmer and his wife are given 26 wishes-one for each letter of the alphabet. Each of their wish correlates to a letter of the alphabet. By the time the farmer and his wife get to "Z," they are so burdened with possessions, they must decide whether to keep them or return to their old way of life. Opposites: Before and After: A visit to a candle factory and the baking of a birthday cake presents entertaining examples in the concepts of "before" and "after." A hard block of wax is melted into a liquid. Heating and cooling also transforms solid bars of chocolate into fun and familiar shapes. A delightful song, "Before and After," reinforces what viewers have seen and learned. Ira Sleeps Over: In this film festival award-winning adaptation of Bernard Waber's book, young Ira is invited to sleep at his friend's house for the first time. He cannot decide whether or not to bring his cherished sleeping companion, a teddy bear, along. If he does, with his friend understand? Or should he be brave and leave the bear home?

Reading - General; Writing - General; Alphabet

⊕ Reading and Writing: Words and Reading

303962 DV
PI 120 min 2006 Public Broadcasting Service
A Fun Introduction to Spelling and Storytelling: (2 hours) Letter TV: Letters N-Z - This award-winning series

is an entertaining introduction to the letters of the alphabet. Each episode uses verbal and visual reinforcement, humor, and songs to engage budding readers and develop phonemic and letter recognition skills. The featured letter is sounded out and shown in a variety of familiar contexts. The Spelling Dragon: - The Alphabet Dragon is back in this delightful story that reinforces the basic concepts of spelling. The Dragon grants a prince any wish, as long as he can spell it. When the prince say he cannot spell, the Dragon reassures him, "Anyone can spell." Children will be engaged by the fun animation and fairy tale setting, and will remember that to spell any word, all they need to do is: look; say; think; write; and check. Storytelling: - What are the elements of a good story? This program teaches viewers how to organize important characters and events in their storytelling, and how to order them for the clearest and most logical presentation that listeners will enjoy and remember. John Henry: An American Legend - Ezra Jack Keats' book about the larger-than-life folk hero, John Henry, vividly comes to life, presenting viewers with a timeless story about the rewards of physical labor, a thought-provoking theme of man versus machine, and an entertaining introduction to the fantasy elements of legends.

Reading - General; Writing - General; Alphabet

⊕ World Geography: Canada, Mexico, Brazil, Peru

303966 DV
IJ 120 min 2006 Public Broadcasting Service
CANADA: Discover the diverse economic, scenic, and cultural features of Canada's provinces and territories, including New Brunswick, Newfoundland, Nova Scotia, Prince Edward Island, Quebec, Ontario, Manitoba, Saskatchewan, Alberta, British Columbia, the Yukon, the Northwest Territories, and the recently established Nunavut Territory. (30 Min). MEXICO: From the arid deserts in the north to the Lancandon rainforest in the south, Mexico's rich history and geography vividly come to life. This program visits important cities and regions, including Mexico City, Cuernavaca, Taxco, and the Yucatan Mayan ruins, and explores its indigenous cultures. (30 Min). BRAZIL: Comprising 50% of the landmas and population of South America, Brazil is one of the world's countries with the greatest potential and the most serious problems. This program presents an overview of

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Brazil's history and geography. Five distinct regions, its people, places, and cultures, are represented. (30 Min). PERU: Peru's Inca heritage makes it one of Latin America's most important countries. Here, the past still lives in the present. This program also explores Peru's Spanish influence, and unearths mysterious relics of its indigenous past. The Amazon jungle and rubber barons' buildings reveal even more geographical and cultural diversity. (30 Min).

Canada - Geography; Mexico - Geography; Brazil - geography; Peru - geography; Soc.II.1; Soc.II.3; Soc.II.4

⊕ **World Geography: China, Japan, Australia, Indonesia**

303964 DV

IJ 120 min 2006 Public Broadcasting Service

CHINA: Traces China's revolution-torn history, and charts the effect of contemporary economic reforms that have opened new doors to the outside world as never before. From major cities, including Beijing and Shanghai, to country villages, viewers will get a clear sense of how today's China blends the modern with ancient traditions. Features illuminating segments about Chinese housing, shopping centers and diverse cultures. (30 Min). JAPAN: Etches a vivid portrait of contemporary Japan as an industrial power, with fascinating segments about its corporate culture and fiercely competitive educational system. Examines Japanese housing, Shinto and Buddhist traditions, Western-style recreational habits, landscape gardening, and culinary practices. (30 Min). AUSTRALIA: Surveys Australia's New South Wales, Tasmania, Victoria, South Australia, Western Australia, and Queensland regions, as well as the Northern Territory. Comparisons with equivalent United States geography help to present a clear picture of Australia's size and diverse terrains. Australia's colorful history is presented, along with stunning footage of its unique wildlife. (30 Min). INDONESIA: Offers a representative sample of the world's largest archipelago that is said to have one foot in the present and one in the past. Visits to seven major islands, including Java, Sumatra, Bali, Kamodo, and Flores Island reveal unique rituals and cultural traditions. (30 Min).

World Geography; China - Geography; Japan - Geography; Australia - Geography; Soc.II.1; Soc.II.3; Soc.II.4; Indonesia - geography

⊕ **World Geography: England, Italy, Russia, France**

303965 DV

IJ 120 min 2006 Public Broadcasting Service

ENGLAND: Explores the ancient landmarks, architectural treasures, and modern features of the world-class city of London. Highlights the economic and cultural features of its many regions, including the southwest coastal fishing villages of Cornwall and Devon, and to the north, Sussex, Kent, Gloucestershire, Yorkshire, and others up to the Lake District Mountains. (30 Min). ITALY: From its ancient Roman roots to the contemporary, trend-setting styles in Milan, Italy's rich history, diverse geography and cultural influences are vividly conveyed. Breathtaking cinematography preserves the magnificent landscapes that have provided artists with timeless inspiration. Captures the unique character of each region of Italy and visits the architectural and cultural landmarks in such thriving cities as Rome and Florence. Also visits lesser-known regions such as Liguria and Umbria. (30 Min). RUSSIA: Through wars, revolutions, and seven turbulent decades of Communist control, Russia remains an extraordinary land of enduring tradition and intense change. Students will gain a clearer understanding of this country that has been both ally to and enemy of the United States. Russia's vastness and diversity are reflected in the country's 130 nationalities and ethnic groups spread over 11 time zones. Explores the historical and cultural importance of Russia's major cities, including Moscow, Volgograd, and St. Petersburg, as well as such regions as Volga, Russia's heartland, from where its folk art stems. (30 Min). FRANCE: Highlights France's legendary capital city of Paris, other key cities, historic architecture and daring contemporary buildings, lively neighborhoods and picturesque villages. Beginning in Brittany, France's most ancient region, this program illuminates regional economies and traditions, and examines France's many contributions to the world. (30 Min).

England - Geography; Italy - geography; Russia - Geography (see also former Soviet Union); France - Geography; Soc.II.1; Soc.II.3; Soc.II.4

⊕ **World Geography: South Africa, Egypt, Israel And Iran**

303961 DV

IJ 120 min 2006 Public Broadcasting Service

SOUTH AFRICA: Traces South Africa's turbulent history from the time of the San Bushmen and Khoikhoi shepherds through its struggles to reform its discriminatory racial policies of the past. South Africa's nine regions and its principle cities are identified. Other segments etch a vivid portrait of South Africa as a rich multicultural society with unique cultural heritages and diverse geography. (30 Min). EGYPT: Reveals Egypt's Middle Eastern, Islamic, Mediterranean and African influences. Discover the Nile River and the Suez Canal's importance in Egypt's story, and visit such important symbols of its heritage as the Pyramids at Giza. Segments on Egyptian artisans and cuisine further enhance an appreciation of Egypt's culture. (30 Min). ISRAEL: From the Wailing Wall to the Dome of the Rock, viewers will gain a profound understanding of why the world's three principle monotheistic religions consider Jerusalem hallowed ground. Charts Israel's war-torn history and pays tribute to the victims of the Holocaust. (30 Min). IRAN: Takes viewers inside an Iran that few outside the Middle East get to see. Archival footage, artworks, and artifacts chronicle Iran's tumultuous past as Persia, while contemporary footage reveals how ancient traditions and modern Islamic ways coexist. Presents a fascinating portrait of this historically important country that remains an important political and cultural power. Informative maps pinpoint Iran's major cities, including the capital city of Tehran, as well as Shiraz, Esfahan, and Hamadan. (30 Min).

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