6:30 AM  BARNEY & FRIENDS 1018)  Dancing and Singing
Jamal has never danced before and is too shy to try. On the day of the big dance party in the park, Barney and his friends introduce Jamal to many kinds of dance. Barney assures Jamal that he can do anything he puts his mind to, even dance! With Barney’s help, Jamal finally finds his groove and has fun dancing with his friends! Singing: Barney tells Baby Bop the story of “The Princess without a Song to Sing”. In this origina fairytale, Baby Bop imagines herself as the “sad little princess” trying to find her unique song. Barney, BJ and Riff all become characters in the story, each sharing their songs and revealing an element of song, sound, rhythm and feeling. With their help, the princess finds her song and is delighted sing it for her friends!

7:00 AM  SESAME STREET (4078)  Baby Bear Can’t Get Curly to Fall Asleep
Baby Bear is taking care of his little sister, Curly Bear, for her naptime today! Baby Bear usually puts Curly right to sleep by giving her a little blanket and her favorite doll, then reading her a fun book called “Find the Bears.” But today, Baby Bear is shocked because his fool-proof napping system doesn’t seem to be working! Baby Bear thinks maybe he just needs to read the book again, but that doesn’t work. Then, Baby Bear figures out a an B- to beg Curly Bear to fall asleep, but that doesn’t work either! Maria suggests singing her a Spanish lullaby, but Curly is still The Fairy Napmother’s sparkly magic fairy dust doesn’t seem to help Curly Bear fall asleep either. All of a sudden, Oscar the Grouch offers to help Baby Bear put Curly to sleep as long as they stop all the cutey nap talk. Oscar then creates as much grouch noise as possible with jackhammers, goats tap dancing, and drums. To Baby Bear’s surprise, all this loud noise has finally put Curly Bear to sleep!

8:00 AM  CYBERCHASE (408)  A Crinkle In Time
Digit and the kids go on a rescue mission to save Slider, searching for their friend all over a mysterious cybersite called Ticktockia. But it’s all a big trick by Hacker, and Slider’s not even there! And if the CyberSquad doesn’t leave soon, they’ll be stuck forever. Can they learn enough about gears to escape before the clock strikes 9? Only time will tell! EDUCATIONAL OBJECTIVE: Watch carefully how two gears mesh and you can discover how their size and number of teeth affects the speed at which each turns.

8:30 AM  CURIOUS GEORGE (114)  Curious George’s Rocket Ride
Curious George’s Rocket Ride - The International Space Station’s food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can’t help but be curious about what’s in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George’s experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue and they put the trains back in the correct number order before they reach the station.

9:00 AM  CLIFFORD THE BIG RED DOG (114)  Leaf of Absence/Nobody’s Perfect
Leaf of Absence - T-Bone asks Clifford to keep an eye on a pile of leaves he has collected, but Clifford simply can’t resist jumping into them. When the wind picks up, Clifford realizes he hasn’t taken his responsibility seriously enough. Clifford spends the afternoon re-collecting the pile, and T-Bone is truly grateful when he returns to see his leaves are okay. Clifford learns the importance of keeping a promise. Nobody’s Perfect - It’s Silly Sports Day at school and everyone is looking forward to seeing Charley master yet another athletic feat. But Charley is having a mess time trying to learn how to “Jiggly Juggle!” Charley wants to throw in the towel, but he learns that you don’t have to be the very best at something to enjoy doing it!

9:30 AM  DRAGON TALES (123)  Backwards to Forwards/Sounds Like Trouble
Backwards to Forwards--As the dragons and kids say Leap Dragon, music sparkles begin to rain down on Dragon Land and, voila! everything suddenly goes backwards. At first it’s fun to skip around the meadow, in reverse and to go up a waterfall -- and Ord rather likes the possibility of always eating dessert before a meal -- but the mix-up quickly becomes frustrating. Sounds Like Trouble--Max can’t wait to show Ord the drippy goo ball he made! But during a game of Hot Potato, it slips away from them and
rolls into a dark cave. Afraid of the loud echoes and the darkness, Ord is reluctant to enter. Determined to recover the goo ball, the others encourage him to cope with his fear by reassuring him of the harmless nature of the scary sounds (a dragon frog, a Jugglebug, a waterfall, etc.) and suggesting he cover his ears so he can’t hear them.

10:00 AM  IT’S A BIG BIG WORLD (127) The Big Race/You Are What You Are

The Big Race: Winslow and Smooch are racing through the World Tree and race right into Snook! Winslow wants to organize a race to prove he is the fastest animal in the tree, but Snook suggests that they have a relay race and let each animal participate. Winslow agrees and they all move at their own pace in a World Tree relay race! EDUCATIONAL OBJECTIVE: Same/Different Animal Characteristics - Different animals have different ways of getting around and move at different speeds. You Are What You Are: When Madge tells Wartz that her flowers couldn’t live without water, he wonders if that means that ants and fish are related. Madge explains that just because two things are similar, it doesn’t mean they are the same. She and Wartz talk about the unique characteristics of the animals in the World Tree and how even though you may have things in common with others, and though you yourself may change over time, you always stay who you are inside. EDUCATIONAL OBJECTIVE: Animal Characteristics and Identity - We are all different in our own special way. We may change as we grow, and we can pretend to be other things, but that doesn’t change who we are inside.

10:30 AM  JAKERS! (126) Lucky U

Using creativity and cleverness, Piggley, Dannan and Ferny work together towards the common goal of finding and testing three lucky horseshoe legends in order to find the "true" story behind the horseshoe Mr. Hornsby has hung on the schoolhouse door. Lesson: Cooperating is a great way to accomplish a difficult goal.

11:00 AM  CAILLOU (437) I Love to Pretend!

Mom and Rosie go to the store; Caillou stays at home with his Daddy, and has a lot of fun imitating him and helping him with the chores. When Sarah shows Caillou and Leo her new remote controlled robot, the boys get a great idea to be robots too! They have fun taking turns ‘controlling’ each other with their own remote control. Leo comes over to play at Caillou’s house. They have fun pretending to be bears until Sarah shows up wearing a GY (white Karate outfit). Sarah introduces Caillou and Leo to Karate and demonstrates a few moves. Later, Caillou wants to play with his animal cards but they have disappeared. A search soon reveals that Rosie has been playing with them, scattering them around the house. Caillou’s new mission: to find them! So Caillou and Rosie head out on a safari, working together to find the animal cards. When Caillou visits Clementine, he is impressed to see Billy practicing on a Tuba. Soon, Billy’s marching band mates arrive to practice. Clementine and Caillou make their own pretend horns with cardboard tubes.

11:30 AM  BOB THE BUILDER (409) A New Job for Roley

The crew is busy building Annie’s house on the beach when Muck challenges Scoop to a sandcastle building contest. Scoop loves to build and excites creates an elaborate sand sculpture of himself, while Muck, only manages to dig a big hole. Spud, always ready to help a friend, convinces Muck to build something better out of drift wood and Muck loses track of time, forgetting about her build and excitedly creates an elaborate sand sculpture of himself, while Muck, only manages to dig a big hole. Spud, always ready to help a friend, convinces Muck to build something better out of drift wood and Muck loses track of time, forgetting about her build and excitedly creates an elaborate sand sculpture of himself, while Muck, only manages to dig a big hole.

2:30 PM  MISTER ROGERS’ NEIGHBORHOOD (1574) Mister Rogers Talks About Dance

Mister Rogers visits Arthur Mitchell at the Dance Theatre of Harlem. In the Neighborhood of Make-Believe, recognizing that dance can be about all kinds of feelings, Lady Elaine renames her Always Happy Dance Studio the Sometimes Happy Dance Studio.

3:00 PM  BETWEEN THE LIONS (116) The Popcorn Popper

Lionel and Leona persuade Click to take a magic popcorn popper out of a book and then can’t make it stop popping!

3:30 PM  CURIOUS GEORGE (117) George Makes A Stand/Curious George Sees The Light

George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to ex ain to The Man with the Yellow Hat what happened to all his lemonade. Curious George Sees the Light - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George’s fixes don’t have the desired effect - traffic gets backed up and even Jumpy can get across the street to find his nuts! George has to work with Officer Quint to fix the light and get a better understanding of just what those red, yellow and green lights mean.
4:00 PM DRAGON TALES (126) Crash Landings/The Big Cake Mix-Up
The dragons are excited about the chance to win the first prize in a flying relay race, so they go really fast in practice. But when Zak and Wheezie crash into a tree and Zak gets hurt, he decides not to enter the race for fear of getting injured again. Everybody tries to help Zak cope with his fear by telling him how much they need him, letting him choose the speed at which he and Wheezie fly and outfitting him with a helmet and lots of pillow pads. The Big Cake Mix-Up--The kids and dragons prepare for the Anuual Dragon Land Cake Baking Contest, for which the grand prize is a cookbook they plan to give to Quetzal. Their entry: a dragonberry carrot cake. They set it up to find the ingredients, but all return with the same thing -- eggs. Everyone agrees to an better and try again, so each one volunteers to bring back a specific item on the picture recipe.

4:30 PM ARTHUR (114) Arthur The Wrecker/Arthur and the True Francine
This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. Arthur wrecks his mom's computer, when he disobeys her, in "Arthur The Wrecker." In "Arthur & The True Francine," the kids recall when Muffy first came to their school, and Francine took the blame for Misty's dishonesty.

5:00 PM CYBERCHASE (122) Model Behavior
To protect themselves from Hacker's constant attempts to capture cybersite Happily-Ever-After, the King and his fairy-tale subjects construct a glass Skywall to keep Hacker out of the kingdom. But Hacker unfolds a brilliant scheme to crack open the Skywall - using the Wicked Witch’s Voice! Can the kids use models to outwit Hacker before Wicked sings?!! The Big Idea: Make a model - a simplified version of something complicated - and you can easily and safely understand how it works. Math Topic: Using Models NCTM Links: Geometry.
FRIDAY, FEBRUARY 2007

6:30 AM  BARNEY & FRIENDS (1019) Neighborhood and Careers
Riff can't find his drumsticks anywhere. He knows he had ____ when he visited various neighborhood locations with Barney earlier in the day. Barney magically recreates neighborhood spots to help refresh Riff's memory. Happily, Barney's strategy is a success and Riff finds his drumsticks. Along the way, everyone learns that the most important part of a neighborhood is the people who live there! Careers: Barney helps Baby Bop explore many different jobs. At the end of the day, Baby Bop has several different careers to consider for when she grows up. But for now, she's happy just being three!

7:00 AM  SESAME STREET (4120)
Baby Bear is writing a thrilling story about the Three Bears. With the help of Elmo, he decides the story should be The Three Bears in Outer Space. In the beginning, the Three Astro Bears are trying to find the answer to the question-"How does porridge taste in space?" The middle includes a cowgirl, recommended by Zoe. Then the ship starts to shake. Big Bird thinks that this could only be a tap dancing chicken, but how will the story end? Baby Astro Bear politely asks the chicken to stop tap dancing. The Three Astro Bears finally get to find out how porridge tastes in space. It tastes just right and they live happily ever after. Baby Bear and his friends think that this was the greatest story ever told and they all helped to write it together!

8:00 AM  CYBERCHASE (122) Model Behavior
To protect themselves from Hacker's constant attempts to capture cybersite. Happily-Ever-After, the King and his fairy-tale subjects construct a glass Skywall to keep Hacker out of the kingdom. But Hacker unfolds a brilliant scheme to crack open the Skywall - using the Wicked Witch's Voice! Can the kids use models to outwit Hacker before Wicked sings?? The Big Idea: Make a model - a simplified version of something complicated - and you can easily and safely understand how it works. Math Topic: Using Models NCTM Links: Geometry.

8:30 AM  CURIOUS GEORGE (115) Curious George and the Dam Builders
Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own! But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won't be a good place for beavers or monkeys! Curious George's Low High Score - George can't understand why his high score of 257 isn't a winner when he says his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

9:00 AM  CLIFFORD THE BIG RED DOG (115) Teacher's Pet/Islander of the Year
The dogs go to school for the first time and T-Bone worries that he won't be able to keep up with the rest of the class. He works hard and pays close attention to the teacher's directions, and in the end his efforts are rewarded--as are the efforts of every member of the class as each is praised for his/her unique qualities. Islander of the Year - The library sponsors an essay contest for Islander of the Year, and the children all submit their ideas. But somehow, all their tales include Clifford -- who is ultimately chosen as the winner! Sometimes a winner is the one you'd least expect.

9:30 AM  DRAGON TALES (124) The Greatest Show In Dragon Land/Prepare According
The kids and dragons are really excited about flying to Wonder World amusement park. When they find out Zak and Wheezie have a broken wing and are unable to fly, however, they agree to accommodate their friends by walking there instead. Prepare According to Instructions--Quetzal sends the gang to see one of the most special sights in all of Dragon Land: the dancing crystals at Crystal Cave! He gives them precise instructions for things they must collect along the way. In a rush to make it there before sundown, Emmy dismisses the need for a map and a first aid kit. After they complete the first two instructions (with the help of the first supi es that Zak and Wheezie grabbed just in case), they head for Turtle Rock ... but they don't know how to get there. As Cassie gets ready to fly home to retrieve the map, Emmy begins to understand the importance of thinking ahead and suggests she bring back one more item as well.

10:00 AM  IT'S A BIG BIG WORLD (128) Madge Is Missing/The Anteater Songbook
Smooch and Winslow get worried when no one knows where Madge is and go to Snook for help. He suggests that they consult Madge's books to see if they can learn something about map turtles that will help them discover where Madge might be. While the monkeys are researching, Madge returns from visiting a friend's house and tells the marmosets some more fun facts about turtles. EDUCATIONAL OBJECTIVE: Investigation and Learning - There are many ways we can learn things on our own, including looking up information in books. The Anteater Songbook: After finishing his singing lesson with the ants, Bob shares some songs from his songbook, including: The Way of the Bob, If You're Worried, Echo, Do Something Nice for the Tree, Find Out All About It, and Do Your Best. EDUCATIONAL OBJECTIVE: Music - Singing and listening to songs is not only fun, it can be a great way to learn new things.
10:30 AM  **JAKERS! (127) Ferny Wears The Star**
Ferny gets the chance to be the leader in a game of cowboys, and Piggley is put in the unusual position of being a follower. But Ferny doesn’t say cowboys Piggley’s way, and Piggley soon loses interest and goes home. Mr. Winks convinces Piggley to try Ferny’s way and Piggley ends up having fun—and gaining new respect for his friend.

*Lesson: Listen to others. Your way isn’t necessarily the only/right way.*

11:00 AM  **CAILLOU (438) All Wet!**
Caillou learns about patience when he goes fishing with Daddy and Grandpa at the pier. But learning about patience is hard; can Caillou wait long enough to catch his own fish? When Caillou sees a flyer in the mail about a fun looking water park, he wants to go. But Mom says it’s not a good day for it and Caillou is disappointed. That is until they come up with an idea to make their very own water park in the backyard! Grandma is watching Caillou for the day, and he wants her to pay trucks with him. But Grandma has a better idea; why not help do the laundry? She makes such a great game of it, Caillou wants to pay it again and again. Caillou learns about helping out, and that it can be fun too! Caillou gets an introduction to what it means to be handicapped, when, at the pool, he meets Tammy, a girl a few years older, who happens to be in a wheelchair. It’s raining outside but there is no stopping Caillou! Since no one wants to join him, he goes outside to pay in his new froggie boots, his rain coat and hat. He has a great time walking through water, aying in the wet sand box, and making mud soup.

11:30 AM  **MISTER ROGERS’ NEIGHBORHOOD (410) Animal Fun**
Bob is building a goat run for Farmer Pickles new goat, Giddy, and Travis is responsible for taking Giddy to her new home. When Spud teases Travis about going too slow, he speeds up, causing an accident and the goat escapes! Can Travis and Spud find Giddy and get her safely home? After watching Bob build a tunnel to dry seaweed, Muck decides to create one for Mr. Beasley to use to dry his clothes. Unfortunately what works for drying seaweed isn’t really best for drying clothes and Muck creates a huge disaster! Will Muck confess to what she’s done and find another way to help Mr. Beasley?

3:00 PM  **BETWEEN THE LIONS (309) Two Coats, One Goat, and One Boat**

3:30 PM  **CURIOUS GEORGE (114) Curious George's Rocket Ride**

4:00 PM  **KIDS PICKS ()**

4:30 PM  **KIDS PICKS ()**

5:00 PM  **CYBERCHASE (410) A Tikiville Turkey Day**
Hacker steals the legendary Egg of Benedicta— and the lush landscape of Tikiville wilts and turns brown. The spirit of the Tikians is crushed and Creech is in big trouble unless the CyberSquad can help! When their attempt recover the Egg from Hacker fails, they hatch a new plan to replace the Egg. By studying patterns in nature, can they recreate the nest and restore peace and harmony to Tikiville? EDUCATIONAL OBJECTIVE: Find the rule for a pattern you observe in the natural world and you can use what you have learned to make similar patterns of your own.
6:00 AM  CURIOUS GEORGE (114) *Curious George’s Rocket Ride*

Curious George’s Rocket Ride - The International Space Station’s food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can’t help but be curious about what’s in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George’s experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

6:30 AM  MAKE WAY FOR NODDY (302) *The Great Train Race/A Bike for Big Ears*

Master Tubby Bear is tired of being told to wait to do things until he’s older. He decides to drive off in the train and ends up causing chaos. Say It With Noddy. A Bike For Big Ears - After accidentally running over Big Ears bike with his car, Noddy offers to repair it. He thinks he’s making it better by adding a motor to the bike which only causes more problems for Big-Ears. Say It With Noddy.

7:00 AM  BIG COMFY COUCH (716)

7:30 AM  CLIFFORD’S PUPPY DAYS (102) *The Monster In 3-B/Cat-Tastrophe*

At the beginning of the new school year the Howards get new neighbors that Clifford and the other animals are, at first, nervous to meet. Cat-tastrophe - Clifford tries to be a good host when Flo and Zo stay with the Howards, but the kittens are not the most considerate guests.

8:00 AM  THOMAS AND FRIENDS (309) *Big and Small*

A new crane arrives on the island, Rocky. Rocky has no engine and is unable to move on his own. Edward dismisses Rocky as new fangled nonsense. When Edward causes a spillage of telegraph poles on the tracks, he calls for Harvey, the smaller crane. But Harvey isn’t fast enough, and Gordon steams into the poles and crashes. Harvey can’t lift Gordon and Edward realizes that only Rocky is big enough to help. Edward realizes that Rocky is useful after all and is proud to be his friend. Thomas challenges Spencer to a race. He races right through Kellsthorpe station with a gust of wind so strong that it blows Sir Topham Hatt’s top hat right off. Sir Topham Hatt is going for tea at the Scottish Castle so he needs his hat! Thomas promises to retrieve the hat and sets off to find it. Thomas chases the hat all over the island, but every time he nearly gets to it, the hat blows away. Eventually Thomas stops. All of a sudden, the hat floats gently onto Thomas’ funnel. Slowly Thomas puffs back to Kellsthorpe. Sir Topham Hatt is delighted to have his hat back. Sometimes going slow is just as useful as going fast!

8:30 AM  BOB THE BUILDER (411) *Valley Nature Lessons*

Bob and his dad are building a marshland walkway and Benny can’t wait to see the wildlife. But when he wanders off looking for exciting new creatures, he may find more than he bargained for! Dizzy is helping Bob make street signs to help everyone get around Sunflower Valley. When she’s asked to show the local kids how to get to school, she gets so excited she doesn’t pay attention and soon Dizzy and the children are lost in the wilderness!! How will

9:00 AM  FRANNY’S FEET (201)

9:30 AM  POSTCARDS FOR BUSTER (208)

Buster’s class at Lakewood Elementary has pen pals in Encinitas, California and Buster is going to meet them! He takes video to send back to Elwood City and learn that the Encinitas kids have pen pals in Mexico. Together they travel to Tijuana to meet their Mexican pen pals. Buster realizes that crossing the border isn’t as elaborate as he’d imagined - and that it’s possible to make a pen pal chain across the world.

10:00 AM  ARTHUR (111) *Arthur’s Baby/D.W.’s Baby*

This animated series is based on Marc Brown’s best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. D.W. and Arthur think back to before their sister Kate arrived. Arthur remembers his trepidation about getting a new sister in "Arthur’s Baby." D.W. remembers how Kate changed her life after she arrived in "D.W.’s Baby."

10:30 AM  MAYA AND MIGUEL (140) *A Star Is Born*

Santiago is going to make a television commercial for his pet store... but when Maya hears what he has in mind, she decides to take over and produce something flashier, to really draw in customers. Together with Miguel, she puts together the entire production.
Paco, meanwhile, dreaming of his big break in show business, continually pops up, trying to get on camera... but is repeatedly rebuffed as Maya’s production goes haywire. Santiago wants to make his sim e commercial, but Maya won’t hear of it. She enlists a professional director (Fabian) to come and make it even more stupendous... but he ends up re acing Santiago with an actor aying him! In the end,Fabian is removed, and Maya comes to realize that Santiago should make a commercial that honestly represents him and his pet store... which he does.

11:00 AM CYBERCHASE (403) Penguin Tears
Hacker’s secret quest continues, with the nefarious `borg on the hunt for the next piece of his mysterious machine. His search for the legendary Prism of Penguia takes him to snowy Cyberia. While trying to stop Hacker, Digit and the kids are trapped in an icy cave and must master the princi es of bouncing in order to break out. Can they escape in time or will Hacker’s an succeed?
Oscar and Grundgetta are thoroughly disappointed. It was not a grouchy day. Baby Bear even teaches Curly a great song about sharing, but he realizes that maybe she's just not quite ready to share. Sister's right to scribble and do what she can with her crayons. She even takes the crayon that Baby Bear is using and draws on his picture. Much to Oscar's dismay, Baby Bear remains patient and understanding of how young Curly is and how much she still needs to learn. Baby Bear even teaches Curly a great song about sharing, but he realizes that maybe she's just not quite ready to share. Oscar and Grundgetta are thoroughly disappointed. It was not a grouchy day.

7:00 AM SESAME STREET (4073) Baby Bear Tries to Teach Curly to Draw

Baby Bear is excited about trying to teach Curly Bear how to draw and Oscar and Grundgetta can't wait for something really grouchy to happen. However, Oscar is in for a big disappointment because Baby Bear shows great patience and defends his little sister's right to scribble and do what she can with her crayons. She even takes the crayon that Baby Bear is using and draws on his picture. Much to Oscar's dismay, Baby Bear remains patient and understanding of how young Curly is and how much she still needs to learn. Baby Bear even teaches Curly a great song about sharing, but he realizes that maybe she's just not quite ready to share. Oscar and Grundgetta are thoroughly disappointed. It was not a grouchy day.

8:00 AM CYBERCHASE (410) A Tikiville Turkey Day

Hacker steals the legendary Egg of Benedicta - and the lush landscape of Tikiville wilts and turns brown. The spirit of the Tikians is crushed and Creech is in big trouble unless the CyberSquad can help! When their attempt recover the Egg from Hacker fails, they hatch a new plan to ace the Egg. By studying patterns in nature, can they recreate the nest and restore peace and harmony to Tikiville? EDUCATIONAL OBJECTIVE: Find the rule for a pattern you observe in the natural world and you can use what you have learned to make similar patterns of your own.

8:30 AM CURIOUS GEORGE (116) Curious George Sees Stars

Curious George Sees Stars - George is determined to count all the stars in the sky but he just can't stay awake long enough to finish. And when he goes back to the city it's even more difficult—the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city? Curious George Gets a Trophy - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

9:00 AM CLIFFORD THE BIG RED DOG (116) Clifford's Big Surprise

The Ears Have It - Clifford and Cleo are all excited about the town's upcoming celebration come with a parade and fireworks! But they notice that T-Bone isn't quite as enthusiastic and soon learn that he is scared of the loud noises of all the festivities. T-Bone learns that the support of good friends can help you manage feelings of fear. Clifford's Big Surprise - Everyone is too busy to play with Clifford, because they are too busy planning a surprise party for him! On his own, Clifford learns that saying by yourself can be fun—but so is a party with all of your friends!

9:30 AM DRAGON TALES (125) Wheezie's Last Laugh/Frog Prints

Wheezie's Last Laugh—While searching for their soccer ball in the tall grass, the kids and dragons are startled to discover a dragon frog crowing like a rooster. What's causing such a thing? An elfin wise guy named Mr. Pop! He collects unique sounds with his sucking gizmo, then gleefully switches them with other sounds at will. When he steals Wheezie's loud guffaw and disappears, the group tracks him by following the trail of animals making the wrong sounds. Frog Prints—When Quetzal takes the gang on a ride through Dragon Lagoon, Max finds a new friend. He immediately loves Hoppy, a little uni-croaker frog, and decides to take him home to keep as a pet. But Quetzal gently ex ains that's not possible.

10:00 AM IT'S A BIG BIG WORLD (129) Get Well Moon/Take Your Time

Get Well Moon: Bob and Wartz are anxiously awaiting the full moon, but when they see it, the moon looks kind of orangey-red. They think that the moon must be sick and hurry off to see if Burdette can fly some medicine to it. After a visit to Snook and Madge, Bob is relieved to discover that the moon isn't sick and the color comes from light the moon is reflecting. EDUCATIONAL OBJECTIVE: The Moon - The moon is very far away and made out of dust and rocks. It looks bright because of reflecting sunlight. Take Your Time: Smooch pops in to see Snook, anxious about all of the things she has to do that day and how little time she has to do them. Snook reminds her that it is important to slow down and enjoy what she's doing, and to stop and rest sometimes. Finally, Smooch realizes he is right, and when Winslow comes by, the three friends decide to take some time to smell the flowers literally. EDUCATIONAL OBJECTIVE: Balancing Work and Rest - It is important to do what we need to do and be responsible, but it is also important to take time each day to rest and enjoy the world around us. Sometimes taking our time and enjoying the process helps us to do a better job.
10:30 AM  JAKERS! (128)  
10:30 AM  **Molly Had A Little Lamb**
Molly is about to start school and feels very grown up. To prove it, she persuades her parents to let her take care of an adorable lamb. But when Molly can’t say "no" to the little darling, he becomes a troublemaker causing chaos on the farm, in the house, and even at school. Molly soon realizes that even little lambs need rules! Lesson: Having rules and setting limits make life better for everyone.

11:00 AM  CAILLOU (439)  **Animals and Me!**
Grandma takes Caillou on a special visit to a sheep farm. There, Mary, a 10-year-old girl, takes Caillou on a tour, teaching him about sheep, sheering, and the spinning of wool. When Mom, Rosie and Caillou go to the zoo,

11:30 AM  BOB THE BUILDER (411)  **Valley Nature Lessons**
Bob and his dad are building a marshland walkway and Benny can’t wait to explore the wildlife. But when he wanders off looking for exciting new creatures, he may find more than he bargained for! Dizzy is helping Bob

2:30 PM  READING RAINBOW (1601)  **The Biggest Test in the Universe**
The Biggest Test in the Universe is a story of a boy dreading the "biggest test" which has become his elementary school’s right-of-passage. The pressure to prepare and do well in this test is echoed by host LeVar Burton’s daughter Michaela as she practices for an audition, and by the young members of the NYC children’s theater group TADA! as they pour their hearts and souls into preparing for a performance. Feature book: The Biggest Test in the Universe by Nancy Poydar (Holiday House).

3:00 PM  BETWEEN THE LIONS (119)  **The Ram in the Pepper Patch**
A rambunctious ram leaves his book, butts everyone and everything in the library, and won’t go back!

3:30 PM  CURIOUS GEORGE (115)  **Curious George and the Dam Builders**
Curious George and the Dam Builders - George gets acquainted with a family of beavers when he notices the impact their dam has on his favorite pond. Building a dam looks like so much fun that George decides to build his own. But when a sudden downpour sweeps both dams away, George and the beavers have to figure out how to repair the damage together or their beloved pond won’t be a good ace for beavers or monkeys! Curious George’s Low High Score - George can’t understand why his high score of 257 isn’t a winner when he says his first game of mini-golf with Steve and Betsy. How can a small number be worth more than a big number? After getting the lowdown on the principles of mini-golf, George is determined to get a low score next time, and so he builds his own mini-golf course for practice.

4:00 PM  DRAGON TALES (124)  **The Greatest Show In Dragon Land**
The Greatest Show in Dragon Land--The kids and dragons are really excited about flying to Wonder World amusement park. When they find out Zak and Wheezie have a broken wing and are unable to fly, however, they agree to accommodate their friends by walking there instead. Prepare According to Instructions--Quetzal sends the gang to see one of the most special sights in all of Dragon Land: the dancing crystals at Crystal Cave! He gives them precise instructions for things they must collect along the way. In a rush to make it there before sundown, Emmy dismisses the need for a map and a first aid kit. After they complete the first two instructions (with the help of the first aid supplies that Zak and Wheezie grabbed just in case), they head for Turtle Rock ... but they don’t know how to get there. As Cassie gets ready to fly home to retrieve the map, Emmy begins to understand the importance of thinking ahead and suggests she bring back one more item as well.

4:30 PM  ARTHUR (117)  **Meek for a Week/Arthur, World’s Greatest Gleeper**
This animated series is based on Marc Brown’s best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In "Meek For A Week," Muffy bets that Francine can’t be nice for an entire week. Arthur finds himself with an unearned reputation due to a rumor; in "Arthur, World’s Greatest Gleeper."

5:00 PM  CYBERCHASE (114)  **Cool It**
topic: Liquid Volume) - Determined to destroy Motherboard in any way possible, Hacker cleverly clogs up her cooling system. Digit brings the kids into cyberspace to help fix her, but the coolant Motherboard needs, cryoxide, is found only in Castleblanca - and the supply is closely monitored! To bring back exactly enough cryoxide for Motherboard, the kids have to figure out the exact volume of Motherboard’s tank. In the process, they discover the importance of a standard unit of measure - and fill a most unusual container with the precious cryoxide. The Big Idea: Just because one container appears bigger to the eye doesn’t mean it holds more liquid than another. A container’s volume depends on all its dimensions.
6:30 AM  BARNEY & FRIENDS (701) All Aboard!
In this episode of Barney and Friends, the gang learns about trains, in particular the caboose. Kami is feeling a little left out because she is always last in line, but Barney teaches her that sometimes being last is the most important position, just like the caboose. In their study of trains, the kids learn to make railroad flags and well as clean the park caboose.

7:00 AM  SESAME STREET (4121)
Zoe is pretending to be a teacher and she is getting Rocco and all of her dolls ready for a field trip. Telly would really like his doll Freddy to go on the fieldtrip, too. Zoe says there isn’t enough room on the bus so Freddy gets left behind. Telly knows that this has upset Freddy, so he promises that they will spend the whole day together. Telly, Baby Bear and Freddy decide to play a new game: Fantastic Freddy! They are pretending that Freddy is a superhero and he has to save the world from the Dastardly Dinosaur. Just then, Zoe returns from her field trip and sees Telly and Baby Bear playing. She asks if Rocco can play, too. Telly is shocked that Rocco would want to play with Freddy now, when he didn’t make an effort to include Freddy before. Zoe apologizes and says that Rocco didn’t realize that he was hurting Freddy’s feelings. Telly isn’t sure if he is ready to accept Rocco’s apology, but Baby Bear ex ains that Rocco made a mistake just like we all do sometimes and that it would be fun to have Rocco play with them. Telly and Freddy agree and they all have a great time pretending to save the world.

8:00 AM  CYBERCHASE (114) Cool It
(topic: Liquid Volume) - Determined to destroy Motherboard in any way possible, Hacker cleverly clogs up her cooling system. Digit brings the kids into cyberspace to help fix her, but the special coolant Motherboard needs, cryoxide, is found only in Castleblanca - and the supply is closely monitored! To bring back exactly enough cryoxide for Motherboard, the kids have to figure out the exact volume of Motherboard’s tank. In the process, they discover the importance of a standard unit of measure - and fill a most unusual container with the precious cryoxide. The Big Idea: Just because one container appears bigger to the eye doesn’t mean it holds more liquid than another. A container’s volume depends on all its dimensions.

8:30 AM  CURIOUS GEORGE (117) George Makes A Stand/Curious George Sees The Light
George Makes a Stand - To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him-make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to ex amin the light - A new traffic light is installed on the country road and George decides that it would really work a lot better with a few adjustments. But George’s fixes don’t have the desired effect-traffic gets backed up and even Jumpy can’t get across the street to find his nuts! George has to work with Officer Q uint to fix the light and get a better understanding of just what those red, yellow and green lights mean.

9:00 AM  CLIFFORD THE BIG RED DOG (117) Tough Enough/Stars In Your Eyes
Thinking that it’ll make him more appealing to Sherifff Lewis, T-Bone decides to “toughen up.” T-Bone eventually learns that it’s much nicer to be nice than to be tough-and everyone loves him just the way he is. Stars In Your Eyes - Charley gets a new telescope and offers to bring it to Emily Elizabeth’s “space” theme party. When Jetta mentions that the telescope might get damaged at the party, Charley changes his mind. Thinking that his friends won’t want him at the party without his telescope, he decides to stay home. In the end, Charley realizes that his friends like him for who he is rather than what he has.

9:30 AM  DRAGON TALES (126) Crash Landings/The Big Cake Mix-Up
The dragons are excited about the chance to win the first prize in a flying relay race, so they go really fast in practice. But when Zak and Wheezie crash into a tree and Zak gets hurt, he decides not to enter the race for fear of getting injured again. Everybody tries to help Zak cope with his fear by telling him how much they need him, letting him choose the speed at which he and Wheezie fly and outfitting him with a helmet and lots of pillow pads. The Big Cake Mix-Up--The kids and dragons prepare for the Anuual Dragon Land Cake Baking Contest, for which the grand prize is a cookbook they an to give to Quetzal. Their entry: a dragonberry carrot cake. They s it up to find the ingredients, but all return with the same thing -- eggs. Everyone agrees to an better and try again, so each one volunteers to bring back a specific item on the picture recipe.

10:00 AM  IT’S A BIG BIG WORLD (102) Ant Ray Vision/Moving On Up
Ant Ray Vision: Snook tries out a butterfly’s point of view while Bob ex ores that of an ant (he even wears an ant costume!). But only after the ants send him a package does Bob truly see things from their point of view. Moving On Up: Fed up living with her messy brother, Smooch decides to move. Smooch helps her ex ore all of the different habitats in the tree, but she eventually realizes there’s no place like home. EDUCATIONAL OBJECTIVES: What we see influences what we know and care about. Many animals see the world in different ways than we do, and seeing the world the way that other
creatures do can help us to understand that creature. Habitats - Different creatures make their homes in different aces. One creature’s house may not be "home" to an animal accustomed to a different habitat.

10:30 AM  JAKERSI (129) **Trial and Error**
When Dannan’s school bag is chewed to pieces, Finnegan the donkey is the likely suspect. The kids hold a "trial" in the barn, where witnesses tell different versions of the crime. When it is revealed that Finnegan was not to blame, everyone learns an important lesson about the dangers of making accusations without knowing all the facts. Lesson: Don’t make accusations without knowing all the facts.

11:00 AM  CAILOU (440) **Outdoor Adventures**
When Caillou, Grandpa and Daddy go on a canoe trip, Caillou is amazed to see a dragonfly, a blue heron, and a beaver working on his beaver lodge. While Caillou and his family are on a picnic at the park, his beach ball accidentally rolls into a pond. Caillou sees a family of ducks swimming in the pond and wants to take a closer look. Dad shows Caillou a neat trick to call the ducks. When a white rabbit eats a bunch of carrots set aside for a picnic lunch, Caillou and Rosie go looking for him. They soon discover that it isn’t a wild rabbit, his name is Snowball and he belongs to Mr. Hinkle’s sister. On another day, Caillou and his family are leaving for a picnic in the country but the ride feels very long for Caillou. When they stop at a gas station, Caillou spots some cows in a field next to a picnic area. The family decides to have the picnic there, where they have a close encounter with some cows. Caillou learns about patience when he goes fishing with Daddy and Grandpa at the pier. But learning about patience is hard, can Caillou wait long enough to catch his own fish?

11:30 AM  BOB THE BUILDER (412) **Packer Joins The Team**
There’s a new machine in the Valley! Packer the Delivery Truck is so excited to be working with Bob and his team that he doesn’t pay enough attention to getting his job done right. Will Packer be able to set things straight and become a valuable member of the team? Bob has created the perfect kit to build new houses quickly and easily. But when all the new people in the Valley want different designs, Bob doesn’t know how to make them all happy. Can Bob design a house that’s perfect for whoever wants to live in it?

2:30 PM  MISTER ROGERS' NEIGHBORHOOD (1587) **Nighttime**
Mister Rogers shows a tape of his visit to Moscow, where he pays a visit to "Good Night, Little Ones," the Soviet Union’s longest-running children’s television program. Mister Rogers and puppet Daniel Striped Tiger are the guests of Tatiana Vedeneeova. They were the first guests ever to appear on the program, which airs every evening in the Soviet Union.

3:00 PM  BETWEEN THE LIONS (120) **A Peck of Peppers**
Lionel thinks he is the king of tongue twisters and nobody can write one that he can’t say.

3:30 PM  CURIOUS GEORGE (116) **Curious George Sees Stars/ Curious George Gets a Trophy**
Curious George Sees Stars - George is determined to count all the stars in the sky but he just can’t stay awake long enough to finish. And when he goes back to the city it’s even more difficult—the stars have disappeared! Will George be able to come up with a system to keep track of his count? And exactly where do all the stars go when George goes to the city? Curious George Gets a Trophy - As a reward for helping him wash dishes at the restaurant, Chef Pisghetti gives George an ice cream sculpture in the shape of Gnocchi the cat. George really wants to show The Man with the Yellow Hat his new trophy, but the ice cream keeps melting! After a few melted dishes, George learns a whole lot about what happens to ice cream outside of the freezer.

4:00 PM  DRAGON TALES (125) **Wheezie's Last Laugh/Frog Prints**
Wheezie’s Last Laugh--While searching for their soccer ball in the tall grass, the kids and dragons are startled to discover a dragon frog crowing like a rooster. What’s causing such a thing? An elfin wise guy named Mr. Pop! He collects unique sounds with his sucking gizmo, then gleefully switches them with other sounds at will. When he steals Wheezie’s loud guffaw and disappears, the group tracks him by following the trail of animals making the wrong sounds. Frog Prints--When Quetzal takes the gang on a ride through Dragon Lagoon, Max finds a new friend. He immediately loves Happy, a little uni-croaker frog, and decides to take him home to keep as a pet. But Quetzal gently explains that’s not possible.

4:30 PM  ARTHUR (118) **Arthur's Chicken Pox/Sick As A Dog**
This animated series is based on Marc Brown’s best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In "Arthur’s Chicken Pox," D.W. isn’t sure whether Arthur is lucky or not to be sick. When Pal gets "Sick As A Dog," Arthur suspects D.W. as culprit.

5:00 PM  CYBERCHASE (409) **A Broom of One's Own**
When Wicked puts a CyberSquad Seal of Approval on her new "Wickedly Brooms," it's up to Matt, Jackie, Inez and Digit to make sure the brooms are as good as Wicked claims. They try them out, figuring out their speed - how far the different brooms go in a given amount of time. The brooms pass the test - but Wicked doesn't. They must race to Control Central and save Motherboard before Wicked's scheme succeeds! And where's Hacker? And what will he do when he finds out Wicked is trying to take over his turf? EDUCATIONAL OBJECTIVE: You can use speed - the distance you travel in a unit of time - to tell how far you will go in any amount of time.
6:30 AM  BARNEY & FRIENDS (702)  **Up, Down and Around!**
In this episode of Barney and Friends, Tony brings his newly made kite to the park. While the kids were playing with it, a gust of wind blew it up into a tree. While they waited for another big breeze to bring it down, the gang learned about orchards, played London Bridge with Baby Bop and played I Spy in the caboose. As no breeze had come to release the kite, the gang decided that hopping would shake the tree and the kite. It worked!

7:00 AM  SESAME STREET (4058)  **Best Pet in the World**
Zoe, Telly, Elmo, and Baby Bear get into a debate about who has the best pet. Each of them expresses all of the reasons that a certain pet is the best and they get very heated. The friends start to get really frustrated and angry at each other, and eventually Maria comes by to see what is going on. The friends explain their problem to Maria. She helps them see that each pet is the best pet for each of them for different reasons. If each of them loves their pets, then they are all the best pets in the whole world. Problem solved.

8:00 AM  CYBERCHASE (409)  **A Broom of One’s Own**
When Wicked puts a CyberSquad Seal of Approval on her new “Wicked Brooms,” it’s up to Matt, Jackie, Inez and Digit to make sure the brooms are as good as Wicked claims. They try them out, figuring out their speed - how far the different brooms go in a given amount of time. The brooms pass the test - but Wicked doesn’t. They must race to Control Central and save Motherboard before Wicked’s scheme succeeds! And where’s Hacker? And what will he do when he finds out Wicked is trying to take over his turf? EDUCATIONAL OBJECTIVE: You can use speed - the distance you travel in a unit of time - to tell how far you will go in any amount of time.

8:30 AM  CURIOUS GEORGE (110)  **Curious George Discovers The Poles**
Curious George Discovers the Poles: George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he’s lost Bill’s pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven’t vanished; they’ve grown into frogs! EDUCATIONAL OBJECTIVE: To understand that all living organisms have a life cycle. Curious George Finds His Way: Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. It isn’t until they begin to hear some familiar sounds they realize that with the combination of Hundley’s sharp ears and George’s good memory of what they’d heard along the way, they can find their way home. EDUCATIONAL OBJECTIVE: To explore properties of sound.

9:00 AM  CLIFFORD THE BIG RED DOG (125)  **Clothes Don’t Make The Dog/Short-Changed**
"Clothes Don’t Make The Dog"--T-Bone gets a new sweater, but when Mac teases him about it, he gets too embarrassed to wear it. He realizes that it’s not what he wears that makes others like him. "Short-Changed"--When family friend Skyscraper Jackson visits, Emily worries that Clifford prefers the attentions of a super-tall basketball player to the attentions of a short little girl. Emily soon learns that love comes in all sizes.

9:30 AM  DRAGON TALES (135)  **Bad Share Day/Whole Lotta Maracas Goin’ On**
"Bad Share Day"--Cassie is aying with the coolest new toy! With arms and legs and a voice, he’s the most amazing crayon in all of Dragon Land. He changes colors on command and whatever he draws comes to life. Everyone wants to try him. Although she’s working on something important, Cassie gives in to Max’s reading because she knows it’s always nice to share. But then Ord wants try and so does Wheezie, so she gives in to them too because she doesn’t want anyone to be mad at her. Finally, with time running out, she tells herself she must be strong and ex aint to them that she needs the crayon to make a get well card for her mom. "Whole Lotta Maracas Goin’ On"--Quetzal loves to make music with maracas but his set is broken, so the gang decides to make him a new pair for Teacher’s Day. Emmy joins Cassie in pursuit of tricky stickleback sticks for the handles. Max teams up with Ord to negotiate their way around a few crabby pincher crabs to obtain beach gourds for the rattles. But Zak and Wheezie have the hardest task of all, they must coax some seeds from a boy and girl Songflower team who hold them "captive" to their awful musical renditions!

10:00 AM  IT’S A BIG BIG WORLD (131)  **Eyes and Noses/Snook’s Songbook**
Eyes and Noses - After Madge ex aines to Smooch and Winslow that her glasses help her see better, she stumbles on a rock, and they fly off and seem to disappear. The monkeys enlist everyone’s help to search and soon the ants find them covered in slime. When Bob tells them that he smells a snail, Snook realizes that they landed on the snail’s shell and he accidentally carried them away!Snook’s Songbook - Snook settles in to look through his songbook and shares some of his favorite songs from the World Tree, including: Get Up and Get Going, Food Food Food, Keepers of the Tree, The Way Of the Sloth, How We Get Around, We’ll Still Be Friends, and Conga Line.
10:30 AM JAKERS! (130) Rain, Rain, Go Away
When Mr. and Mrs. Winks have to go out in the rain to repair a fence, Piggley must keep Molly inside and entertained. He quickly realizes that what is fun for him isn’t necessarily fun for Molly. Piggley uses his ingenuity to come up with some great games they both can play and enjoy—and discovers how much fun it is to be a truly helpful older brother! Lesson: People of all ages can find a common ground if they look for it.

11:00 AM CAILLOU (441) All Around The Block!
When Mr. Hinkle has a tree cut down, Caillou is afraid his swing tree is next! Dad decides to cut a new tree so it’s a trip to the Nursery. Caillou learns about the differences between trees with needles and leaves. When Sarah gives Caillou an old toy horn, Caillou wants to blow it everywhere. But he quickly learns, not everyone wants to hear it all the time. But then, Dad brings Caillou to the park where he uses the horn to signal Sarah from afar. There is a time and a place for everything! When Caillou dresses up like a mailman to deliver Mr. Hinkle’s misdirected mail, he finds out Mr. Hinkle is sick. With help from Mom, Caillou makes up a get-well card and a big pot of chicken soup! When the park is closed for the day, Caillou’s friends come over to his house to play. But when no one will share the sandbox toys, or the swing, Caillou wishes everyone would just go home. That is until Mom proposes a game everyone can play! When Leo forgets his brand new toy dinosaur in the park, Daddy and Caillou go looking for it, with no success. So Caillou, with Mommy’s help, puts up a Lost and Found Poster, and then, finds ‘Dino’ at the Park Office Lost and Found!

11:30 AM BOB THE BUILDER (101) The Environment
This program follows the adventures of Bob and his machines: Scoop the leader/digger, Muck the digger/dumper, Dizzy the cement mixer, Lofty the crane and Roley the steamroller. Bob’s business partner, Wendy, and Pilchard the cat all help out in the builder’s yard. Other characters include Farmer Pickles, his tractor Travis and the naughty scarecrow Spud—who is always up to mischief. In this episode, Molly and Trix go nature watching while the others build a fence for Farmer Pickles. Then Wendy goes on vacation while the rest of the team is very busy with Farmer Pickles’ campsite. Can they finish the job without Wendy’s help? Yes they can! And finally, the team has to ace part of a riverbank that has been eroded. And Muck couldn’t be happier to play in the mud.

2:30 PM READING RAINBOW (1603) Boxes for Katje
Boxes for Katje, based on real events, this story is about a charitable effort that begins with a girl and her family, who send a care package to Holland during World War II, and grows to envelop both communities. Host LeVar Burton introduces helping groups powered by young people—the Global Ambassadors, who build goodwill and do community service while learning about cultures through international communications and fundraising, and Backyard in a Box, youngsters who create and send kits to help kids in Hurricane Katrina devastated areas re-establish and enjoy their backyard. Feature book: Boxes for Katje by Candace Fleming, illus. by Stacey Dresen-McQueen (Farrar, Straus and Giroux).

3:00 PM BETWEEN THE LIONS (604) I’ll Fix Anthony/Jamaica Louise James
A big brother and a jack-in-the-box could both use some fixing, and a budding artist draws up a plan for fixing up a dreary subway station. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds x and aw.

3:30 PM CURIOUS GEORGE (117) George Makes A Stand/Curious George Sees The Light
George Makes a Stand – To earn money for a new soccer ball, George decides to set up his own lemonade stand. With help from Betsy, the stand is such a success that there are too many customers and not enough lemonade. In the nick of time, George remembers a trick that the Doorman showed him—make two glasses out of one by dividing. All the customers are satisfied, and now all George has to figure out is how to ex amin the ingredients, but all return with the same thing—eggs. Everyone agrees to better and try again, so each one volunteers to bring back a specific item on the picture recipe.

4:00 PM DRAGON TALES (126) Crash Landings/The Big Cake Mix-Up
The dragons are excited about the chance to win the first prize in a flying relay race, so they go really fast in practice. But when Zak and Wheeze fly into a tree and Zak gets hurt, he decides not to enter the race for fear of getting injured again. Everybody tries to help Zak cope with his fear by telling him how much they need him, letting him choose the speed at which he and Wheezie fly and outfitting him with a helmet and lots of pillow pads. The Big Cake Mix-Up—the kids and dragon prepare for the Annual Dragon Land Cake Baking Contest, for which the grand prize is a cookbook they an to give to Quetzal. Their entry: a dragonberry carrot cake. They sit up to find the ingredients, but all return with the same thing—eggs. Everyone agrees to an better and try again, so each one volunteers to bring back a specific item on the picture recipe.

4:30 PM ARTHUR (119) D.W. Rides Again/Arthur Makes The Team
This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. D.W. wants to ride a two-wheeler like her brother, in "D.W. Rides Again." Arthur and Francine learn to work together in softball when "Arthur Makes the Team."

5:00 PM CYBERCHASE (123) Fortress of Attitude
Hacker decides that he can force cybersites to surrender by annoying them big time. He broadcasts his loud and obnoxious voice across the vastness of cyberspace from a massive statue shaped like the arrogant Hacker himself. The kids and Digit are sent by Motherboard to the Northern Frontier, where they carry out a Mission Impossible style scheme to silence the statue and disable Hacker's intimidation. Using their skills at measuring length, the kids make their way up through the inside of the booby-trapped statue to Hacker's pointy chin and big mouth. But can they shut him up before Hacker shuts them down? The Big Idea: To measure length and communicate your results easily and precisely, identify a system of units based on a single standard length that everyone using it agrees on. Math Topic: Linear Measurement NCTM Links: Measurement.
THURSDAY, FEBRUARY 8

6:30 AM  BARNEY & FRIENDS (703) Tea-Riffic Manners
In this episode of Barney & Friends, the gang has a tea party in the park. First, they decorate the park and the picnic table. Since it’s a fancy affair, the kids go into the caboose to put on some adult dress up clothes. At the tea party, the gang teaches Baby Bop good manners, including how to cover your nose when you sneeze.

7:00 AM  SESAME STREET (4122)
Prairie Dawn and the gang are putting on a "Healthy Food Pageant." Prairie plays the piano while everyone else dresses up like different foods and sings about the foods’ health benefits. Zoe sings about potatoes and Rosita sings about tortillas. Telly is just about to go on as an asparagus, but he just isn’t feeling the part. His problem is that he has never tasted an asparagus, so how can he sing about one. Telly tries it, loves it and goes on stage to tell everyone. Another problem arises right before Elmo is about to make his broccoli debut- he can’t find his costume! Gabi helps Elmo think about and remember all the aces that he might have left it. Finally, Elmo does remember and he makes it on stage. They perform a wonderful pageant and everyone has learned how to stay strong and healthy every day!

8:00 AM  CYBERCHASE (123) Fortress of Attitude
Hacker decides that he can force cybersites to surrender by annoying them big time. He broadcasts his loud and obnoxious voice across the vastness of cyberspace from a massive statue shaped like the arrogant Hacker himself. The kids and Digit are sent by Motherboard to the Northern Frontier, where they carry out a Mission Impossible style scheme to silence the statue and disable Hacker’s intimidation. Using their skills at measuring length, the kids make their way up through the inside of the booby-trapped statue to Hacker’s pointy chin and big mouth. But can they shut him up before Hacker shuts them down? The Big Idea: To measure length and communicate your results easily and precisely, identify a system of units based on a single standard length that everyone using it agrees on. Math Topic: Linear Measurement NCTM Links: Measurement.

8:30 AM  CURIOUS GEORGE (111) Water to Ducks/Animal Magnetism
Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck?Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

9:00 AM  CLIFFORD THE BIG RED DOG (126) The Kibble Crook/Screaming for Ice Cream
"The Kibble Crook"--T-Bone can’t resist sneaking a bite -- well, okay the whole bowl -- of Cleo’s new dog food. When Cleo gets upset, T-Bone blames it on another dog and sends our fearless friends on a wild goose chase. T-one ultimately learns to take responsibility for his own mistakes."Screaming for Ice Cream"--Charley and Emily Elizabeth find themselves up to their elbows in ice cream when Charley takes it upon himself to serve ice cream while his father is at a doctor’s appointment. Charley learns that there are some responsibilities kids should not attempt to shoulder without the help of an adult.

9:30 AM  DRAGON TALES (136) Ord Sees The Light/The Ugly Dragling
"Ord Sees The Light"--Max’s reunion with his frog friend Hoppy is cut short when Hoppy hops off after a floating dandelion seed. Max, Emmy and Ord give chase until Hoppy disappears into a cave and Ord, who’s afraid of the dark, comes to a halt. He knows how much Max wants to play with Hoppy, so he reminds himself that he was just fine the last time he went into the dark with his friends. In addition to using strategies that worked last time, Ord tries new ways of coping like holding his friends’ hands and cuddling his teddy dragon. "The Ugly Dragling"--Max and Emmy meet Priscilla, a dragon who is embarrassed because of her odd-looking ume of big, bulky feathers. The gang helps her feel better by exaining that being different isn’t a bad thing because everyone is different in some way. Priscilla agrees to go with her friends to help stop Mungus the Giant’s sneezing fit.

10:00 AM  IT’S A BIG BIG WORLD (132) The Hatch/Sounds of the Forest
The Hatch - Burdette shows Smooch and Winslow the shell of the egg she hatched from and asks them where their eggshells are. Thinking that they have lost them, the monkeys search the World Tree for their shells, learning about fish, frog, and turtle eggs along the way. Finally, Snook takes them to Madge’s, where they find out that mammals aren’t hatched from shells, but born, so they didn’t lose anything after all!Sounds of the Forest - Wartz moves into a new log, but after his first day there he is exhausted - he keeps hearing mysterious whistling and knocking noises and he can’t sleep. Madge ex ains that wind passing over holes in the log is causing the whistling, and later Wartz discovers the source of the knocking- it’s Winslow who’s preparing to give a concert with the new instrument he has made.

10:30 AM  JAKERS! (131) A Touch of Spain
A series of misunderstandings lead the villagers of Tara to believe that Don Toro and Ferny are moving back to Spain. So the town throws Don Toro an special birthday fiesta complete with Spanish music, dancing, food and even fireworks. Then they discover that Don Toro had only been anning a weekend trip to Dublin! Lesson: When you are unsure about something don’t guess the truth, go to the source.

11:00 AM  CAILLOU (442) Doing It Together!
Caillou and Leo are aying with their rocket ships in the park. Rosie wants to help them build the space station but she accidentally wrecks it. At home, Caillou and Leo continue their space game and are thrilled when Mr. Hinkle gives them a cardboard box which they transform into a rocket ship. On a winter day, Dad and Caillou go over to Grandpa’s with their skates. What was supposed to be a skating outing becomes a shoveling chore because of all the snow that has accumulated in Grandpa’s driveway. Soon, Caillou finds a way to turn this into a game and has a lot of fun making snow castles. When Caillou and Rosie stay at Grandma and Grandpa’s house, Grandpa uses pop bottles and a rubber ball to create a bowling alley in the backyard. Grandpa teaches Caillou to bowl, but when he is called inside, it’s Caillou’s turn to teach as he shows Rosie how to ay. Caillou accidentally spills the rest of the milk before Rosie could get her cereal. She is very upset and Caillou suggests they go get some more milk at the corner store. At the street intersection, he shows Mom that he knows when it is time to cross safely. Caillou is excited when Miss Martin takes him and his friends to the park for some special activities. The rules are not easy to grasp, and the kids have a few comical mishaps in the process. Caillou discovers that you don’t always have to win to be proud of yourself.

11:30 AM  BOB THE BUILDER (102) Divergent Thinking
Spud the Pilot - Bob is installing an antique fire ace for Mrs. Percival. JJ was aying with his new remote-controlled model air one, but lost it in a field. Spud finds it and causes havoc with the toy, but Bob helps patch things up again. First Aid Molly - Bob and the gang are re acing some old pipes outside the town hall. Molly is practicing for her first aid exam. When Wendy calls JJ’s yard to order a special pipe, Molly offers to deliver it. On the way, she gets to practice her bandaging skills in unusual ways. Trix and the Bug - The Mayor decides that the town needs a drive-in movie and Bob is asked to build it out in the countryside. The first film to be shown will be "The Invasion of the Giant Bug," and the film company sends a realistic looking model bug to help publicize the movie. Spud sees the bug and, thinking it’s real, runs away with Trix chasing him through town.

2:00 PM  MISTER ROGERS’ NEIGHBORHOOD (1589) Nighttime
Tatiana Vedeneeva, host of the Soviet Union’s longest-running children’s television program, visits Mister Rogers today. She brings a videotape with her that shows how people in the Soviet Union make Matrouska dolls the wooden dolls that "nest" inside one another.

3:00 PM  BETWEEN THE LIONS (121) Sausage Nose
Theo, Cleo, Lionel, and Leona watch a video about a husband and wife, three wishes, a sausage, and a nose.

3:00 PM  CURIOUS GEORGE (110) Curious George Discovers The "Poles"
Curious George Discovers the "Poles" - George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he’s lost Bill’s pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven’t vanished: they’ve grown into frogs! Curious George Finds His Way - Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopeless lost. To make matters worse, it starts to get dark. It isn’t until they begin to hear some familiar sounds they realize that with the combination of Hundley’s sharp ears and George’s good memory of what they’d heard along the way, they can find their way home.

4:00 PM  DRAGON TALES (135) Bad Share Day/Whole Lotta Maracas Goin’ On
Bad Share Day"--Cassie is aying with the coolest new toy! With arms and legs and a voice, he’s the most amazing crayon in all of Dragon Land. He changes colors on command and whatever he draws comes to life. Everyone wants to try him. Although she’s working on something important, Cassie gives in to Max’s reading because she knows it’s always nice to share. But then Ord wants a try and so does Wheezie, so she gives in to them because she doesn’t want anyone to be mad at her. Finally, with time running out, she tells herself she must be strong and ex ain to them that she needs the crayon to make a get well card for her mom. "Whole Lotta Maracas Goin’ On"--Quetzal loves to make music with maracas but his set is broken, so the gang decides to make him a new pair for Teacher’s Day. Emmy joins Cassie in pursuit of tricky stickleback sticks for the handles. Max teams up with Ord to negotiate their way around a few crabby pincher crabs to obtain beach gourds for the rattles. But Zak and Wheezie have the hardest task of all, they must coax some seeds from a boy and girl Songflower team who hold them "captive" to their awful musical renditions

4:30 PM  ARTHUR (120) Arthur’s Almost Boring Day/The Half-Baked Sale
This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. Arthur is worried that his day will be boring when the weather looks gloomy, but Grandma comes to the rescue with some attic treasures in "Arthur's Almost Boring Day." In "The Half-Baked Sale," D.W. and Arthur have the rough task of telling Grandma Thora that she's not so great of a cook.

5:00 PM CYBERCHASE (405) Measure for Measure
Hacker's mysterious machine is finally revealed - "The Transformatron" can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider's long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?
FRIDAY, FEBRUARY 9

6:30 AM  BARNEY & FRIENDS (704)  *Puppy Love*
In this episode of Barney and Friends, the gang learns about different kinds of dogs. The show begins with Mr. Boyd asking Barney and the kids to help him find his lost dog, Bingo. Once they do, they sing the song, "Bingo." They also learn about going to the doctor’s office and what a vet does with BJ. They meet Miss Duffy and her guide dog, learning that they shouldn’t pet her without asking since she’s working when she’s leading Miss Duffy. Finally, the gang ends up in the caboose, looking at different kinds of dogs on the Internet.

7:00 AM  SESAME STREET (4062)  *Little Furry Red Monster Parade*
Elmo wants to have a “Little Furry Red Monster Parade” so he begins looking other little and red and furry monsters to join him. He runs into Zoe who wants to join the parade too. Elmo thinks that’s a great idea and they start to march before they realize that Zoe is little, furry, but orange. They decide to rename the parade the “Little Furry Red and Orange Monster Parade” and this goes on and on as they run into new friends who want to be in the parade. The name eventually gets much too long as many, many friends join the group. Elmo figures out what to do. He changes the name to the "Anybody Who Loves to March in a Parade" Parade! They all march together.

8:00 AM  CYBERCHASE (405)  *Measure for Measure*
Hacker’s mysterious machine is finally revealed - "The Transformatron" can change anyone into anything! He learns the kids have the Network Interface Card - the final piece he needs. But the kids have also found a map that leads them to Coop, Slider’s long lost father. They are shocked to discover Coop has been a victim of magnetite. Before they can measure out the antidote, Hacker grabs the "NIC" - and Slider! Will the CyberSquad be able to rescue Slider? Can they cure Coop? And how will they stop Hacker from taking over Cyberspace with his dastardly device?

8:30 AM  CURIOUS GEORGE (112)  *Doctor Monkey/Curious George The Architect*
When George accompanies The Man with the Yellow Hat to Dr. Baker’s office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you’re trying to solve a puzzle involving a mysterious sound. Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it’s not a good idea to let a monkey operate them.

9:00 AM  CLIFFORD THE BIG RED DOG (207)  *Big Hearted T-Bone/Cleo’s Valentine Surprise*
**BIG HEARTED T-BONE** - Clifford’s Big Idea: Be Responsible T-Bone generously offers to watch Cleo’s niece Kiki so Cleo can get some rest. But his honorable intentions are challenged when his female canine friend Mimi comes to town. **CLEO’S VALENTINE SURPRISE** - Clifford’s Big Idea: Help Others Cleo, with some help from K.C., prepares a special gift for Clifford and T-Bone and expects a BIG gift in return.

9:30 AM  DRAGON TALES (137)  *Out with the Garbage/Lights, Camera, Dragon*
"Out With The Garbage"—Zak is confident Wheezie will love his big surprise, but Max and Emmy aren’t so sure. Wheezie is horrified to find Zak has cleaned up her side of the room! Zak is baffled by his sister’s reaction. After all, he only threw out the "junk." But they are "treasures" to Wheezie, and she must get them back! When her broken paintbrush and old tongs come in handy along the way, Zak starts to realize that maybe some "junk" actually is good for something. "Lights, Camera, Dragon!"—Emmy’s playing director with a video camera in Dragon Land. When Ord’s pet mouse runs away, Ord takes off in hot pursuit, Cassie is cast as detective and "The Great Dragon Mouse mystery" is on! Max feels bad when Emmy says the video is about dragons so he can’t be in it. He offers to help with music, but Emmy gives that part to Zak and Wheezie. Frustrated and sad, Max storms off. Emmy doesn’t want to break for lunch, so the others leave too.

10:00 AM  IT’S A BIG BIG WORLD ()  *Guardians of the Sappenwood Tree*
Guardians of the Sappenwood Tree - Winslow is looking for some branches for a project and finds a tree that has the perfect ones, but a dragonfly darts in front of him and won’t let him touch the tree. Winslow and Snook visit Madge for an ex anation and learn that the tree is a Sappenwood, a tree that is nearly extinct. Winslow and Bob decide that they would like to protect the tree with the dragonfly, so they all become Guardians of the Sappenwood Tree. Over the Hills and Far Away - Smooch decides that she wants to become an ex orer and visit some aces outside of the World Tree, and so she heads off to see the ocean. A worried Winslow finally finds her, and Smooch agrees that she needs to learn some more about geography before she is ready to be an ex orer.

10:30 AM  JAKERS! (132)  *Dannan’s American Cousin*
Dannan is excited when her cousin, Gaddie, comes to visit from the United States. But she gets jealous when it appears that Ferny and Piggley like Gaddie better than they like her. When Dannan’s jealousy gets the best of her and she ruins a fun afternoon, she
learns that the best way to deal with bad feelings is to talk about them. Lesson: Don’t keep feelings bottled up inside-share them with people you trust.

11:00 AM  **CAILLOU (301) Caillou The Detective**

Where’s Gilbert? - Gilbert has gone missing and Caillou is very concerned. A search of the neighbourhood and the local animal shelter turns up nothing. Caillou thinks about what it would be like to have other kinds of pets, but concludes that Gilbert is the perfect pet and he wants him back! Luckily when they return home Gilbert is waiting for them on the porch. Where I Saw it Last - After a day in the park and a visit to an ice cream parlour with Jeffrey and Jason, Caillou realizes that he has misaced his new toy car. Mom encourages him to remember where he saw it last. The last ace Caillou remembers having it is in the ice cream parlour. When they return Caillou is happy to find that the waitress has his missing car! Last in the Jungle - Caillou learns all about the jungle at ayschool, and decides it would be an exciting ace for a game of hide and seek. The other children join in - Leo hides, and the others pretend to be birds, snakes, monkeys and even a lion. Caillou follows the clues until he finally finds Leo, and the brave ex orer is happy to see his friend.

11:30 AM  **BOB THE BUILDER (103) Surprises**

Scoop and the team have a holiday surprise for Bob and Wendy in Scoop the Disco Digger. Molly’s surprise for JJ doesn’t go entirely to an in Speedy Skip. And a mix-up for Muck nearly spoils Mrs Bentley’s birthday present in Muck’s Surprise.

3:00 PM  **BETWEEN THE LIONS (123) The Lucky Duck**

Lionel tries to help a very cute duck from a very cute book stop being so cute.

3:30 PM  **CURIOUS GEORGE (111) Water to Ducks/Animal Magnetism**

After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to ay peek-a-boo with that cute baby duck? Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

4:00 PM  **KIDS’ PICKS ()**

4:30 PM  **KIDS’ PICKS ()**

5:00 PM  **CYBERCHASE (205) All The Right Angles**

Motherboard mistakenly sends a treasure map to Hacker. The treasure is the secret to the legendary cyber-pirate Ivanka the Invincible’s invincibility. If Hacker finds it, cyberspace is doomed! To help Motherboard, the kids must find the secret treasure before Hacker does, and use their skill with angles to read the strange map that contains only riddles about twists and turns. The Big Idea: To turn something so it points in just the right direction, use an angle to measure the size of the turn. Math Topic: Angle Measurement.
SUNDAY, FEBRUARY 11

6:00 AM  CURIous GEORGE (111) Water to Ducks/Animal Magnetism
After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck? Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

6:30 AM  MAKE WAY FOR NODDY (303) Catch A Falling Star/Noddy and the Big Chicken Roundup
Catch A Falling Star - On an overnight camping trip Noddy, Martha Monkey and Tessie Bear see a falling star land in the woods nearby. The trio must find a way to get the frightened star back into the night sky. Noddy and the Big Chicken Roundup - Noddy leaves a leaking bag of corn for his last delivery. Chaos erupts when all the chickens come out to eat up the corn.

7:00 AM  BIG COMFY COUCH (717)

7:30 AM  CLIFFORD’S PUPPY DAYS () Clifford’s Valentine’s Day Special: Love at First
This one-hour special is comprised of two Valentine’s Day-themed CLIFFORD THE BIG RED DOG stories (“T-Bone, Dog About Town” and “Mimi’s Back in Town”) and two new CLIFFORD’S PUPPY DAYS stories (“Valentine Schmalentine/Sweethearts Dance”).

8:00 AM  THOMAS AND FRIENDS ()

8:30 AM  BOB THE BUILDER (412) Packer Joins The Team
There’s a new machine in the Valley! Packer the Delivery Truck is so excited to be working with Bob and his team that he doesn’t pay enough attention to getting his job done right. Will Packer be able to set things straight and become a valuable member of the team? Bob has created the perfect kit to build new houses quickly and easily. But when all the new people in the Valley want different designs, Bob doesn’t know how to make them all happy. Can Bob design a house that’s perfect for whoever wants to live in it?

9:00 AM  FRANNY’S FEET (202)

9:30 AM  POSTCARDS FOR BUSTER (209) This Just In! (Alabama)
When he’s given an assignment to do a news story, Buster goes to the Alabama School for the Blind. At the school he meets best friends Katie and Keyunna and their older brothers KJ and Curtis. With their help, Buster finds out he has some misconceptions about visually impairment. As he puts together his news story he learns that the truth is better than anything he can make up!

10:00 AM  ARTHUR (117) Meek for a Week/Arthur, World’s Greatest Gleeper
This animated series is based on Marc Brown’s best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In “Meek For A Week,” Muffy bets that Francine can’t be nice for an entire week. Arthur finds himself with an unearned reputation due to a rumor, in “Arthur, World’s Greatest Gleeper.”

10:30 AM  MAYA AND MIGUEL (113) The Bully and the Bunny
A hulking new kid named Jimmy McCorkle moves in across the street and - at least it seems to Miguel and his friends - begins to bully everyone around. He kicks Miguel’s soccer ball over the building, rips apart Maya’s favorite video game, and commands Theo to remember his name...or else. Maya, however, is not so sure; she thinks maybe Jimmy’s not so bad. When Jimmy buys Maya and Miguel’s favorite bunny rabbit from the pet store, Maya decides they have to find out once and for all whether Jimmy really is a bully, or just misunderstood.

11:00 AM  CYBERCHASE (114) Cool It
(topic: Liquid Volume) - Determined to destroy Motherboard in any way possible, Hacker cleverly clogs up her cooling system. Digit brings the kids into cyberspace to help fix her, but the special coolant Motherboard needs, cryoxide, is found only in Castleblanca - and the supply is closely monitored! To bring back exactly enough cryoxide for Motherboard, the kids have to figure out the exact volume of Motherboard’s tank. In the process, they discover the importance of a standard unit of measure - and fill a most unusual container with the precious cryoxide. The Big Idea: Just because one container appears bigger to the eye doesn’t mean it holds more liquid than another. A container’s volume depends on all its dimensions.
Emily soon learns that love comes in all sizes.

made this happen without cooperation from all his friends.

thankful that they built the Automatic Lemonade Pouring Machine to help him they finally get it to work! Baby Bear couldn't have

visits, Emily worries that Clifford prefers the attentions of a super-tall basketballayer to the attentions of a short little girl.

He realizes that it's not what he wears that makes others like him. "Short-Changed"—When family friend Skyscraper Jackson

away!Snook's Songbook - Snook settles in to look through his songbook and shares some of his favorite songs from the World Tree,
10:30 AM  JAKERS! (133) *Waking Thor*
Ferny is distraught when his pet fish, Thor, dies. Piggley and Dannan try to help Ferny by distracting him with games and toys, but Ferny doesn’t seem to be getting “better.” The townsfolk pitch in and hold a wake for Thor to help Ferny talk about and share his feelings and to celebrate the happiness Thor brought him. Lesson: Dealing with loss and acquiring the grace to accept the things we cannot change gives us the power to celebrate life.

11:00 AM  CAILLOU (302) *Caillou The Sports Star*
Everyone’s Best - When Clementine shows up with a swimming ribbon on her chest, Caillou really wants to have one too. Grandma comes up with some very silly games with ribbons for prizes. Winning isn’t that easy, Caillou soon finds out, but he imagines he’s an Olympic Athlete and has a lot of fun trying his best. He finally wins a ribbon in the straight face contest Stronger Every Day - When a new, longer set of monkey bars is installed at the park, Caillou is disappointed that he can’t climb as far as Leo. He asks his Daddy how he can get bigger and stronger and finds out that eating right, exercising and getting lots of sleep is the best way. Later, when Clementine and Billy join them Caillou finds he can lift up Billy’s bike. He couldn’t do that last year! Caillou realizes he’s getting stronger every day!

11:30 AM  BOB THE BUILDER (104) *Self-Esteem*
Bob and the team learn to believe in their own abilities. Bob and Spud discover soccer skill they never knew they had in Bob and the Goalie. Wendy is nervous about delivering an important speech in Wendy’s Night Out. A lucky charm gives Travis the confidence to work on his own, but what happens when he loses it?

2:30 PM  READING RAINBOW (1504) *Beegu*
Beegu, a small space creature finds no welcome on Earth until she meets some children on a playground.

3:00 PM  BETWEEN THE LIONS (501) *Pigs, Pigs, Pigs!/The Three Little Pigs*
It’s pigs galore for the Lion family! Pigs run amok in the story Pigs A Unity, Pigs Galore! then try to escape the wolf in a retelling of a classic folktale. key words: pigs, house featured consonant sounds: p, h

3:30 PM  CURIOUS GEORGE (112) *Doctor Monkey/Curious George The Architect*
Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker’s office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you’re trying to solve a puzzle involving a mysterious sound. Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it’s not a good idea to let a monkey operate them.

4:00 PM  DRAGON TALES (137) *Out with the Garbage/Lights, Camera, Dragon*
“Out With The Garbage”--Zak is confident Wheezie will love his big surprise, but Max and Emmy aren’t so sure. Wheezie is horrified to find Zak has cleaned up her side of the room! Zak is baffled by his sister’s reaction. After all, he only threw out the “junk.” But they are “treasures” to Wheezie, and she must get them back! When her broken paintbrush and old tongs come in handy along the way, Zak starts to realize that maybe some “junk” actually is good for something. “Lights, Camera, Dragon!”--Emmy’s ailing director with a video camera in Dragon Land. When Ord’s pet mouse runs away, Ord takes off in hot pursuit, Cassie is cast as detective and “The Great Dragon Mouse mystery” is on! Max feels bad when Emmy says the video is about dragons so he can’t be in it. He offers to help with music, but Emmy gives that part to Zak and Wheezie. Frustrated and sad, Max storms off. Emmy doesn’t want to break for lunch, so the others leave too.

4:30 PM  ARTHUR (402) *Hide and Snake/Muffy’s New Best Friend*
The kids capture a snake and learn that it’s possibly poisonous--but only after it gets lost in Arthur’s house! Can they find the snake before Arthur’s parents discover their slippery little secret? In the second story, Muffy is interviewing for a new best friend. She and Francine are usually inseparable, but lately it seems they have less in common than they thought. Will the girls realize that even the best of friends can have different interests?

5:00 PM  CYBERCHASE (117) *Return to Sensible Flats*
topic: Line Graphs) - Something is amiss with the bliss of Sensible Flats. The reservoir is dry. The town is out of water. And the folks who live there are leaving as fast as they can. But why? When the kids and Digit arrive, they use line graphs to reveal the
true story of what happened - and all lines lead to Hacker, the newest resident of Sensible Flats. The Big Idea: You can use a line graph to tell a story about how things change, and make predictions.
TUESDAY, FEBRUARY 13

6:30 AM  BARNEY & FRIENDS (706) Stop! Go!
In this episode of Barney & Friends, the gang learns about stop and go. First, the kids learn about crossing the street, and how they must stop, look and listen. When Baby Bop arrives, she learns about opposites. She then takes the stop and go signs out to the park to play. Inside, the kids and Barney play dress up and do some silly dancing. When Baby Bop comes back in, Barney reads "The Three Billy Goats Gruff" to everyone.

7:00 AM  SESAME STREET (4089) American Fruit Stand
Alan is busy receiving a big delivery at Hooper’s Store so Miles helps him out by watching the fruit stand. Elmo and Zoe walk by talking about cookies and ice cream. All of sudden, Sesame Street is transformed into a 50’s musical show "American Fruit Stand." Miles sings "I Love Fruit" (to the tune of "I Feel Good"), a song about how good fruit tastes and how good it is for the body. Elmo and Zoe get so excited about fruit that they now want an apple and an orange! Gina comes to the fruit stand and asks Miles for some peaches and pears. Sesame Street is transformed once again and Miles sings, "Peaches and Pears" (to the tune of "Twist and Shout"). Maria needs some broccoli. It happens to be her lucky day because broccoli is a special guest star on "American Fruit Stand" and Miles sings "Broccoli is Good" (to the tune of "Johnny B. Goode"). All of the fansand groupies become so excited about fruits and vegetables. Alan’s business has never been so good. Guest: Alison Krauss and Union Station (Bluegrass/Roots Music) She has won the most Grammy awards for a female artist in the history of the awards.

8:00 AM  CYBERCHASE (117) Return to Sensible Flats
(topic: Line Graphs) - Something is amiss with the bliss of Sensible Flats. The reservoir is dry. The town is out of water. And the folks who live there are leaving as fast as they can. But why? When the kids and Digit arrive, they use line graphs to reveal the true story of what happened - and all lines lead to Hacker, the newest resident of Sensible Flats. The Big Idea: You can use a line graph to tell a story about how things change, and make predictions.

8:30 AM  CURIOUS GEORGE (111) Water to Ducks/Animal Magnetism
After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck? Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

9:00 AM  CLIFFORD THE BIG RED DOG (126) The Kibble Crook/Screaming for Ice Cream
"The Kibble Crook"--T-Bone can’t resist sneaking a bite -- well, okay the whole bowl -- of Cleo’s new dog food. When Cleo gets upset, T-Bone blames it on another dog and sends our fearless friends on a wild goose chase. T-Bone ultimately learns to take responsibility for his own mistakes. "Screaming for Ice Cream"--Charley and Emily Elizabeth find themselves up to their elbows in ice cream when Charley takes it upon himself to serve ice cream while his father is at a doctor’s appointment. Charley learns that there are some responsibilities kids should not attempt to shoulder without the help of an adult.

9:30 AM  DRAGON TALES (136) Ord Sees The Light/The Ugly Dragling
"Ord Sees The Light"--Max’s reunion with his frog friend Happy is cut short when Happy hops off after a floating dandelion seed. Max, Emmy and Ord give chase until Happy disappears into a cave and Ord, who’s afraid of the dark, comes to a halt. He knows how much Max wants to play with Happy, so he reminds himself that he was just fine the last time he went into the dark with his friends. In addition to using strategies that worked last time, Ord tries new ways of coping like holding his friends’ hands and cuddling his teddy dragon. "The Ugly Dragling"--Max and Emmy meet Priscilla a dragon who is embarrassed because of her odd-looking uke of big, bulky feathers. The gang helps her feel better by examing that being different isn’t a bad thing because everyone is different in some way. Priscilla agrees to go with her friends to help stop Mungus the Giant’s sneezing fit.

10:00 AM  IT’S A BIG BIG WORLD (132) The Hatch/Sounds of the Forest
The Hatch - Burdette shows Smooch and Winslow the shell of the egg she hatched from and asks them where their eggshells are. Thinking that they have lost them, the monkeys search the World Tree for their shells, learning about fish, frog, and turtle eggs along the way. Finally, Smooch takes them to Madge’s, where they find out that mammals aren’t hatched from shells, but born, so they didn’t lose anything after all! Sounds of the Forest - Wartz moves into a new log, but after his first day there he is exhausted- he keeps hearing mysterious whistling and knocking noises and he can’t sleep. Madge ex ains that wind passing over holes in the log is causing the whistling, and later Wartz discovers the source of the knocking- it’s Winslow who’s preparing to give a concert with the new instrument he has made.

10:30 AM  JAKERS! (134) Father’s Day
Piggley needs to help his father with some chores around the farm. But when Piggley takes a more creative than practical approach in painting the milk cart and builds a castle of hay for the new chicks, his father thinks Piggley is aying instead of working. In the end, Piggley’s overworked father sees the joy Piggley is getting from his work and rediscovers his own sense of ay.Lesson: When work is approached with the right attitude, it can be fun!

11:00 AM  CAILOU (303) Caillou The Builder

Caillou the Road Builder - There’s been a big storm and the school yard is littered with branches and other debris. The children all pitch in to help clean up the yard. When Caillou and his friends, Leo and Clementine, finish their cleanup duties they decide to build a road through the sandlot. Using simple tools and their imaginations they lay out a road, build a bridge, dig a tunnel, and even ant a tree fashioned from a leafy twig.Caillou’s Building Adventure - When Daddy and Grandpa help a charity build a new home for a needy family, Caillou comes Along to help hand out sandwiches. He gets to watch the grownups at work, and imagines himself as a construction worker. He also meets a new friend, Frankie, who shows Caillou where his new bedroom will be.

House in the Sky - Mommy and Caillou go to visit an old friend of Mom’s and her four-year-old son Kevin. Caillou is surprised to find that Kevin lives in a house in the sky - in an apartment building! He’s never been in one before and finds it to be quite an adventure. He likes riding the elevator, and how the view of the city below is just like looking down on the ants in his backyard.

11:30 AM  BOB THE BUILDER (105) Taking Responsibility

There are plenty of important jobs to do, and the team learn how to take responsibility. In Mr Bentley - Dogsitter, Mr Bentley has his hands full looking after the Mayor’s Dog. Spud learns to own up to his mistakes in Spud’s Statue. And Trix takes on one job too many in Trix’s Pumpkin Pie.

2:30 PM  MR. ROGERS NEIGHBORHOOD (1662) Love

3:00 PM  BETWEEN THE LIONS (129) Giants and Cubs

Leona thinks scary giants are coming into the library to clobber lion cubs.

3:30 PM  CURIOUS GEORGE (110) Curious George Discovers The "Poles"/Curious George Finds His Way

Curious George Discovers the "Poles" - George is thrilled when Bill asks him to look after his tadpoles. He conscientiously feeds them and even decides to give them a little vacation in the lagoon. But the tadpoles disappear and George worries that he’s lost Bill’s pets forever. After weeks of searching, George is ready to give up hope, until he learns that the tadpoles haven’t vanished: they’ve grown into frogs! Curious George Finds His Way - Hundley and George get locked out of the building in the back alley. While trying to find their way back in, they get hopelessly lost. To make matters worse, it starts to get dark. It isn’t until they begin to hear some familiar sounds they realize that with the combination of Hundley’s sharp ears and George’s good memory of what they’d heard along the way, they can find their way home.

4:00 PM  DRAGON TALES (135) Bad Share Day/Whole Lotta Maracas Goin’ On

"Bad Share Day"--Cassie is aying with the coolest new toy! With arms and legs and a voice, he’s the most amazing crayon in all of Dragon Land. He changes colors on command and whatever he draws comes to life. Everyone wants to try him. Although she’s working on something important, Cassie gives in to Max’s reading because she knows it’s always nice to share. But then Ord wants a try and so does Wheezie, so she gives in to them too because she doesn’t want anyone to be mad at her. Finally, with time running out, she tells herself she must be strong and ex ain to them that she needs the crayon to make a get well card for her mom. "Whole Lotta Maracas Goin’ On"--Quetzal loves to make music with maracas but his set is broken, so the gang decides to make him a new pair for Teacher’s Day. Emmy joins Cassie in pursuit of tricky stickleback sticks for the handles. Max teams up with Ord to negotiate their way around a few crabby pincher crabs to obtain beach gourds for the rattles. But Zak and Wheezie have the hardest task of all, they must coax some seeds from a boy and girl Songflower team who hold them "captive" to their awful musical renditions!

4:30 PM  ARTHUR (315) Arthur and D.W. Clean Up/The Long, Dull Winter

Arthur just might make it to Happy Crazy Wow Day at the park--if he and D.W. can work together to clean both their rooms! In the second story, what’s wrong with Arthur? Is he bored? In love? Arthur--and the rest of the gang--realize they are suffering from the January doldrums brought on by an acute lack of holidays. What’s the cure? The kids decide to invent their own holiday.

5:00 PM  CYBERCHASE (306) The Grapes of Wrath

A terrible cyberglitch afflicts the young prince of the Crab Kingdom and the CyberSquad must cure him and stop Hacker before all is lost.
In this episode of Barney & Friends, Barney and the kids learn about colors. Sarah, Mario and Tony have set up a color collection in the caboose, arranging items in piles of red, yellow and blue. Outside, they meet Miss Jo who is painting a picture of a yellow flower. When she is done, she gives the painting to the kids because they need more things yellow. Baby Bop tries to give the kids her blankey, but finds that she really needs it to take a nap. Sarah helps out the yellow collection by making flowers out of crepe paper.

Slimey wants to be a hero just like Trash Gordon! Rosita and Elmo are surprised because heroes are supposed to be big and strong. Oscar exclaims that Slimey is strong and just the right size. Slimey is still unsure if he can do it, but Oscar reassures him that he can do everything that any other hero can do. His first mission is to save the letter of the day. He uses his little body to finish the rest of the letter "N". Next he helps Miles and Gabi, who are missing a checker piece. Slimey curls into a circle and "becomes" the missing piece. He saves the game. Finally, Elmo forgets his bowl of ice cream inside Hooper's Store and the door is locked. Miles can't unlock the door because he dropped the key inside. The only one small enough to crawl through the keyhole is Slimey, the Hero. He successfully gets the key and saves the day once again. Everyone is so grateful and proud. Three cheers for Slimey!

A terrible cyberglitch afflicts the young prince of the Crab Kingdom and the CyberSquad must cure him and stop Hacker before all is lost.

Doctor Monkey - When George accompanies The Man with the Yellow Hat to Dr. Baker's office for his annual check-up, he discovers that a stethoscope is a pretty handy thing to have around when you're trying to solve a puzzle involving a mysterious sound. Curious George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it's not a good idea to let a monkey operate them.

BIG HEARTED T-BONE - Clifford's Big Idea: Be Responsible T-Bone generously offers to watch Cleo's niece Kiki so Cleo can get some rest. But his honorable intentions are challenged when his female canine friend Mimi comes to town. CLEO'S VALENTINE SURPRISE - Clifford's Big Idea: Help Others Cleo, with some help from K.C., prepares a special gift for Clifford and T-Bone and expects a BIG gift in return.

"Out With The Garbage" -- Zak is confident Wheezie will love his big surprise, but Max and Emmy aren't so sure. Wheezie is horrified to find Zak has cleaned up her side of the room! Zak is baffled by his sister's reaction. After all, he only threw out the "junk." But they are "treasures" to Wheezie, and she must get them back! When her broken paintbrush and old tongs come in handy along the way, Zak starts to realize that maybe some "junk" actually is good for something. "Lights, Camera, Dragon!" -- Emmy's playing director with a video camera in Dragon Land. When Ord's pet mouse runs away, Ord takes off in hot pursuit, Cassie is cast as detective and "The Great Dragon Mouse mystery" is on! Max feels bad when Emmy says the video is about dragons so he can't be in it. He offers to help with music, but Emmy gives that part to Zak and Wheezie. Frustrated and sad, Max storms off. Emmy doesn't want to break for lunch, so the others leave too.

Guardians of the Sappenwood Tree - Winslow is looking for some branches for a project and finds a tree that has the perfect ones, but a dragonfly darts in front of him and won't let him touch the tree. Winslow and Snook visit Madge for an explanation and learn that the tree is a Sappenwood, a tree that is nearly extinct. Winslow and Bob decide that they would like to protect the tree with the dragonfly, so they all become Guardians of the Sappenwood Tree. Over the Hills and Far Away - Smooch decides that she wants to become an explorer and visit some aces outside of the World Tree, and so she heads off to see the ocean. A worried Winslow finally finds her, and Smooch agrees that she needs to learn some more about geography before she is ready to be an explorer.

After griping about his parents' rules, Piggley wishes he were a grownup, so he could do as he eases. But when Dad sprains his ankle, putting Piggley in charge of the farm for a day, Piggle finds being a grownup is a lot harder than it looks. Lesson: Don't be in such a hurry to grow up- everything happens in its own time.

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Caillou Helps Out - Rosie is teething and just can’t seem to fall asleep so big brother Caillou decides to help. He sings her a song and finds her favourite bunny, but it isn’t until he tells her a very imaginative bedtime story that she finally drifts off into the land of dreams.Caillou the Firefighter - The Fire chief visits Caillou’s ayschool to teach the children about fire drills. When Caillou is lifted up for a turn sitting in the big fire truck he imagines he is a firefighter himself hurrying though town to save the day. At the end of his turn Caillou announces he will be a firefighter when he grows up! The Fire Chief says he’d be glad to have Caillou on the team.Caillou to the Rescue - After a mischievous Rosie hides Caillou’s cars between the cushions on the sofa, Leo and Caillou have a grand adventure pretending that they are tow truck drivers and crane operators rescuing the cars from their hiding aces.

11:30 AM BOB THE BUILDER (106) Creativity
It’s time for arts and crafts as Bob and the team get creative. Lofty learns that size is no barrier to artistic expression in Lofty the Artist. Inspiration for Molly’s Fashion Show comes from a very unusual ace. And for Bob the Photographer, entering a sim e photography competition isn’t as easy as it seems.

2:30 PM READING RAINBOW (1403) Lemonade for Sale
To raise money to rebuild their dilapidated clubhouse, the Elm Street kids open a lemonade stand.

3:00 PM BETWEEN THE LIONS (605) Pete’s A Pizza/Pygmalion
With a little imagination, a father turns his son into a pizza, and some loving hugs bring a statue to life.Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds th and hard g, and examines the concept of contractions.

3:30 PM CURIOUS GEORGE (111) Water to Ducks/Animal Magnetism
Water to Ducks - After a big rain, George is ecstatic to discover ducks swimming in a big puddle next to the country house. But the puddle starts to shrink and the ducks begin to fly away. How can George keep that puddle from evaporating so he and Jumpy can continue to play peek-a-boo with that cute baby duck?Animal Magnetism - On a mission to find magnets to hang his newest masterpiece on the refrigerator, George learns a lot about magnets. His new knowledge comes in handy when he has to save his precious artwork from a giant magnetic crane at the junkyard.

4:00 PM DRAGON TALES (136) Ord Sees The Light/The Ugly Dragling
"Ord Sees The Light"--Max’s reunion with his frog friend Hoppy is cut short when Hoppy hops off after a floating dandelion seed. Max, Emmy and Ord give chase until Hoppy disappears into a cave and Ord, who’s afraid of the dark, comes to a halt. He knows how much Max wants to play with Hoppy, so he reminds himself that he was just fine the last time he went into the dark with his friends. In addition to using strategies that worked last time, Ord tries new ways of coping like holding his friends’ hands and cuddling his teddy dragon. "The Ugly Dragling"--Max and Emmy meet Priscilla, a dragon who is embarrassed because of her odd-looking ume of big, bulky feathers. The gang helps her feel better by examining that being different isn’t a bad thing because everyone is different in some way. Priscilla agrees to go with her friends to help stop Mungus the Giant’s sneezing fit.

4:30 PM ARTHUR (809) Flea to Be You and Me/Kiss and Tell
Flea to Be You and Me - Pal is itching like crazy and the culprit is Pepe, an Italian circus flea. To save himself from being "squeeshed," Pepe enthralls Kate, Pal, and Amigo with the story of his heartbreaking separation from brother Sale -- followed by an incredible journey across four continents! Kiss and Tell - Emily returns from her summer in Paris with the amazing news that she’s been kissed .... by a boy! Just like in a fairy tale! Now D.W. wants a kiss so that she can be a princess, too. But where can she find her Prince Charming?

5:00 PM CYBERCHASE (201) Hugs & Witches
It’s Valentine’s Day, and Hacker captures Doctor Marbles and Lady Ada Lovelace (Jane Curtin), acing them inside a time machine invented by the mathematically-minded Lovelace. The kids and Digit must decipher a series of poems left behind by Lady L, and free them from the time machine before it time travels to the nether world of cyberspace - never to return! Will the kids get there in time, or will Valentine’s Day bring nothing but broken hearts?
In this episode of Barney & Friends, the gang learns about exercise and proper nutrition in order to grow big and strong. First, the kids are playing outside and Barney teaches them that movement, playing games and running for exercise, are important features in everyday life. Everyone needs to exercise. Even Baby Bop and BJ come by to teach the kids about different games to play in order to get exercise. All of a sudden, it starts to rain so the gang heads into the caboose. Here, they learn that you can exercise inside almost as well as outside. Also while inside, they learn about healthy snacks.

7:00 AM  SESAME STREET (4125)
The Alphabet Road Show is coming to Sesame Street. It’s the show that takes you on the road in search of unusual people saying the alphabet in unusual ways. David Letterguy, the host of the show, arrives and is ready to roll tape. Telly and Baby Bear know exactly how they are going to say the alphabet, but Elmo is still unsure. Baby Bear is first and he says the alphabet while he’s waiting for his porridge to cool. Telly says the alphabet while bouncing on his pogo stick and wearing a triangle hat. Elmo is next, but he still can’t think of an unusual way to say the alphabet. Elmo decides that he is going to go for a bike ride to help him think. David Letterguy is about to leave, when all of a sudden he hears Elmo saying the alphabet while riding his tricycle. This is an unusual way to say the alphabet! Elmo makes it on the show!

8:00 AM  CYBERCHASE (201)  Hugs & Witches
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8:30 AM  CURIOUS GEORGE (113)  Zoo Night/Charbie Escapes
George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! Charbie Escapes - Dog sitting Charbie is always a challenge but it’s especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charbie tied up, Charbie comes up with a way of slipping out of her leash. It takes all of George’s problem solving skills to find a way to keep Charbie from running away...until George discovers that she likes playing soccer too.

9:00 AM  CLIFFORD THE BIG RED DOG (107)  Clifford & The Beanstalk/Itchy Patch
Clifford and the Beanstalk - Emily works hard to prepare for her audition for the lead in the school play, but loses the role to Jetta, who worries more about what she’ll wear than about learning her lines. Emily steps in and plays the lead role at the last minute, and Jetta learns that it’s hard work and preparation are what make you successful. Itchy Patch - Clifford is itching like crazy but tries hard to stop when he hears Emily say that she’ll take him to the vet if he keeps it up. With the help of Cleo and T-Bone, Clifford tries every trick to conceal his discomfort to avoid a trip to the doctor! But Clifford soon learns the value of trust in an unknown situation.

9:30 AM  DRAGON TALES (309)  Finn’s Blankie/Let’s Dance
Finn’s Blankie - Cassie’s mom has accidentally sent Cassie’s little brother Finn’s blanket to the Dragon Land Laundry. Finn has never been separated from his blanket and is having a hard time coping without it. His tantrums and whimpering prompt Cassie to bring Finn and the gang on a trip to retrieve the blanket. Along the way, the group helps Finn cope without his blanket when faced with challenges. Once they reach the laundry, a giant storm has blown through and strewn the laundry all over. While sorting through the mess to find the blanket, the gang cheers Finn up by playing dress-up with the laundry. Finn dressed as a pirate, laughs himself into a pile of clothes, where he finds his blanket! Let’s Dance - Patience has never been one of Wheezie’s virtues. While the group is aying in a patch of peekaboo flowers, they stumble upon Greta the Gremlin. She’s holding three magical boxes and is about to open them for the gang, when a gust of wind blows the hat off her head and far into the distance. Ord, Cassie, Max and Emmy bolt after the hat as Greta tosses the magical boxes to Wheezie asking her to guard and not open them until she gets back. Wheezie can’t stand it. Beside herself with curiosity, she opens one of the magic boxes—which says music that causes them to dance uncontrollably. Once they finally stop, Zak tries to help Wheezie be patient and not think about the remaining boxes. It works for a moment, but Wheezie snaps and opens the second box—revealing another bittersweet surprise. The gang arrives and helps their impatient friend by distracting her with a game of Red Light/Green Light until Greta returns. Once she does, Wheezie confesses that she opened the boxes. Greta graciously understands and hands her the third. Under Greta’s guidance and using her magical words, the third box produces a maypole with streamers that lifts everyone into the air and playfully swings them around—fun worth waiting for!
The Big Race: Winslow and Smooch are racing through the World Tree and race right into Snook! Winslow wants to organize a race to prove he is the fastest animal in the tree, but Snook suggests that they have a relay race and let each animal participate. Winslow agrees and they all move at their own pace in a World Tree relay race! EDUCATIONAL OBJECTIVE: Same/Different Animal Characteristics - Different animals have different ways of getting around and move at different speeds. You Are What You Are: When Madge tells Wartz that her flowers couldn’t live without water, he wonders if that means that ants and fish are related. Madge explains that just because two things are similar, it doesn’t mean they are the same. She and Wartz talk about the unique characteristics of the animals in the World Tree and how even though you may have things in common with others, though you yourself may change over time, you always stay who you are inside. EDUCATIONAL OBJECTIVE: Animal Characteristics and Identity - We are all different in our own special way. We may change as we grow, and we can pretend to be other things, but that doesn’t change who we are inside.

When Dannan’s grandma teaches the class to dance, Dannan proves an enthusiastic student of the art. But then Dannan realizes that she isn’t a very good dancer, and she becomes afraid that she will let her friends down and doesn’t want to dance anymore.

Caillou and the Big Slide - The play school is going swimming, and it’s Caillou’s very first time on a water slide, but he’s a little nervous and doesn’t want to slide down it. Miss Martin tells him it’s natural to be afraid of things the first time you try them - why, she was afraid of the swings when she was a little girl. Caillou musters up his courage and, pretending he’s a brave mountain climber, he climbs up the ladder and slides down, discovering how fun water slides really are! Caillou the Sailor - Mommy and Daddy are going out to a party and Caillou is excited to hear that Grandpa is coming to babysit. When Grandpa arrives he brings a box of surprises - a book about sailing ships and a real telescope. Caillou learns all about the old ships and how to salute when you say ‘Aye aye Captain!’ When a thunderstorm starts to rage outside Caillou is a little scared, until he pretends he’s a very brave sea captain with his new telescope and his best Caillou stories and drawings, Rosie soon likes bugs too, almost as much as Caillou does.

Bob the Farmer learns that the country life isn’t always the quiet life, while Travis tries to do the right thing in Travis’s Busy Day, but things don’t quite go to plan. George the Architect - Mr. Glass is building a new skyscraper in the neighborhood, and George and Gnocchi think that his construction site is more fun than a playground. George learns how bulldozers, cement mixers and jackhammers work, and why it’s not a good idea to let a monkey operate them.

Wheezie will love his big surprise, but Max and Emmy aren’t so sure. Wheezie has cleaned up her side of the room! Zak is baffled by his sister’s reaction. After all, he only threw out the "junk." But they are "treasures" to Wheezie, and she must get them back! When her broken paintbrush and old tongs come in handy along the way, Zak starts to realize that maybe some "junk" actually is good for something. "Lights, Camera, Dragon!" - Emmy’s playing director with a video camera in Dragon Land. When Ord’s pet mouse runs away, Ord takes off in hot pursuit, Cassie is cast as detective and "The Great Dragon Mouse mystery" is on! Max feels bad when Emmy says the video is about dragons so he can’t be
in it. He offers to help with music, but Emmy gives that part to Zak and Wheezie. Frustrated and sad, Max storms off. Emmy doesn’t want to break for lunch, so the others leave too.

4:30 PM  ARTHUR (403)  *Buster’s Breathless/The Fright Stuff*
Will Buster’s friends treat him the same after they learn he has asthma? Maybe the answer will be found on a guided tour through...Buster’s lungs! In the second story, prankster poltergeists have arrived in Elwood City--and just in time for the "Scare Your Pants Off" costume party! It’s boys versus girls in what becomes a great big battle of the pranks, until the kids learn a lesson about practical jokes...from a spooky source.

5:00 PM  CYBERCHASE (210)  *Raising The Bar*
The main Cybrary is under attack. Hacker, disguised as an exterminator called the Vermin Vexer, has released a mysterious cyberbug that is systematically destroying certain information - but Ms. Fileshare, the overworked Cybrarian, is too busy to notice. When Hacker uses bar graphs to confuse Ms. Fileshare, the kids create bar graphs of their own to counter his contentions. Which graph will Ms. Fileshare believe? And what information is Hacker trying to destroy? Math Topic: Bar Graphs; NCTM Links: Representation. *With special guest star Jasmine Guy*
FRIDAY, FEBRUARY 16

6:30 AM  BARNEY & FRIENDS (709) *Come Blow Your Horn*
In this episode of Barney & Friends, the gang learns about brass bands. There is going to be a brass band concert in the park that night and the band is coming to practice in the afternoon. Angela is there practicing her trumpet as she is just beginning to learn. BJ comes by with his drum hoping to play with the band. Inside the caboose, Mr. Boyd has set up tables for concert-goers to try out different instruments. When Mr. Boyd goes to decorate the park for the concert, the kids and Barney have a picture hunt in the caboose to look for Mr. Boyd’s musical pictures. When the brass band comes to practice, the kids head out to watch and listen. BJ and Barney are even allowed to play along; BJ and his drums and Barney and his tuba.

7:00 AM  SESAME STREET (4126)
Zoe is having a birthday party for her pet rock Rocco. She made her very own invitations and everyone’s invited. Even Elmo is going, and he has always just thought of Rocco as a rock. The only problem now is what do you get a rock for his birthday? With the help of Super Grover and Miles, Elmo decides to draw a picture of Rocco on a pony and give it to him for a present. Now it’s time for the party! The Street is decorated and all of Rocco’s family and friends are there to celebrate. It’s the greatest party they have ever been to for a rock. There’s a clown, birthday cake and presents. Everyone has gotten Rocco such thoughtful gifts, too. Zoe says that Rocco is very thankful and that he has never been so happy.

8:00 AM  CYBERCHASE (210) *Raising The Bar*
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8:30 AM  CURIOUS GEORGE (114) *Curious George’s Rocket Ride*
Curious George’s Rocket Ride - The International Space Station’s food supply has run out, and George is the only one who has the unique skills needed to fly the rocket and deliver the supplies. But George can’t help but be curious about what’s in those interesting looking containers. Before you know it, George has quite a mess to clean up before the supplies can be launched. Luckily, George’s experience with cleaning his room and his knowledge of how shapes fit together helps him put it away in time to get the astronauts their supplies. Curious George, Station Master - George and The Man with the Yellow Hat offer to pick up Bill when his train comes in and when he gets there, Flint Quint, the station master, shows George how he keeps the trains running smoothly and arriving on time. While Flint is eating lunch, George decides he wants to try his hand at being station master and while everything starts off smoothly, pretty soon trains are off schedule, out of order, and very confused. Mr. Quint comes to the rescue, and they put the trains back in the correct number order before they reach the station.

9:00 AM  CLIFFORD THE BIG RED DOG (124) *Who Me, Jealous?/A Bunny in a Haystack*
Who Me, Jealous?™—Mrs. Diller is taking care of Susie, her sister’s puppy, for the weekend. Does Mrs. Diller like the cute little puppy better than she likes Cleo? Cleo determines to "out-cutie" the puppy and win back Mrs. Diller’s affection. But she soon finds that Mrs. Diller thinks Cleo is perfect just the way she is. "A Bunny in a Haystack"—When Emily brings home the class bunny, Clifford, Cleo and T-Bone learn what a big responsibility it is to take care of a pet!

9:30 AM  DRAGON TALES (310) *Express Yourself/A Snowman for All Seasons*
EXPRESS YOURSELF: The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Enrique uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie explore different ways to express her emotions. EDUCATIONAL OBJECTIVE: Learning to express your feelings. A SNOWMAN FOR ALL SEASONS: It may not be snowing a lot at home, but Max & Emmy know where there’s always good, cold fun—Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short-term measures won’t solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After exploring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again. EDUCATIONAL OBJECTIVE: Persisting at a challenging task.

10:00 AM  IT’S A BIG, BIG WORLD (128) *Madge Is Missing/The Anteater Songbook*
Madge is Missing: Smooch and Winslow get worried when no one knows where Madge is and go to Snook for help. He suggests that they consult Madge’s books to see if they can learn something about map turtles that will help them discover where Madge might be. While the monkeys are researching, Madge returns from visiting a friend’s house and tells the marmosets some more fun facts.
about turtles. EDUCATIONAL OBJECTIVE: Investigation and Learning - There are many ways we can learn things on our own, including looking up information in books. The Anteater Songbook: After finishing his singing lesson with the ants, Bob shares some songs from his songbook, including: The Way of the Bob, If You’re Worried, Echo, Do Something Nice for the Tree, Find Out All About It, and Do Your Best. EDUCATIONAL OBJECTIVE: Music - Singing and listening to songs is not only fun, it can be a great way to learn new things.

**10:30 AM**    **JAKERS!** (137) *Searching for a Shamrock*

Piggley and friends borrow a special wooden shamrock from Mr. Hornsby -then mis ace it. Following advice from Don Toro, they retrace their steps to find it. starting from the last ace they saw it. Working together and helping each other they eventually find what they were looking for. Lesson: Cooperation and working together to solve a problem can be fun.

**11:00 AM**    **CAILLOU** (306) *Caillou The Snowman*

Caillou eagerly awaits the first snowfall of winter, and imagines himself building the biggest snowman in the world. When the snowflakes finally start to fall he rushes outside to ay. He and Sarah take a close look at some snowflakes, and then go inside to make their own snowflakes out of paper. Caillou Shoots! He Scores! - Caillou wants to play hockey with Billy and the other big kids. He goes with Daddy to the store to get the equipment he needs, but he finds he just can’t keep up with the big kids. After Daddy gives Caillou his old hockey sweater - which is way too big for Caillou - he tells him that if he keeps practicing he’ll be really good by the time he grows into the sweater. Caillou goes to Leo’s house to practice his hockey skills and dream about the future. Caillou Goes Tobogganing - Mommy can’t find Caillou’s toboggan for the playschool tobogganing trip and Caillou is certain he’ll miss out on all the fun. Miss Martin tells him that a cardboard box slides just as well as a toboggan on snow, so he decorates a box to look just like a bobsled. Once they get to the hill his bobsled box works just as well as all the other kids’ toboggans and he has a grand time after all.

**11:30 AM**    **BOB THE BUILDER** (108) *Animal Habitats*

Bob and the team learn all about bird and animal homes. Spud tries his hand at magic in Spud and the Doves. An ingenious solution is called for when Bob discovers a badger’s set in Bob and the Badgers. Mr Beasley discovers he has bats in the belfry in Mr Beasley’s New Friends.

**3:00 PM**    **BETWEEN THE LIONS** (117) *Something Fishy*

When Lionel reads the latest Cliff Hanger book to Leona, it gives her an idea about how to make one of her biggest dreams come true.

**3:30 PM**    **CURIOUS GEORGE** (113) *Zoo Night/Charkie Escapes*

George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! Charkie Escapes - Dog sitting Charkie is always a challenge but it’s especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charkie tied up, Charkie comes up with a way of slipping out of her leash. It takes all of George’s problem solving skills to find a way to keep Charkie from running away...until George discovers that she likes playing soccer too.

**4:00 PM**    **KIDS’ PICKS** ()

**4:30 PM**    **KIDS’ PICKS** ()

**5:00 PM**    **CYBERCHASE** (406) *A Change of Art*

Statues of Hacker are popping up all across Cyberspace. It’s his latest scheme - art therapy! Heartbroken after losing to the kids yet again, Hacker throws himself into sculpture and gives his work away. Problem is, wherever one turns up, the power goes off. The CyberSquad investigates to see what’s causing all these changes. Is Hacker back to his old tricks? Or has he finally had a change of heart? And what’s with the sparkly pure dots on the sculptures? EDUCATIONAL OBJECTIVE: Use a line graph to picture change and your eyes can quickly tell you when and how things are changing.
SUNDAY, FEBRUARY 18

6:00 AM CURIOUS GEORGE (113) Zoo Night/Charkie Escapes
George is so entranced by the new, adorable baby panda at the zoo that he stays through closing time and is accidentally locked inside. While trying to find the way out, he mistakenly opens a few wrong doors and finds himself surrounded by gorillas, giraffes, meerkats, and penguins! Now George has to use his map of the zoo to put all the animals back in the correct habitats before they wake up the baby panda! Charkie Escapes - Dog sitting Charkie is always a challenge but it’s especially difficult today when George really wants to practice his soccer kicks. Every time George comes up with a way of keeping Charkie tied up, Charkie comes up with a way of slipping out of her leash. It takes all of George’s problem solving skills to find a way to keep Charkie from running away...until George discovers that she likes aying soccer too.

6:30 AM MAKE WAY FOR NODDY (304) The Magic Powder/Don’t Be Scared Noddy
The Magic Powder - The Goblins create a magic foot potion that compels everyone in Toy Town to dance, leaving Sly and Gobbo free to make mischief. Don’t Be Scared Noddy - Shadows, noises and imaginary monsters make a good night’s sleep impossible for Noddy. His friends help out with some essential advice.

7:00 AM BIG COMFY COUCH (718)

7:30 AM CLIFFORD’S PUPPY DAYS (214) Valentine Schmalentine/Sweethearts Dance
Valentine Schmalentine: Clifford and Daffodil get very competitive over who can make EE the best Valentine’s Day gift of all. In the end, they realize she would have loved whatever they gave her, because she loves them. Sweethearts Dance: EE’s excitement over the Father/Daughter-Mother/Son dance at the Community Center turns to anxiety when she realizes she and her dad have to dance in front of a crowd.

8:00 AM THOMAS AND FRIENDS (311) The Way I See It
Gordon has set a record for pulling the express and he is to receive a set of special cars. It is Emily’s job to collect the cars and deliver them to the ceremony. On the way, she is rude to Diesel who is not impressed to hear about Gordon’s award. Diesel tries to tell her something but Emily steam-aways. Crossly, Diesel takes the cars and hides them in a siding. When Sir Topham Hatt catches up with Diesel, he orders him to show Emily where the cars are. On the way, Diesel’s engine starts to stutter. Diesel realizes that he also has broken a record, for shunting trucks. And he was cross that Emily didn’t listen. Emily is sorry and later at Gordon’s ceremony, she arranges a special surprise for Diesel too. It is the day of the Sodor School football match. James finishes his jobs first and gets to pull the team carriages. James gets decorated in the team colors. Thomas is very jealous and thinks this isn’t fair. He tries to persuade James to let him pull the coaches but James won’t listen. Thomas resorts to desperate measures and arranges for James to puff into a siding. This destroys James’ decorations! Thomas is horrified at what he has done. Thomas sees Bertie who has broken down on his way to the match with lots of children. Thomas offers to take the children and borrows the children’s flags and scarves to decorate James with. James looks wonderful and everyone is delighted.

8:30 AM BOB THE BUILDER (101) The Environment
This program follows the adventures of Bob and his machines: Scoop the leader/digger, Muck the digger/dumper, Dizzy the cement mixer, Lofty the crane and Roley the steamroller. Bob’s business partner, Wendy, and Pilchard the cat all help out in the builder’s yard. Other characters include Farmer Pickles, his tractor Travis and the naughty scarecrow Spud—who is always up to mischief. In this episode, Molly and Trix go nature watching while the others build a fence for Farmer Pickles. Then Wendy goes on vacation while the rest of the team is very busy with Farmer Pickles’ campsite. Can they finish the job without Wendy’s help? Yes they can! And finally, the team has to reace part of a riverbank that has been eroded. And Muck couldn’t be happier to ay in the mud.

9:00 AM FRANNY’S FEET (203)

9:30 AM POSTCARDS FOR BUSTER (119) Star Search (Charleston, South Carolina)
When Buster meets Justin, a talented 10 year-old actor, musician, and athlete, he decides to produce a documentary for Before They Were Stars. With his camera in tow, Buster meets Justin’s extended family and ex ores Charleston and St. Helena Island, where Justin’s family traces back its Gullah ancestry.

10:00 AM ARTHUR (402) Hide and Snake/Muffy’s New Best Friend
The kids capture a snake and learn that it’s possibly poisonous—but only after it gets lost in Arthur’s house! Can they find the snake before Arthur’s parents discover their slippery little secret? In the second story, Muffy is interviewing for a new best friend. She and Francine are usually inseparable, but lately it seems they have less in common than they thought. Will the girls realize that even best of friends can have different interests?

10:30 AM MAYA AND MIGUEL (103) When Maya Met Andy
Miguel recalls the time that a new kid moved into the neighborhood: Andy. As we all know, Andy’s missing an arm. Maya, eager to make Andy feel comfortable in their group, tries to steer the boys away from playing sports because she assumes that Andy won’t be able to participate. This results in the proverbial unstoppable force (Maya) meeting the immovable object (Miguel and his boys trying to play ball). And besides, the boys don’t seem to have any problem with playing ball with Andy. In the end, Maya learns that true sensitivity means treating others as equals.

11:00 AM CYBERCHASE (117) Return to Sensible Flats
(topic: Line Graphs) - Something is amiss with the bliss of Sensible Flats. The reservoir is dry. The town is out of water. And the folks who live there are leaving as fast as they can. But why? When the kids and Digit arrive, they use line graphs to reveal the true story of what happened—and all lines lead to Hacker, the newest resident of Sensible Flats. The Big Idea: You can use a line graph to tell a story about how things change,
MONDAY, FEBRUARY 19

6:30 AM BARNEY & FRIENDS (710) A New Friend
This episode of Barney & Friends is about meeting new friends. Mr. Boyd’s niece, Colleen, is in town. When they come to visit the gang at the caboose, Colleen decides to stay and play with everyone. Barney teaches the kids how wonderful it is to meet new people, especially people who are different than you. Colleen, for example, has only one hand. Barney reads "The Lion and the Mouse" to the kids. Before Colleen leaves, the kids and Colleen decide to be pen pals.

7:00 AM SESAME STREET (4082) Big Bad Wolf Huff and Puff When He Loses
Big Bad Wolf huffs and puffs every time he loses a game! First, Big Bad is so upset after losing a game of chess to Alan that he huffs and puffs and blows the game away. Big Bad tries to regain control and apologizes to Alan, telling him that when he is really disappointed, he has to huff and puff. Then, after striking out in a baseball game with Elmo, Gordon, and Zoe, Big Bad huffs and puffs and blows them away. Gordon examines that it’s only a game, and Elmo also tries to comfort Big Bad by telling him that Elmo strikes out all the time, too. Next, Big Bad even huffs and puffs and blows Big Bird and Radar away after losing a guessing game. Finally, Elmo, Zoe, and Big Bird, adamantly refuse to allow Big Bad to play basketball with them. They all tell him that they don’t like being huffed and puffed. Then, they sing a song called “You Can’t Win ‘Em All” to show Big Bad that the fun is in the game and that nobody can win all the time. Alan tells Big Bad that it’s okay to feel disappointed when losing, but it’s not okay to huff and puff, which ruins everyone’s fun. Big Bad understands and says that next time, even if he is disappointed after losing, he will try not to huff and puff.

8:00 AM CYBERCHASE (406) A Change of Art
Statues of Hacker are popping up all across Cyberspace. It’s his latest scheme - art therapy! Heartbroken after losing to the kids yet again, Hacker throws himself into sculpture and gives his work away. Problem is, wherever one turns up, the power goes off. The CyberSquad investigates to see what’s causing all these changes. Is Hacker back to his old tricks? Or has he finally had a change of heart? And what’s with the sparkly purp dots on the sculptures? EDUCATIONAL OBJECTIVE: Use a line graph to picture change and your eyes can quickly tell you when and how things are changing.

8:30 AM CURIOUS GEORGE () George to George

9:00 AM CURIOUS GEORGE ()

9:30 AM CURIOUS GEORGE ()

10:00 AM CURIOUS GEORGE ()

10:30 AM JAKERS! (138) Wish Upon A Story - Part 1
Grandpa is feeling a little blue on his birthday, so his young grandpigs decide to try to cheer him up by telling the great storyteller a few stories of their own describing how life would be if they were in Tara. Lesson: There are many ways to tell a story, it’s important to use your own particular skills.

11:00 AM CAILLOU (307) Caillou The Musician
Caillou says the Drums - Clementine’s big brother Billy has a new drum set and is having lots of fun playing as loud as he can. He won’t let Clementine and Caillou play his drums though, because he says they’re not grown up enough. The two friends set out to prove him wrong, and once they put on their ‘grownup costumes’ he finally relents and lets them play. Caillou pretends he’s a rock and roll drummer playing a big drum solo! Caillou’s Marching Band - Caillou and his friends are very excited when a real marching band goes by the school. They decide they want to be in a marching band too. The kids find some makeshift instruments in the classroom, and Emma makes them matching band hats. After a shaky start, Caillou leads the others by beating on his drum and they march around the schoolyard like a real marching band.Caillou Sings - The playschool is having a talent show and Caillou wants to sing a song, but Clementine beats him to the punch, picking the exact song he wanted to sing. When it turns out she’s having trouble remembering all the words, Caillou suggests they work together and the resulting song-and-dance routine is the hit of the show!

11:30 AM BOB THE BUILDER (109) Discovery
The team makes some remarkable discoveries. Mr Fothergill discovers the unlikely cause of his allergies in Hamish’s New Home. Muck discovers an ancient racertrack and becomes an archaeologist in Racing Muck. Pilchard becomes a detective in Pilchard’s Pets.

2:30 PM READING RAINBOW (1107) Martha Speaks
In this episode, Levar Burton’s dog, Duke, hosts. Duke introduces the book “Martha Speaks” about a very special talking dog. Then Duke tours the neighborhood and shows us some special dogs.
3:00 PM    CURIOUS GEORGE () George to George
3:30 PM    CURIOUS GEORGE ()
4:00 PM    CURIOUS GEORGE ()
4:30 PM    CURIOUS GEORGE ()
5:00 PM    CYBERCHASE (209) Double Trouble

With special guest star Geoffrey Holder. Out for revenge, Hacker invades Shangri-La and imprisons Master Pi. The kids and Digit arrive as Hacker searches for the Good Vibration - the source of peace and happiness on the cybersite. Trouble doubles with unexpected results for the kids as well as Hacker, Buzz and Delete. Will the good vibrations continue, or will Hacker turn Shangri La into Shangri Blah? The Big Idea: When something grows by doubling, it gets large surprisingly fast, growing ever faster the longer the doubling continues. Math Topic: Growth by Doubling; NCTM Links: Algebra *Science Connection: Comparing growth and patterns of change.
TUESDAY, FEBRUARY 20

6:30 AM BARNEY & FRIENDS (711) **Numbers! Numbers!**
In this episode of Barney and Friends, the gang learns about numbers. Tony and his father made a box full of numbers for the school bulletin board, but when Tony was showing everyone, they blew away. The remainder of the show has the gang on a number hunt, searching for Tony’s lost numbers. BabyBop drops by to help and away. Due to their intensive searching, the kids need a break, so they make shake pudding. In the end, all of the numbers are found!

7:00 AM SESAME STREET (4064) **Rocco’s New Dance**
Zoe’s pet rock, Rocco, is teaching Elmo a new dance. The dance gets more and more complex as Rocco includes an elephant, some chickens, and a lot of shooby-dooby-doos. When Zoe says that Rocco feels that they need to find a pig for the next dance move, mayhem ensues as they dance inside Oscar’s trash can, grooving with Oscar’s pig. Spot. No matter what new step is thrown his way, Elmo keeps trying and looks on the bright side.

8:00 AM CYBERCHASE (209) **Double Trouble**
With special guest star Geoffrey Holder. Out for revenge, Hacker invades Shangri-La and imprisons Master Pi. The kids and Digit arrive as Hacker searches for the Good Vibration - the source of peace and happiness on the cybersite. Trouble doubles with unexpected results for the kids as well as Hacker, Buzz and Delete. Will the good vibrations continue, or will Hacker turn Shangri La into Shangri Blah? The Big Idea: When something grows by doubling, it gets large surprisingly fast, growing ever faster the longer the doubling continues. Math Topic: Growth by Doubling; NCTM Links: Algebra *Science Connection: Comparing growth and patterns of change.

8:30 AM CURIOUS GEORGE (127) **The All-Animal Recycled Band/The Times of Sand**
The All-Animal Recycled Band - George recruits Charkie, Gnocchi, Hundley and Compass to play in a band inspired by the firefighters at Rescue Squad 86. For instruments, George gets creative and uses keys, rice in a milk carton, a birdseed canister with rubber bands, and a pie tin. Now all he has to do is figure out a way to get two dogs, a cat, and a bird to play music together. The Times of Sand - George and The Man with the Yellow Hat have a sand castle building contest at the beach. With the help of Bill and Momma Bunny, George builds a great castle and learns about how to avoid losing your castle to the incoming tide.

9:00 AM CLIFFORD THE BIG RED DOG (129) **Best Paw Forward/Then Came Bob**
"Best Paw Forward" - When cement is poured at the new Birdwell Island recreation center, the kids and dogs are invited to leave their handprints, But Clifford’s paw print is just too big to stay! Seeing Clifford’s disappointment, his friends work together to find a way to include Clifford-- and everyone’s delighted when Clifford’s paw print becomes the new wading pool for the children. "Then Came Bob" - Vaz baby-sits for Bob - a cute, but not very well-behaved little dog that Dr. Dihn recently acquired from the dog pound. This little mischief-maker is very good at getting into trouble -- and accepting the blame on Clifford! Emily Elizabeth never doubts her big dog for a minute, and the truth about Bob finally comes out.

9:30 AM DRAGON TALES (139) **To Do Or Not to Do/Much Ado About Nodlings**
"To Do or Not To Do" - Cassie reluctantly goes along when her friends suggest moving their game of Dragon Ball into a grove of trees. She knows it’s not a good idea because the ball might get lost. And it does in an odd colored-cave. The others dash inside, but Cassie is suspicious of the squishy floor and decides to wait outside. The entrance slams shut and her friends are sent sliding down a dark, slippery tunnel into the stomach of a giant Dragonocerous! They shout rescue ideas to Cassie and, although none sound good, she good-naturedly gives each a try. When they don’t work, Cassie becomes determined to follow her own instincts and gain her friends' release by tickling the large animal. "Much Ado About Nodlings" - Max ignores Cassie’s warning to watch out for Nodlings in the grass and accidentally drives his toy bulldozer into a wagon the tiny gnomes are using to gather mushtrees. The Giant of Nod demands that Max fix their broken wagon. Although Max is a little reluctant to take responsibility, he and the gang try various ways to right the situation.

10:00 AM IT’S A BIG BIG WORLD (135) **Echoes/A Good Heartbeat**
Bob is on Broken Branch Leap calling out to the ants and is startled when a voice calls back to him and says that his name is also Bob. Bob and Wartz visit Madge and Snook to tell them about this other Bob and are very relieved to learn that what they heard was only an echo. A Good Heartbeat - Wartz and Winslow are racing through the tree, and when Wartz finally stops moving, his heart is beating fast. Wartz hears the ba-doom, ba-doom, and is afraid he has swallowed a drum. Bob runs off to get S nook’s help, and soon he thinks he has swallowed a drum also! Finally, Snook and Oko ex aint to the pair that what they are hearing is their heartbeats.

10:30 AM JAKERS! (139) **Wish Upon A Story - Part 2**
Uncle Ferny arrives from Ireland with a special birthday gift for Grandpa Piggley: the original Raloo Rocket. As the old friends and grandchildren repair the beloved wagon, they recall its origins through song, written word and fanciful storytelling. Lesson: There are many ways to tell a story. Good friendships, and good stories, last forever.

11:00 AM  **CAILLOU (308) Caillou The Magnificent**
Show and Tell - Caillou has to decide on a nice surprise to bring to playschool for Show and Tell. The only problem is, he can't decide between his toy dinosaur Rexy, his kite, or his toy firetruck. However, when Rosie proves to be the best at surprising everyone, Caillou decides to bring his little sister for Show and Tell. Caillou the Magician - Grandma shows Caillou a simple magic trick, which makes him decide to be a magician. After finding a suitable costume, he practices a new trick - making Rosie disappear! When the time comes to show Mommy and Daddy their trick, Caillou finds that making Rosie disappear might be a challenge, especially when Gilbert gets in the way! Caillou's Castle - Caillou wants to play castles and dragons, even though Gilbert isn't very keen on aying the dragon. Mommy asks him to share and play nicely with his sister, so Caillou and Rosie build their very own castle out of empty cardboard boxes. When Gilbert doesn't want to be the dragon, Mommy and Daddy volunteer for the part and everyone has lots of fun aying make believe.

11:30 AM  **BOB THE BUILDER (110) Anticipating Outcomes**
More surprises for the team. Mrs. Bentley has a special train-set built for her husband in Mr. Bentley's Trains. Dizzy has an extra-special surprise when she tries to be Dizzy the Sheep-Dog. Scoop gets a surprise when he investigates some missing Snowman's noses in Snowman Scoop.

2:30 PM  **MR. ROGERS NEIGHBORHOOD (1562) Opera: A Star for Kitty**

3:00 PM  **BETWEEN THE LIONS (502) The Carrot Seed/The Empty Pot**
A seed that's planted and watered usually sprouts if you're patient, but what happens when the flower seed you ant for the Emperor doesn't grow? key word: seed featured consonant sounds: s, d

3:30 PM  **CURIOUS GEORGE (126) Housebound/Curious George Rides a Bike**
Housebound! - George learns the hard way about bones when he falls and breaks his leg at the museum exploring a dinosaur skeleton. A visit to the hospital, a cast on his leg, and a cane aren't enough to keep George down, especially when Hundley steps in to help. Curious George Rides a Bike - George loves his new bike, especially because it gives him the chance to help Bill with his paper route. But he gets distracted by some ducks, makes some paper boats out of the newspapers and then, trying to fix his mistake, hits a big rock that bends his bicycle wheel out of shape. Can Mrs. Renkins find the right tools to help him fix his bike so he can find some dry papers, finish the paper route, and keep his promise to Bill?

4:00 PM  **IT'S A BIG BIG WORLD (138) Bully for You/The Great White Cloud Whale**
"Bully For You" - The School in the Sky has a new student named Spike, and he sure seems mean! He mocks Ord and Wheezie for trying to imitate his superior yo-yo skills. At the Meadows he hurts Cassie's feelings and steals her basket. Cassie's friends tell her the only way to stop a bully from picking on you is to stand up to him. But Quetzal helps her see things in a different way: Maybe Spike, who's the new dragon on the block, acts mean because he is sad and lonely. "The Great White Cloud Whale" - The kids and dragons are finishing when they spot Captain Scalwiag's pirate ship. He's searching for the Great White Cloud Whale, who's swallowed his favorite ship. When they see the whale swimming through the sky, they help Scalwiag use balloon bait to try to trap him between two mountain peaks. But the whale grabs the bait and pulls their ship instead. When the string snaps and he swims away, Emmy tells Scalwiag not to give up.

4:30 PM  **ARTHUR (405) The Blizzard/The Rat Who Came to Dinner**
A big blizzard comes to Elwood City, taking out the electricity (and--gasp--television!) and sending residents scrambling for supermarket supplies. Can neighbors find ways to help each other survive through the storm? In the second story, the unthinkable is happening... Arthur's teacher is moving in! After his roof collapses, Mr. Ratburn stays with the Reads in order to teach and grade Arthur every second of the day! Or so Arthur fears!

5:00 PM  **CYBERCHASE (301) Ecohaven Cse**
Someone has stolen the legendary cyberbeast Choocroca from cybersite EcoHaven, and the only clue is the culprit's footprint. Using the principles of "body math," the CyberSquad has to sleuth out who took Choocroca, and rescue the massive beast. The suspects are members of a safari team -- one of them is secretly working for Hacker, who wants to capture the creature and use it to takeover Cyberspace. The CyberSquad must use forensic science to build their case and find both the culprit and the critter before Hacker gets his way.
WEDNESDAY, FEBRUARY 21

6:30 AM  BARNEY & FRIENDS (712) This Way In, This Way Out!
In this episode of Barney and Friends, the gang learns about the difference between inside and outside. It begins when Angela comes to the park with Terry the Turtle. Terry likes to pop his head in and out of his shell. The kids stay with Terry until it's time for Angela to release him back to the pond. BJ and Baby Bop have been hiking and meet up with the kids and Barney. They stay to learn about indoor and outdoor voices as well as watching a butterfly come out of her cocoon.

7:00 AM  SESAME STREET (4074) Telly Joins The Letter of the Month Club
While Alan is preparing Hooper's Store for Henrietta Honker's birthday, Telly Monster comes in and tells Alan just how excited he is to be a new member of the "Letter of the Month Club!" Just then, the delivery man, Vinnie, arrives at Hooper's Store with Telly's first letter, the letter "A." Then, noticing how excited Telly is about his letter, Vinnie then comes back with more letters of the alphabet, which are each designed differently to show a word that starts with that letter. For example, there's a button on the letter "D," and if you press it, the letter "D" says, "'D,' duh, dog..." Hooper's Store is now filled with letters and letter sounds, and there doesn't seem to be room for everyone who's coming to celebrate Henrietta's Honker's birthday. Telly then realizes that while he loves his alphabet collection, he loves his buddy Alan even more, and cares about his friend's birthday party. Although Telly knows he will miss his letters, he shows how much he cares by telling Vinnie to take out all the letters out of Hooper's Store in order to make room for the party. Just then, Vinnie returns with a miniature collection of the alphabet for Telly, who is happily surprised! Seth Green - says Vinnie the Delivery Guy from The Letter of the Month Club.

8:00 AM  CYBERCHASE (301) Ecohaven Cse
Someone has stolen the legendary cyberbeast Choocroca from cybersite EcoHaven, and the only clue is the culprit's footprint. Using the principles of "body math," the CyberSquad has to sleuth out who took Choocroca, and rescue the massive beast. The suspects are members of a safari team -- one of them is secretly working for Hacker, who wants to capture the creature and use it to takeover Cyberspace. The CyberSquad must use forensic science to build their case and find both the culprit and the critter before Hacker gets his way.

8:30 AM  CURIOUS GEORGE (128) The Elephant Upstairs/Being Hundley
The Elephant Upstairs - George hears a loud thumping sound coming from the ceiling of their apartment and becomes convinced that the new upstairs neighbor has an elephant for a pet. When The Man with the Yellow Hat points out how unlikely that is, George decides to investigate further and comes to the conclusion that if it's not an elephant, it must be a Galapagos Turtle who eats a lot of crackers, likes to wrap presents, and uses a juicer. When they finally pay their new neighbor a visit, the real story is even more interesting than George's theory. Being Hundley - George gets tired of being a monkey because monkeys have to clean their room, brush their teeth, and go to bed early. So he experiments with being a cat and a pigeon but decides that the best of all is to be a dog like Hundley. Hundley is not at all happy with this, but doesn't manage to convince George that there's room for only one lobby dog at this apartment building. It takes an elevator getting stuck between floors to help George realize being a monkey can be pretty useful in a pinch.

9:00 AM  CLIFFORD THE BIG RED DOG (107) Clifford & The Beanstalk/Itchy Patch
Clifford and the Beanstalk - Emily works hard to prepare for her audition for the lead in the school play, but loses the role to Jetta, who worries more about what she'll wear than about learning her lines. Emily steps in and plays the lead role at the last minute, and Jetta learns that it's hard work and preparation are what make you successful.

Itchy Patch - Clifford is itching like crazy but tries hard to stop when he hears Emily say that she'll take him to the vet if he keeps it up. With the help of Cleo and T-Bone, Clifford tries every trick to conceal his discomfort to avoid a trip to the doctor! But Clifford soon learns the value of trust in an unknown situation.

9:30 AM  DRAGON TALES (309) Finn's Blankie/Let's Dance
Finn's Blankie - Cassie's mom has accidentally sent Cassie's little brother Finn's blankie to the Dragon Land Laundry. Finn has never been separated from his blankie and is having a hard time coping without it. His tantrums and whimpering prompt Cassie to bring Finn and the gang on a trip to retrieve the blankie. Along the way, the group helps Finn cope without his blankie when faced with challenges. Once they reach the laundry, a giant storm has blown through and strewn the laundry all over. While sorting through the mess to find the blankie, the gang cheers Finn up by playing dress-up with the laundry. Finn dressed as a pirate, laughs himself into a pile of clothes, where he finds his blankie! Let's Dance - Patience has never been one of Wheezi e's virtues. While the group is aying in a patch of peekaboo flowers, they stumble upon Greta the Gremlin. She's holding three magical boxes and is about to open them for the gang, when a gust of wind blows the hat off her head and far into the distance. Ord, Cassie, Max and Emmy bolt after the hat as Greta tosses the magical boxes to Wheezie - asking her to guard and not open them until she gets back. Wheezie can't stand it. Beside herself with curiosity, she opens one of the magic boxes - which says music that causes them to dance uncontrollably. Once they finally stop, Zak tries to help Wheezie be patient and not think about the remaining boxes. It works for a moment, but Wheezie snaps and opens the second box - revealing another bittersweet surprise. The gang arrives and helps their
impatient friend by distracting her with a game of Red Light/Green Light until Greta returns. Once she does, Wheezie confesses that she opened the boxes. Greta graciously understands and hands her the third. Under Greta’s guidance and using her magical words, the third box produces a maypole with streamers that lifts everyone into the air and playfully swings them around—fun worth waiting for!

10:00 AM IT’S A BIG BIG WORLD (127) The Big Race/You Are What You Are
The Big Race: Winslow and Smooch are racing through the World Tree and race right into Snook! Winslow wants to organize a race to prove he is the fastest animal in the tree, but Snook suggests that they have a relay race and let each animal participate. Winslow agrees and they all move at their own pace in a World Tree relay race! EDUCATIONAL OBJECTIVE: Same/Different Animal Characteristics - Different animals have different ways of getting around and move at different speeds. You Are What You Are: When Madge tells Wartz that her flowers couldn’t live without water, he wonders if that means that ants and fish are related. Madge explains that just because two things are similar, it doesn’t mean they are the same. She and Wartz talk about the unique characteristics of the animals in the World Tree and how even though you may have things in common with others, and though you yourself may change over time, you always stay who you are inside. EDUCATIONAL OBJECTIVE: Animal Characteristics and Identity - We are all different in our own special way. We may change as we grow, and we can pretend to be other things, but that doesn’t change who we are inside.

10:30 AM JAKERS! (140) Creepy Cabbages of County Galway
After being told he’s too young to listen to his parents’ science fiction radio show, Piggley eavesdrops anyway. When his impressionable imagination puts him in a strange dream filled with cabbages and cabbage creatures, he learns there are reasons for rules. Lesson: Rules are there for a reason.

11:00 AM CAILOU (309) Caillou The Explorer
Caillou of the Antarctic - Caillou is playing with Jeffrey and Jason when he gets accidentally pushed down. He is a little upset about it until he realizes it was an accident. Since it’s so hot out Daddy treats them to ice cream and Caillou imagines he’s down at the cool cool south pole playing with the penguins! Deep Sea Caillou - There’s a new girl named Lee Wun in playschool, but she’s so shy she won’t talk to anybody. Miss Martin brings in a fish tank to show the class. After imagining he’s a tiny deep sea diver swimming in the fishtank, Caillou discovers that Lee Wun knows a lot about fish! Encouraged to tell the others what she knows, Lee Wun is able to start making new friends. Caillou in the Bayou - The whole family is on the way to the beach but accidentally end up on a trail through a swamp. Caillou is disappointed, he doesn’t think a swamp could be very interesting, until he takes a closer look at the creatures who live there. He imagines he’s in the Bayou searching for alligators.

11:30 AM BOB THE BUILDER (111) Confidence
Bob and the team learn more about their own abilities. Lofty has a tricky job in Lofty’s Long Load. Ballroom Bob impresses everyone with his dance moves and Roley learns that, when it comes to building, everyone has a role to play.

2:30 PM READING RAINBOW (1101) The Lotus Seed
In this episode of Reading Rainbow, Levar shows the kids about the Lotus Seed and how it develops from a flower. The program also takes a look at other cultures and their lifestyles in America. Included is a segment about a Vietnamese girl who is attending school in America. The program also features the book "The Lotus Seed" written by Sherry Garland and read by Rona Figuerora. There is also a segment on religion featuring a boy and his experiences of being Muslim. The kids review the books I’M NEW HERE, GRANDFATHER’S JOURNEY, and HALMENI AND THE PICNIC.

3:00 PM BETWEEN THE LIONS (606) Here Come The Aliens/Abiyoyo
Strange creatures lurk in outer space, but even stranger creatures dwell right here on earth. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds qu and z, teaches about q being paired with u, and introduces the prefixes un and re.

3:30 PM CURIOUS GEORGE (127) The All-Animal Recycled Band/The Times of Sand
The All-Animal Recycled Band - George recruits Charkie, Gnacchi, Hundley and Compass to play in a band inspired by the firefighters at Rescue Squad B6. For instruments, George gets creative and uses keys, rice in a milk carton, a birdseed canister with rubber bands, and a pie tin. Now all he has to do is figure out a way to get two dogs, a cat, and a bird to play music together. The Times of Sand - George and The Man with the Yellow Hat have a sand castle building contest at the beach. With the help of Bill and Momma Bunny, George builds a great castle and learns about how to avoid losing your castle to the incoming tide.

4:00 PM DRAGON TALES (139) To Do Or Not to Do/Much Ado About Nodlings
"To Do or Not To Do"--Cassie reluctantly goes along when her friends suggest moving their game of Dragon Ball into a grove of trees. She knows it’s not a good idea because the ball might get lost. And it does in an odd colored-cave. The others dash inside,
but Cassie is suspicious of the squishy floor and decides to wait outside. The entrance slams shut and her friends are sent sliding down a dark, slippery tunnel into the stomach of a giant Dragonocerous! They shout rescue ideas to Cassie and, although none sound good, she good-naturedly gives each a try. When they don’t work Cassie becomes determined to follow her own instincts and gain her friends’ release by tickling the large animal. “Much Ado About Nodlings”—Max ignores Cassie’s warning to watch out for Nodlings in the grass and accidentally drives his toy bulldozer into a wagon the tiny gnomes are using to gather mushtrees. The Giant of Nod demands that Max fix their broken wagon. Although Max is a little reluctant to take responsibility, he and the gang try various ways to right the situation.

4:30 PM ARTHUR (406) D.W. Tale Spins/Prunella Gets It Twice
What happens when you combine Greek mythology with D.W.’s imagination? When Grandma Thora shows D.W. how to be an author of great stories without even knowing how to write, D.W. tells a fantastic tale (with a little help from Homer) that impresses even Arthur. In the second story, getting two Polly Locket dolls almost ruins Prunella’s birthday party. That, and Francine’s bad mood—why, she wouldn’t even sing the happy birthday song! Wait...is there a connection? The Ghost of Presents Past appears to Prunella and shows her a thing or two about friendship and gratitude.

5:00 PM CYBERCHASE (110) The Secrets of Symmetria
(topic: Symmetry) - In his passion for symmetry, Dr. Marbles has created Symmetria, a harmonious cyber ace where everything is made symmetrical by a symmetrizer. Hacker steals the machine and reprograms it so that he can undo symmetry. The kids must master the properties of symmetry before Hacker destroys beauty, balance and harmony throughout all of cyberspace! The Big Idea: Symmetries are patterns you can find hidden within many objects that create balance, order, and a pleasing regularity in the world around us.
6:30 AM  BARNEY & FRIENDS (713)  Spring Into Fun!
When we first meet the gang, it’s raining outside so they have to play inside. But when Barney appears, he teaches the kids to sing a song to make the rain go away. Once it stops raining, they learn about some of their favorite Spring activities. The kids and Barney blow bubbles, have a picnic, and meet some baby ducklings.

7:00 AM  SESAME STREET (4081)  Rosita Wishes She Didn’t Have An Accent
Two kids ask Big Bird and Rosita for directions to the park. Rosita helps them by telling them that they should just look for the statue with all the pigeons. She pronounces pigeons as “pee-chins” because of her accent. The two kids think that the way Rosita pronounces pigeons is funny and laugh at her as they walk off. Rosita begins to feel sad and embarrassed by her accent, and exclaims that she sounds this way because she is from Mexico and she can’t help the way she talks. Rosita then tries to get rid of her accent in order to speak like everyone else, but since she can’t, she decides that she would rather not speak at all. Big Bird, Gabi and Miles try to tell her that they love the way she speaks, and that everyone has a unique voice and way of speaking. They also sing a song called “Music of the Street” to show Rosita that these unique differences are what makes up the beauty of the street! In the end, not only does Rosita realize that she should be proud of her accent, but she also teaches the two kids a couple words in Spanish! Norah Jones - Sings “Don’t Know Why Y Didn’t Come”.

8:00 AM  CYBERCHASE (110)  The Secrets of Symmetria
(topic: Symmetry) - In his passion for symmetry, Dr. Marbles has created Symmetria, a harmonious cyber ace where everything is made symmetrical by a symmetrizer. Hacker steals the machine and reprograms it so that he can undo symmetry. The kids must master the properties of symmetry before Hacker destroys beauty, balance and harmony throughout all of cyberspace! The Big Idea: Symmetries are patterns you can find hidden within many objects that create balance, order, and a pleasing regularity in the world around us.

8:30 AM  CURIOUS GEORGE (129)  George Fixes Betsy’s Wagon/
George Fixes Betsy’s Wagon - George and Steve borrow Betsy’s wagon to pick up a package, but on the way they lose a wheel. To replace the wheel, they experiment with a piece of wood, some roller skates, and a baby carriage wheel. Can they find some way to keep that wagon rolling? And what’s in that giant package anyhow?Curious George Takes a Dive - George makes friends with a turtle down at Lake Wanasink Lake but worries that because the turtle has no thumbs, it’s going to get a lot of water up its nose when it goes into the lake. The solution is to bring the turtle home and keep it in the bathtub. But the turtle is just not happy in the bathtub and when George brings home fish and weeds and frogs from the lake to keep it company, The Man with the Yellow Hat isn’t very happy either.

9:00 AM  CLIFFORD THE BIG RED DOG (124)  Who Me, Jealous?/A Bunny in a Haystack
Mrs. Diller is taking care of Susie, her sister’s puppy, for the weekend. Does Mrs. Diller like the cute little puppy better than she likes Cleo? Cleo determines to "out-cute" the puppy and win back Mrs. Diller’s affection. But she soon finds that Mrs. Diller thinks Cleo is perfect just the way she is. "A Bunny in a Haystack"--When Emily brings home the class bunny, Clifford, Cleo and T-Bone learn what a big responsibility it is to take care of a pet!

9:30 AM  DRAGON TALES (310)  Express Yourself/A Snowman for All Seasons
EXPRESS YOURSELF: The Doodle Fairies are unveiling a painting for Princess Kidoodle. As the gang flies to see it, Enrique tries a new nickname for Cassie - Pinky! Everyone loves the nickname, except Cassie. She is upset when Emily uses it, but does not know how to express her hurt feelings. When Emmy realizes that Cassie does not like the nickname but is having trouble speaking up, she helps Cassie express different ways to express her emotions. EDUCATIONAL OBJECTIVE: Learning to express your feelings. A SNOWMAN FOR ALL SEASONS: It may not be snowing a lot at home, but Max & Emmy know where there’s always good, cold fun-Snowy Summit in Dragon Land, home to Chilly the snowman and his snow puppy, Nippy. Everyone has a blast playing with their frozen friends, until it gets warm, warmer and downright hot! And to make matters worse, Snowy and Nippy are melting! The gang tries a flurry of cool ideas to keep the pair from turning to slush. They soon realize, however, that these short term measures won’t solve the problem, so they head off to find Pollynimbus at the snow factory, and figure out why it has stopped snowing. After ex oring many avenues, they discover that the snow machine is clogged and work together to fix the device. Success! Snowy Summit is snowy once again. EDUCATIONAL OBJECTIVE: Persisting at a challenging task.

10:00 AM  IT’S A BIG BIG WORLD (124)  Madge Is Missing/The Anteater Songbook
Madge is Missing: Smooch and Winslow get worried when no one knows where Madge is and go to Snook for help. He suggests that they consult Madge’s books to see if they can learn something about map turtles that will help them discover where Madge might be. While the monkeys are researching, Madge returns from visiting a friend’s house and tells the marmosets some more fun facts about turtles. EDUCATIONAL OBJECTIVE: Investigation and Learning - There are many ways we can learn things on our own, including looking up information in books. The Anteater Songbook: After finishing his singing lesson with the ants, Bob shares some
songs from his songbook, including: The Way of the Bob, If You’re Worried, Echo, Do Something Nice for the Tree, Find Out All About It, and Do Your Best. EDUCATIONAL OBJECTIVE: Music - Singing and listening to songs is not only fun, it can be a great way to learn new things.

10:30 AM  JAKERS! (201) Haunted Shipwreck
When Piggley and friends come upon an old shipwreck which bears the legend of being haunted, they take it upon themselves to free the ghost of Captain White. In doing so, they create a memory - and an adventure story - to last a lifetime. EDUCATIONAL OBJECTIVE: It’s fun to use your creative imagination to turn an ordinary event into a fun adventure!

11:00 AM  CAILLOU (310) Caillou The Scientist
Magnet Madness - Caillou is playing with the fridge magnets and learns lots of things about them. About what they stick to and what they don’t stick to - like Gilbert! He even imagines himself as a human magnet superhero. In the end Caillou is able to ap y what he’s learned and uses a magnet to help Daddy retrieve a metal peg from behind the workbench.Caillou the Dinosaur Hunter - The whole family goes on a trip to the natural history museum to look at the dinosaurs. Caillou is really enjoying himself looking at the skeletons and learning about the different kinds of dinosaurs. When he momentarily loses the others he knows enough to stay put until Mommy comes back and finds him. And when he realizes he’s left Rexy somewhere he learns about the lost and found, and retraces his steps until he finds his dinosaur friend.Caillou the Astronaut - Caillou wants to play with both his friends Clementine and Xavier in the ayschool playground. Unfortunately Clementine wants to ay bears and Xavier wants to play astronauts, and a little argument ensues. At story time Miss Martin tells them more about spaceships and astronauts and Caillou imagines he’s zooming around the galaxy ex oring stars and anets. Back outside Caillou makes up a new astronaut and bear game so everyone can ay together.

11:30 AM  BOB THE BUILDER (112) Using Clues
Bob and the team investigate some unex ained goings-on. What can be the solution to Mr Beasley’s Noisy Pipes? Bob’s biscuits are going missing in Pilchard and the Field Mice, what can be the cause? And Bob’s tools are going missing. Is Scruffty really to blame? Find out in Scruffty on Guard.

2:30 PM  MR. ROGERS NEIGHBORHOOD (1564) Opera: A Star for Kitty
Watch out! The cubs find out what warnings mean, and why it’s important to pay attention to them. key words: wings, box featured consonant sounds: w,

3:00 PM  BETWEEN THE LIONS (503) Wings/What’s in the Box?
Wings/What’s in the Box?

3:30 PM  CURIOUS GEORGE (128) The Elephant Upstairs/Being Hundley
The Elephant Upstairs -George hears a loud thumping sound coming from the ceiling of their apartment and becomes convinced that the new upstairs neighbor has an elephant for a pet. When The Man with the Yellow Hat points out how unlikely that is, George decides to investigate further and comes to the conclusion that if it’s not an elephant, it must be a Galapagos Turtle who eats a lot of crackers, likes to wrap presents, and use a juicer. When they finally pay their new neighbor a visit, the real story is even more interesting than George’s theory. Being Hundley - George gets tired of being a monkey because monkeys have to clean their room, brush their teeth, and go to bed early. So he experiments with being a cat and a pigeon but decides that the best of all is to be a dog like Hundley. Hundley is not at all happy with this an but doesn’t manage to convince George that there’s room for only one lobby dog at this apartment building. It takes an elevator getting stuck between floors to help George realize being a monkey can be pretty useful in a pinch.

4:00 PM  DRAGON TALES (309) Finn’s Blankie/Let’s Dance
Finn’s Blankie - Cassie’s mom has accidentally sent Cassie’s little brother Finn’s blanket to the Dragon Land Laundry. Finn has never been separated from his blankie and is having a hard time coping without it. His tantrums and whimpering prompt Cassie to bring Finn and the gang on a trip to retrieve the blankie. Along the way, the group helps Finn cope without his blankie when faced with challenges. Once they reach the laundry, a giant storm has blown through and strewn the laundry all over. While sorting through the mess to find the blankie, the gang cheers Finn up by playing dress-up with the laundry. Finn dressed as a pirate, laughs himself into a pile of clothes, where he finds his blankie.Let’s Dance - Patience has never been one of Wheezie’s virtues. While the group is playing in a patch of peekaboo flowers, they stumble upon Greta the Gremlin. She’s holding three magical boxes and is about to open them for the gang, when a gust of wind blows the hat off her head and far into the distance. Ord, Cassie, Max and Emmy bolt after the hat as Greta tosses the magical boxes to Wheezie-asking her to guard and not open them until she gets back. Wheezie can’t stand it. Beside herself with curiosity, she opens one of the magic boxes-which ays music that causes them to dance uncontrollably. Once they finally stop, Zak tries to help Wheezie be patient and not think about the remaining boxes. It works for a moment, but Wheezie snaps and opens the second box-revealing another bittersweet surprise. The gang arrives and helps their impatient friend by distracting her with a game of Red Light/Green Light until Greta returns. Once she does, Wheezie confesses
that she opened the boxes. Greta graciously understands and hands her the third. Under Greta’s guidance and using her magical words, the third box produces a maypole with streamers that lifts everyone into the air and playfully swings them around—fun worth waiting for!

4:30 PM   ARTHUR (407)  Binky Barnes, Wingman/to Beat Or Not to Beat
Does Binky have a favorite pastime? Not until citywide Bug Week, when suddenly all he can think about is butterflies. But is Binky’s obsession with catching Big Blue Butterfly destined to make him the Captain Ahab of Elwood City? And what will become of Moby Dick...er, Big Blue, if it falls into Binky’s clutches? In the second story, there’s a horrible racket in Elwood City. Is it a sewer sucking machine? A turbo bug extermination device? No, it’s Francine practicing her singing and drumming for the Talent Show! Should Arthur and the gang tell Francine that her act’s a sure loser? How can they save their friend from certain humiliation...but save their friendship, too?

5:00 PM   CYBERCHASE (126)  Out of Sync
The balance and harmony of the Mount Olympus cybersite is controlled and protected by the Music of the Spheres. When Hacker disrupts this balance and throws the site into utter chaos, the kids and Digit have until sunset to make the sound of the music right! For the beat to go on, the kids must recreate the music and find the missing element in the musical pattern. The Big Idea: You can use mathematical patterns to create and understand memorable musical rhythms. Math Topic: Patterns in Music NCTM Links: Algebra, Connections.
FRIDAY, FEBRUARY 23

6:30 AM BARNEY & FRIENDS (714) ay It Safe!  
In this episode of Barney and Friends, Barney teaches the kids how to play safe. Baby Bop and BJ come to the park to ay and learn how to swing and slide and still follow the safety rules. "Don't stand on the swing." "Always take turns on the slide." Sarah and Whitney put on a puppet show with nursery rhymes that aren't very safe, including Humpty Dumpty and Jack Be Nimble. Before it's time to go, Barney and the gang learn that you can't forget to clean up - another safety rule.

7:00 AM SESAME STREET (4065) The Sesame Street Square Game  
Elmo and Zoe ay the "Sesame Street Square Game" and the announcer, Mr. Square, leads the game. Mr. Square points out exactly what a square looks like and then Zoe and Elmo are off to find ten squares before a mouse climbs up the grandfather clock and rings the bell. Elmo and Zoe search all over Sesame Street finding squares wherever they can. As they find squares, the Announcer counts how many they have and how many they still need to find. They find a sign shaped like a square, a block with sides shaped like squares, and more . . . all before the bell rings. Julienne Moore - In "Far From Seven".

8:00 AM CYBERCHASE (126) Out of Sync  
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8:30 AM CURIOUS GEORGE (130) Unbalanced/Curious George Vs. Winter  
Unbalanced - The Amazing Balancing Zucchinis come to town, and George realizes that there's nothing he wants more in life than to be an acrobat. But before he can join the troupe, he needs to learn a lot more about balance and help save an allergic tightrope walker from a very determined cat. Curious George vs. Winter - Winter is closing in and George is miserable...how's he going to survive without all the fun summertime activities he loves? When he decides to ignore the weather and play with his wading pool and his bubbles, he learns some interesting things about freezing and melting.

9:00 AM CLIFFORD THE BIG RED DOG (128) Babysitter Blues/Saturday Morning  
"Babysitter Blues"--Mr. Bleakman is ready for a quiet relaxing weekend of oil painting, when he is asked to baby-sit Clifford for the day. Mr. Bleakman struggles to find a way to keep Clifford out of his way, but soon detects that the big red dog has much to teach him about being spontaneous and having fun! "Saturday Morning"--When T-Bone's "special Saturday time" with Sheriff Lewis doesn't turn out the way he expected one week, he goes on a quest to see how others spend their Saturdays. He finds there are many different ways to spend time with the people you love.

9:30 AM DRAGON TALES (138) Bully for You/The Great White Cloud Whale  
"Bully For You"--The School in the Sky has a new student named Spike, and he sure seems mean! He mocks Ord and Wheeze for trying to imitate his superior yo-yo skills. At the Meadows he hurts Cassie's feelings and steals her basket. Cassie's friends tell her the only way to stop a bully from picking on you is to stand up to him. But Quetzal helps her see things in a different way: Maybe Spike, who's the new dragon on the block, acts mean because he is sad and lonely. ~"The Great White Cloud Whale"--The kids and dragons are finishing when they spot Captain Scaliwag's pirate ship. He's searching for the Great White Cloud Whale, who's swallowed his favorite ship. When they see the whale swimming through the sky, they help Scaliwag use balloon bait to try to trap him between two mountain peaks. But the whale grabs the bait and pulls their ship instead. When the string snaps and he swims away, Emmy tells Scaliwag not to give up.

10:00 AM IT'S A BIG BIG WORLD (134) Oko's Birthday/Spinning A Tale  
Oko's Birthday - Madge lets everyone know that it is Oko's birthday, and they all want to get him the perfect present. After thinking about what Oko likes, they decide to put together a giant basket of fruit for him. But while they are waiting for Oko, Smooch and Winslow eat all of the fruit! When Oko arrives, he tells them it doesn't matter - being with his friends is the best present he could have. Spinning A Tale - When Bob and Wartz find a spider web, they decide that if a little spider can make a web to catch flies to eat, then they can make a "frog web" to catch flies for Wartz. But when they don't have success, Snook ex ains that spinning webs is a special ability that spiders have, and Wartz decides he'd better stick to catching flies like a frog - with his tongue.

10:30 AM JAKERS! (202) The Monkey  
When a monkey escapes from a traveling circus, Piggley and friends believe they've found an elusive "Irish gorilla". They set out to trap him, and in the process create an adventure of a lifetime.
**11:00 AM  CAILOU (311) Caillou The Bookworm**
Caillou the Librarian - Caillou is excited about showing Rosie the ropes when they visit the library. During storytime Caillou imagines he’s in the story, riding on a dolphin. Later he and Rosie argue over a book and accidentally tear it. He doesn’t want to tell the librarian, but finally musters up the courage to do so. The librarian turns out to be very nice and he helps her fix the book. And Rosie gets her very own library card! Caillou the Bookworm - Returning home from the library Caillou is very eager to sit down and enjoy his pirate book. Unfortunately it’s a very busy day and he’s having trouble finding a quiet place to look at his book. Caillou finally finds the perfect ace - in his closet! By the light of his flashlight he finally gets to enjoy his book and pretends he’s the pirate in the story digging up a buried treasure.

**11:30 AM  BOB THE BUILDER (113) Problem Solving**
Skip desperately tries to have a good idea in Skip’s Big Idea. Will he have one? A problem with some floorboards causes problems for Mr Ellis’s Exhibition until Bob has a solution. Lofty and Skip let their imaginations run wild in Lofty’s Jungle Fun.

**3:00 PM  BETWEEN THE LIONS (430) Three Goats, No Waiting**
Lionel writes and directs a play of “The Three Billy Goats Gruff,” but who in the library can act scary enough to be the hungry troll? Designated Reader: Meredith Vieira. Key word: goat. Target vowel: oa.

**3:30 PM  CURIOUS GEORGE (129) George Fixes Betsy’s Wagon**
George Fixes Betsy’s Wagon - George and Steve borrow Betsy’s wagon to pick up a package, but on the way they lose a wheel. To replace the wheel, they experiment with a piece of wood, some roller skates, and baby carriage wheels. Can they find some way to keep that wagon rolling? And what’s in that giant package anyhow? Curious George Takes a Dive - George makes friends with a turtle down at Lake Wanasink Lake but worries that because the turtle has no thumbs, it’s going to get a lot of water up its nose when it goes into the lake. The solution is to bring the turtle home and keep it in the bathtub. But the turtle is just not happy in the bathtub and when George brings home fish and weeds and frogs from the lake to keep it company, The Man with the Yellow Hat isn’t very happy either.

**4:00 PM  KIDS’ PICKS ()**

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**5:00 PM  CYBERCHASE (404) Past Perfect Prediction**
Convinced that the last piece he needs to activate his powerful new machine is hidden in Slider’s garage, Hacker threatens to evict the teen unless he pays up on an old debt. Enter the kids and Digit. As a way to raise the money, they convince Slider to open the garage for business - just like his dad did. They do, but quickly discover that there’s more to it than meets the eye. Can they unlock the past to find the key to saving Slider’s future?
6:00 AM  CURIOUS GEORGE (129)  George Fixes Betsy’s Wagon
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Curious George Takes a Dive - George makes friends with a turtle down at Lake Wanasink Lake but worries that because the turtle has no thumbs, it’s going to get a lot of water up its nose when it goes into the lake. The solution is to bring the turtle home and keep it in the bathtub. But the turtle is just not happy in the bathtub and when George brings home fish and weeds and frogs from the lake to keep it company, The Man with the Yellow Hat isn’t very happy either.

6:30 AM  MAKE WAY FOR NODDY (305)  Mr. odd In Jail/Noddy, The Best Driver in the World
Mr. odd In Jail - Overly-officious Mr. odd shows no leniency as he books everyone for even the most minor offences. His zealosity gets him locked up in his own jail, but the toys come to his rescue.

Noddy the Best Driver in the World - In an attempt to get Noddy to let her fly his airplane, Martha Monkey bets him that he can’t drive eight different vehicles in one day.

7:00 AM  BIG COMFY COUCH (719)

7:30 AM  CLIFFORD’S PUPPY DAYS (103)  Jorge and the Dog Run/Clifford’s Club House
Jorge and the Dog Run - Clifford and Jorge reminisce about the day they met, a day that ended in a big surprise.

Clifford’s Clubhouse - When Clifford realizes how much fun Emily Elizabeth is having in her new club, he and the other animals decide to start one of their own, but where will they have their meetings?

8:00 AM  THOMAS AND FRIENDS (312)  Strength
It is stormy season on the Island of Sodor and Thomas is to deliver some birthday mail to Alice at High Farm. On the way he meets Rosie a young tank engine. Rosie wants to be just like Thomas and tries to follow him to High Farm. This makes Thomas cross and he puffs away. When a storm appears Thomas puffs on, trying to get away from Rosie. Thomas takes a shorter but harder route to Hill Farm, but is soon stuck in a landslide. Rosie catches up with Thomas. Thomas is glad to see her and asks Rosie to deliver the special birthday mail to Alice. Rosie is happy to help and when she returns, Thomas is delighted to see Alice on board Rosie, who has come to say thank you.

Its winter and James is bringing coal to the wharf so that Duncan can take it up to the villages in the hills. Duncan challenges James to a race - he’ll deliver the coal faster than James can bring it to the wharf. James is too fast for little Duncan, so Duncan decides to hide his coal while James isn’t looking. James works extra hard to keep up with Duncan, but eventually runs out of his own coal. Duncan feels terrible and admits what he has done. He goes to find James to load him up with coal again. James and Duncan are happy to be Really Useful once again.

8:30 AM  BOB THE BUILDER (102)  Divergent Thinking
Spud the Pilot - Bob is installing an antique fire ace for Mrs. Percival. JJ was playing with his new remote-controlled model airplane, but lost it in a field. Spud finds it and causes havoc with the toy, but Bob helps patch things up again.

First Aid Molly - Bob and the gang are recycling some old pipes outside the town hall. Molly is practicing for her first aid exam. When Wendy calls JJ’s yard to order a special pipe, Molly offers to deliver it. On the way, she gets to practice her bandaging skills in unusual ways.

Trix and the Bug - The Mayor decides that the town needs a drive-in movie and Bob is asked to build it out in the countryside. The first film to be shown will be "The Invasion of the Giant Bug," and the film company sends a realistic looking model bug to help publicize the movie. Spud sees the bug and, thinking it’s real, runs away with Trix chasing him through town.

9:00 AM  FRANNY’S FEET (204)

9:30 AM  POSTCARDS FOR BUSTER (210)  Return to Louisiana (New Orleans & Slidell - Atlantic)
After Hurricane Katrina, Buster and Bo check in on the friends they made in Season 1 and take supplies for the hurricane relief efforts. Arthur and Buster's families get together to watch the postcards that Buster brings home. This episode portrays the healing power found in helping others, in creativity and in the love of families.

10:00 AM  ARTHUR (210)  D.W. Goes to Washington/Arthur’s Mystery Envelope
D.W. gets lost during a tour of the White House. A kind emcee reunites her with her family and invites them all in for pizza -- but doesn’t that guy look a little ... familiar? In part two, when Mr. Haney gives Arthur a sealed envelope to bring home, Arthur fears the worst.

10:30 AM  MAYA AND MIGUEL (119)  I’ve Got to Be Mi-Guel
Tito really admires his big cousin Miguel. So much so, in fact, that he begins to feel bad about himself - after all, Miguel does everything so well, it’s sometimes hard to measure up. But at Maya’s inadvertent suggestion, Tito realizes there is one way to be
just as cool as Miguel: to imitate everything Miguel says, does, and wears, from his sneakers to his haircut. Miguel is flattered by this new "mini-Miguel," but Maya gradually finds the whole thing annoying, and even more so because the flattery is clearly going to Miguel’s head. It’s only when Tito - in helping Maya and Miguel in an emergency -discovers some of his own talents that he goes back to being just ain Tito. Everyone is thrilled to have him back.

11:00 AM CYBERCHASE (209) Double Trouble
With special guest star Geoffrey Holder. Out for revenge, Hacker invades Shangri-La and imprisons Master Pi. The kids and Digit arrive as Hacker searches for the Good Vibration - the source of peace and happiness on the cybersite. Trouble doubles with unexpected results for the kids as well as Hacker, Buzz and Delete. Will the good vibrations continue, or will Hacker turn Shangri La into Shangri Blah? The Big Idea: When something grows by doubling, it gets large surprisingly fast, growing ever faster the longer the doubling continues. Math Topic: Growth by Doubling; NCTM Links: Algebra *Science Connection: Comparing growth and patterns of change.
6:30 AM  BARNEY & FRIENDS (715)  Three Lines, Three Corners
In this episode of Barney & Friends, the gang learns about triangles. First, they play triangle hopscotch, but then wander around the park and in the caboose pointing out different triangles. The kids decide to do craft projects using mainly the triangle shape. Finally, as Mario is preparing for his weekend family camping trip, Barney and the kids imagine that it is night and they have a campfire with s'mores in the park.

7:00 AM  SESAME STREET (4132)
Snuffy and Big Bird want to play with their new friend- Marco, Gina’s baby. They have brought a whole wagon full of things to play with, such as a baseball bat and glove, rollerskates, a pogo stick, and checkers. Gina tells them that the baby is still too young to play with any of those things. She suggests that they think like babies to come up with games that everyone can play together. Big Bird and Snuffy remember playing peek-a-boo, singing songs, and guessing animal sounds. They have so much fun on their playdate, but now they are ready to take naps. Snuffy and Big Bird can really think like babies, after all.

8:00 AM  CYBERCHASE (404)  Past Perfect Prediction
Convinced that the last piece he needs to activate his powerful new machine is hidden in Slider’s garage, Hacker threatens to evict the teen unless he pays up on an old debt. Enter the kids and Digit. As a way to raise the money, they convince Slider to open the garage for business - just like his dad did. They do, but quickly discover that there’s more to it than meets the eye. Can they unlock the past to find the key to saving Slider’s future?

8:30 AM  CURIOUS GEORGE (121)  Surprise Quints/Muddy Monkey
Surprise Quints - It’s Mr. Quint’s birthday and everyone is helping with preparations for a surprise party. But Mr. Quint comes home early from his fishing trip so George is assigned the job of keeping him busy until it’s time for the party. The job gets even more complicated when four of Mr. Quint’s siblings arrive and they are all having the same birthday-could they be quintuplets? And can you keep five Quints happy with only twelve fish crackers to eat?Muddy Monkey - The Man with the Yellow Hat just can’t figure out why George refuses to take a bath. What he doesn’t realize is that George has lost his favorite bath toy, Sproingy the Frog. And until George finds Sproingy, all the shower games, car washes, and dog washes aren’t going to do a bit of good. Unless of course, the dog being washed happens to be a very special bubble making frog.

9:00 AM  CLIFFORD THE BIG RED DOG (130)  Morning, Noon, and Night/Mr. Bleakman’s Special Day
"Morning, Noon, and Night"--Cleo and Clifford are excited to learn that Cleo will be Clifford’s guest for a weekend while her house is being painted! But soon Cleo is filling Clifford’s doghouse with her stuff, taking over his bed and butting in on his time alone with Emily Elizabeth. It takes time, but Cleo eventually perceives how to be a good houseguest. "Mr. Bleakman's Special Day"--Mr. Bleakman appears to be particularly grumpy one day. At first, the dogs are upset with him, but then they overhear Mrs. Howard say that sometimes a grumpy attitude can be changed through kindness. This inspires the dogs to perform a series of "secret good deeds" to turn Mr. Bleakman’s frown into a smile. They are surprised when the kind acts make them feel much better, too!

9:30 AM  DRAGON TALES (140)  Don't Bug Me/Over and Over
"Don't Bug Me!"--To compete Quetzal’s collection of garden butterflies, the gang sets out to find a beautiful Flutterby. But Ord is scared of bugs and doesn’t like the idea of searching through flowers. Max sees the hunt as a great adventure and even decides to have fun scaring Ord with a spider. When Ord gets upset, a surprised ax laughs and Ord runs away. Max loves bugs and can’t understand how Ord, who is so much bigger than he, could be afraid of them. "Over and Over"--Max is discouraged because he can’t get across the monkey bars at school, so Emmy suggests he practice in Dragon Land. While their friends prepare for the annual Flower Festival, Max and Ord head for the playground. At first Max can only get past one bar, but with instruction from coach Ord and lots of practice kicking his legs, swinging his body and grabbing new bars, he eventually meets with some success.

10:00 AM  IT'S A BIG BIG WORLD (105)  My Friend Will Bee Right Back/Learning to Fly
My Friend Will Bee Right Back: Bob befriends a bee (Stripey), but when Stripey’s swarm shows up, Bob learns from Burdette that Stripey must move on with her migrating swarm, and says goodbye - for now - to his new friend. Learning to Fly: Winslow decides to learn to fly, even challenging Burdette to a competition, but when he fails to fly like a bird, Winslow learns that flying like a monkey can be pretty fun too. EDUCATIONAL OBJECTIVES: Bees - Bee migration and biological facts. Abilities - Each type of animal has a different set of abilities, which are common to all animals of that type.

10:30 AM  JAKERS! (203)  Judging A Book By Its Cover
When Meg is going to watch a DVD rather than read the book it’s based on, Grandpa recalls the first time he ever got a book without pictures. As young Piggley reads the story, he imagines himself as the book’s hero, Finn McCoul. EDUCATIONAL OBJECTIVE: Books are a key to your imagination.
11:00 AM  CAILLOU (312) Cailou The Artiste
A Present for Mommy - Mommy's having a bad day - first she can't find her car keys, then she and Caillou have to shovel the car out, and then the car won't start! At school Caillou decides to make her a present to cheer her up. His first two attempts don't turn out but he perseveres and makes her a picture of a sun - to melt all the snow! Caillou the Chef - Jeffrey and Jason are coming over for dinner - it's a make-your-own pizza party! Caillou feels he is an expert at this and starts to show them how to do it. When the twins both opt for less-than-traditional ingredients Caillou is upset that they're doing it all wrong. In the end, however, their pizzas turn out just fine and Caillou learns that everyone has their own unique way of doing things. Caillou the Painter - Caillou's got a brand new painting shirt and decides to paint something for Grandma. He has a little trouble deciding what to paint. He wants to use all his colours and paint all his favourite shapes. Mommy tells him that paintings don't have to be about something and he proceeds to make his own abstract painting! Meanwhile Rosie and Daddy are pressing a flower for Grandma. When Grandma arrives she is thrilled with her very artistic gifts.

11:30 AM  BOB THE BUILDER (201) Bob’s Big an
When Bob and the team are building an extension to the offices of Mr Adams the local architect, Bob hears of a competition to build a brand new town in nearby Sunflower Valley, a ace Bob knows very well from his childhood. Mr Adams shows Bob his idea. There are to be night clubs, restaurants, tower blocks - it's going to be big and glitzy and noisy. The machines ask Bob what Sunflower Valley is like now and Bob shows them by projecting some old home movies on to the workshop door. It's a beautiful ace bursting with lovely sunflowers. Bob ex ains that the Sunflowers will probably have to be dug up to make way for the new city. Can Bob build it? Yes he caaaaan!

2:30 PM  READING RAINBOW (704) Florence and Eric Take The Cake
he featured book, FLORENCE AND ERIC TAKE THE CAKE by Jocelyn Wild is read by "the French Chef," Julia Child. It's a story about mistaken identity when Florence and her younger brother go on an erand to pick up a cake for their grandmother's knitting circle. However, the cake maker's sister sets another box on the same table containing a brand new hat, sprinkled with decorative fruit just like the Angel food cake. LeVar Burton takes a look into the kitchens of Hanson's Cakes where they can make a special cake in any shape, size or form. Finally, LeVar sees the creation of his wax double for The Movieland Wax Museum.

3:00 PM  BETWEEN THE LIONS (110) Lionel’s Antlers
Just like the girl in the book Imogene’s Antlers, Lionel wakes up with antlers on his head.

3:30 PM  CURIOUS GEORGE (130) Unbalanced/Curious George Vs. Winter
Unbalanced - The Amazing Balancing Zucchinis come to town, and George realizes that there's nothing he wants more in life than to be an acrobat. But before he can join the troupe, he needs to learn a lot more about balance and help save an allergic tightrope walker from a very determined cat. Curious George vs. Winter - Winter is closing in and George is miserable...how's he going to survive without all the fun summertime activities he loves? When he decides to ignore the weather and stay with his wading pool and his bubbles, he learns some interesting things about freezing and melting.

4:00 PM  DRAGON TALES (138) Bully for You/The Great White Cloud Whale
"Bully For You"--The School in the Sky has a new student named Spike, and he sure seems mean! He mocks Ord and Wheezie for trying to imitate his superior yo-yo skills. At the Meadows he hurts Cassie's feelings and steals her basket. Cassie's friends tell her the only way to stop a bully from picking on you is to stand up to him. But Quetzal helps her see things in a different way: Maybe Spike, who's the new dragon on the block, acts mean because he is sad and lonely.

4:30 PM  ARTHUR (409) What Is That Thing?/Buster's Best Behavior
Arthur and friends are all faced with seemingly impossible tasks, from fixing a model bi-an to babysitting D.W. (!). But they each encounter a mysterious and magical device that solves all their problems. What is that thing?!! In the second story, Buster knows he's fun, but he's beginning to feel like he's not particularly good at anything. Arthur knows he's smart, but he's beginning to feel like he's boring. When Buster and Arthur try to become like each other, everyone feels confused!

5:00 PM  CYBERCHASE (505) The Fairy Borg Father
Delete is having a bad day. Hacker yelled at him and Buzz made fun of his first-ever invention, a "Bunny-Copter." When he wishes things were better, Delete discovers he has a Fairy Borg Father named Zanko, who appears and grants him nine wishes. Chaos ensues from Delete's wacky wishes, and the Cyber-Squad is called in. When Zanko & Matt end up stuck on a ledge inside hazardous Statico Chasm, Inez and Jackie must ‘refine & optimize’ the Bunny-Copter to rescue them. Can they do it in time? EDUCATIONAL OBJECTIVE: When you have an invention that needs an improvement, identify the key feature that needs changing and vary it until the invention is as good as it can be.
6:30 AM  BARNEY & FRIENDS (716) A Parade of Bikes
In this episode of Barney & Friends, the kids are getting ready for a bike parade. Nick, who is bringing the decorations, has an accident and his bike needs to be fixed. Luckily, Mr. Boyd is there to help. Baby Bop comes by, showing off her skill at riding her tricycle. The kids review important bike safety tips, including remembering to look both ways before crossing the street. Once Nick’s bike is fixed, the kids finish decorating their bikes with balloons from Barney.

7:00 AM  SESAME STREET (4062) Little Furry Red Monster Parade
Elmo wants to have a "Little Furry Red Monster Parade" so he begins looking other little and red and furry monsters to join him. He runs into Zoe who wants to join the parade too. Elmo thinks that’s a great idea and they start to march before they realize that Zoe is little, furry, but orange. They decide to rename the parade the "Little Furry Red and Orange Monster Parade" and this goes on and on as they run into new friends who want to be in the parade. The name eventually gets much too long as many, many friends join the group. Elmo figures out what to do. He changes the name to the "Anybody Who Loves to March in a Parade" Parade! They all march together.

8:00 AM  CYBERCHASE (505) The Fairy Borg Father
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8:30 AM  CURIOUS GEORGE (122) Curious George Takes A Vacation/
Curious George Takes a Vacation - The Man with the Yellow Hat and George are off to the airport to start their vacation. When they get there, they discover that all the flights are delayed, and there’s a long wait ahead. But with sliding doors, moving sidewalks, luggage carousels and beeping carts, George decides that the airport is a great ace to spend his whole vacation.Curious George and the One That Got Away - George and Mr. Quint discover a fresh water eel in the waters of Lake Wanasink Lake. When Bill finds out, he proposes a contest to see who can catch it first. George has no fishing pole so he makes one from things he finds around the house. He’s determined to catch the eel so he can set it free.

9:00 AM  CLIFFORD THE BIG RED DOG (131) Doggie Garden/Captain Birdwell’s Treasure
It’s Keep Birdwell Beautiful month and the kids are doing their part by planting a flower garden. Seeing this, the dogs decide to create a doggie flower garden of their own. But when Cleo hears that almost anything grows in Birdwell Island soil, she decides shed much rather grow a garden full of dog toys! She soon learns, however, that working alone for a selfish end is not nearly as rewarding as working together for the whole community. Clifford and his dog friends find the long-lost trunk of Captain Birdwell, filled with wonderful items brought to the Island by the explorer long ago. But through a misunderstanding, Jetta is given credit for the discovery. She knows that telling the truth is the right thing to do, but she cant resist the promise of a gold medal award. It doesn’t take long for her to realize, however, that awards don’t give much ease when theyre not deserved.

9:30 AM  DRAGON TALES (311) Prince for a Day/So Long Solo
Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess’ advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodly Fairy Kingdom is that day, there is entry for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own.good thing Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." So Long Solo - Zak and Wheeze are eager to prep their performances in the rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheeze wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheeze’s loud trumpet aying scares away Zak’s jugglebugs and Zak’s search for a juggle bug prevents Wheeze from practicing her trumpet. Eventually they compromise and agree to take turns. Wheeze holds off aying her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheeze lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a dis ay of talent and collaboration.

10:00 AM  IT’S A BIG BIG WORLD (106) Spirit/Shell
Spirit: Smooch and Winslow become convinced, in part by Madge, that the World Tree has a Spirit. With Snook’s help, they set out to find it. Shell: Bob and Winslow are surprised that the rock they found isn’t a rock but the shell home of a little fellow named
Rocky. At first Winslow wants a shell of his own, but he eventually learns that shells aren’t right for marmosets. **EDUCATIONAL OBJECTIVES:** Trees - Tree biology and facts. Shells - Different creatures live in their own special areas, and have different means of protection.

**10:30 AM**  
**JAKERS! (204) Return of the Raloo Rockers**  
The Raloo Rockers want to go to Dublin to audition for Uncle Buck’s Variety Express. But first they’ll have to work hard - earning money for the trip and practicing hard so they’ll be ready to perform. **EDUCATIONAL OBJECTIVE:** Rewards that are earned mean more than rewards that are given.

**11:00 AM**  
**CAILLOU (313) Captain Caillou**  
Captain Caillou - Grandpa’s got a surprise for Caillou on their trip to the park - it’s a remote control sailboat! Caillou is eager to race against the other boats on the pond. He imagines himself as Captain of the fastest sailboat ever. In his eagerness to win however, Caillou goes a little too fast and the boat capsizes. Caillou is sorry he didn’t win the race, but he still had lots of fun and is eager to try again next week. **The Loudest Noise** - Mommy sends Caillou away outside because he’s making too much noise and it’s Rosie’s nap time. Caillou notices all the loud sounds outside, especially Daddy’s lawnmower, and the recycling truck. Daddy says he knows a sound that’s even louder than those sounds, and takes Caillou to a road near the airport. Daddy was right - the planes taking off overhead are really, really, really loud! Caillou imagines he’s a pilot of one of those planes.

**11:30 AM**  
**BOB THE BUILDER (202) New Homes for the Team**  
It’s the team’s first full day in Sunflower Valley and the machines are all a bit nervous of the mammoth job ahead. All except for Muck who is determined to show that he’s not a bit worried. Travis arrives with Bob’s new mobile home, along with Stowaway Spud. Bob announces that the very first job in Sunflower Valley will be to build a hard standing to support the mobile home. It’s getting dark and they have no electricity, so Muck volunteers to collect some firewood from the forest. Spud offers to help. With the building job underway, Muck and Spud venture further into the forest, collecting more and more wood until they realize that they are lost. Spud starts to panic and Muck wishes he hadn’t pretended to be brave. Back at Bob’s mobile home, the team finish the hard standing. They wonder where Muck and Spud have got to and decide to make a start on the fire with the wood they have to hand. Meanwhile, in the forest, Muck discovers his tracks in the ground. He realizes that they’ve found a way out of the forest! Muck and Spud finally arrive at the camp, and Spud is delighted to find Bob making some yummy toast on the roaring campfire. Muck is sorry that he pretended that he was so brave. Bob assures him that it’s alright and they are all a little bit scared - but they are going to have lots of fun too!

**2:30 PM**  
**MR ROGERS NEIGHBORHOOD (1702) When Parents Go to Work Week**  
Mr. McFeely brings a video showing how people make vacuum cleaners. In the Neighborhood of Make-Believe, Lady Elaine has a nightmare about sweepers and is determined to get rid of all of them in the world. A dynamic musical group from Kenya, Jabali Afrika, visits Negri’s Music Shop.

**3:00 PM**  
**BETWEEN THE LIONS (114) Lionel’s Great Escape Trick**  
Lionel ties himself up with ropes and tries to escape without magic words.

**3:30 PM**  
**CURIOUS GEORGE (121) Surprise Quints/Muddy Monkey**  
Surprise Quints - It’s Mr. Quint’s birthday and everyone is helping with preparations for a surprise party. But Mr. Quint comes home early from his fishing trip so George is assigned the job of keeping him busy until it’s time for the party. The job gets even more comlicated when four of Mr. Quint’s siblings arrive and they are all having the same birthday - could they be quintuets? And can you keep five Quints happy with only twelve fish crackers to eat? Muddy Monkey - The Man with the Yellow Hat just can’t figure out why George refuses to take a bath. What he doesn’t realize is that George has lost his favorite bath toy, Sproingy the Frog. And until George finds Sproingy, all the shower games, car washes, and dog washes aren’t going to do a bit of good. Unless of course, the dog being washed happens to be aying with a very special bubble making frog.

**4:00 PM**  
**DRAGON TALES (140) Don’t Bug Me/Over and Over**  
To complete Quetzal’s collection of garden butterflies, the gang sets out to find a beautiful Flutterby. But Ord is scared of bugs and doesn’t like the idea of searching through flowers. Max sees the hunt as a great adventure and even decides to have fun scaring Ord with a spider. When Ord gets upset, a surprised ax laughs and Ord runs away. Max loves bugs and can’t understand how Ord, who is so much bigger than he, could be afraid of them. “Over and Over” - Max is discouraged because he can’t get across the monkey bars at school, so Emmy suggests he practice in Dragon Land. While their friends prepare for the annual Flower
Festival, Max and Ord head for the playground. At first, Max can only get past one bar, but with instruction from coach Ord and lots of practice kicking his legs, swinging his body and grabbing new bars, he eventually meets with some success.

4:30 PM ARTHUR (129) My Club Rules/Stolen Bike
This animated series is based on Marc Brown’s best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. In "My Club Rules," the kids each create their own club, but find being a lone member isn’t as fun as they thought. Francine pretends her bike is stolen in "Stolen Bike," when she’s embarrassed about having a used bicycle.

5:00 PM CYBERCHASE (206) Mother’s Day
Special Holiday Episode! It’s Mother’s Day in cyberspace - and Hacker is determined to ruin it for everyone, especially Motherboard, by derailing the train that picks up the rare and colorful Madre Bonitas. This beautiful flower symbolizes Mother’s Day, and it must be harvested on this one day only. It’s a race against time, as the kids and Digit try to repair the breaks in the line and save Mother’s Day. The Big Idea: Use a decimal point to join tenths with whole numbers and you have a decimal system you can use to easily record, compare and combine whole numbers with fractions. Math Topic: Decimals; NCTM Links: Number and Operations.
to try to balance. When they finally discover Emmy’s board, Ord has practiced his balancing enough so that he can have fun riding it. Garden. When Max is teamed with Lorca, he is worried that they can’t handle very much—Max is small and Lorca is in a wheelchair.

Operations. The skateboard. A Small Victory - Quetzal gives the gang the task of collecting rare exotic ants to add to the School in the Sky.

about losing Emmy’s skateboard, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to rely on his balance. Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy’s happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-like and save Mother’s Day. The Big Idea: Use a decimal point to join tenths with whole numbers and you have a decimal system you can use to easily record, compare and combine whole numbers with fractions. Math Topic: Decimals; NCTM Links: Number and Operations.

8:00 AM CYBERCHASE (206) Mother’s Day
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8:30 AM CURIOUS GEORGE (123) Ski Monkey/George The Grocer
When a blizzard covers the country house with a foot of snow, George can’t wait to get outside today. But he soon learns that such deep snow isn’t easy for a monkey to play in, until he learns how much fun it can be to ski, snowshoe and sled. George really wants the toy oven he sees in the window at the toy store, but first, he has to find a job to earn money to buy it. Since neither Chef Pishetti nor Mr. Glass need help, George decides to go to work at the Grocery Store. While George is pretty proud of the job he does helping customers, the grocer is pretty confused about who is causing such chaos in the aisles.

9:00 AM CLIFFORD THE BIG RED DOG (132) Welcome to the Doghouse/Promises, Promises
In this flashback episode we see some of the challenges the Howards faced when they arrived on Birdwell Island with a very big, red dog! Where will Clifford live? How will they feed him? What will they use as his water dish? The folks of Birdwell Island work together to help the new arrivals solve their dilemmas, forging strong new friendships in the process. Jetta and Emily Elizabeth make plans to spend Saturday at the beach together, but Jetta breaks the date when a better offer from an older girl comes along. However, when the older girl calls and cancels on Jetta, Jetta finally understands how Emily Elizabeth must have felt. She now realizes that being a good friend means keeping a promise.

9:30 AM DRAGON TALES (312) The Balancing Act/A Small Victory
The Balancing Act - Emmy is excited about taking her new skateboard to Dragon Land. When Ord sees what Emmy has brought with her, he wants to try to skate, too. Emmy’s happy to share, so Quetzal sprinkles the skateboard with Gro-water to make it dragon-size. Ord tries, but doesn’t have very good balance, and as he falls, the skateboard shoots out from under him. He feels terrible about losing Emmy’s skate board, and the gang heads out to find it. Along the way, Ord encounters many instances that call for him to try to balance. When they finally discover Emmy’s board, Ord has practiced his balancing enough so that he can have fun riding the skateboard. A Small Victory - Quetzal gives the gang the task of collecting rare exotic ants to add to the School in the Sky garden.

After Max tells Lorca about his frustration, Lorca shows him ways to overcome his physical limitations and to “think of what you can do, not what you can’t.” When they find their plant and cannot reach it, Max gets discouraged, but Lorca helps him to use a tool to retrieve it. They use their brains to help the others overcome challenges presented by their own exotic ants. In the end, Max realizes that with some brains and the right tools, he can do anything!

10:00 AM IT’S A BIG BIG WORLD (107) Out on a Limb/The More Things Change
Out on a Limb: It’s his birthday and Winslow decides to go where no marmoset has ever gone before - up to the very top of the World Tree. But when he gets stuck on a high branch and has to be rescued, he realizes that
even though he’s older he still needs to be safe. The More Things Change: On a day of many changes in the World Tree, Ick and the monkeys are sad that things can’t stay the same forever. But, thanks to Snook, they learn that change can be great and some things, like friendship, never have to change. EDUCATIONAL OBJECTIVES: Natural Limits - Every creature has different physical limits. There are some places in nature where only a few (or no) species can safely exist. Change - The world changes in some ways and stays the same in others. We also change in some ways and stay the same in others. Changes creates opportunities and benefits.

10:30 AM JAKERS! (205) How Much Is That Dragon in the Window
Captain Cumara is going to give Ferny a pet. But what kind? As Ferny, Piggley and Dannan wait for the captain to arrive, they imagine the impossible exotic animals that could be Ferny’s new pet.

11:00 AM CAILLOU (314) Caillou Loves The Fall
Caillou goes shopping - Caillou’s crayons are all worn down or broken, so Mommy suggests a trip to the store for some new ones. Caillou helps Mommy remember what she needs to buy - he remembers the list of items by making a little song out of them. When they’re done they run into Sarah, and Caillou helps her find all her back to school supplies. Caillou goes Ap e Picking - Caillou’s school is on a special field trip to an apple orchard. The children really enjoy learning about apples and picking them too. Caillou imagines himself picking the biggest apple in the world. Afterwards they enjoy some fresh apple juice. By the time they get back on the bus to go home, Caillou and his friends are all ready for a little nap! Caillou’s Hallowe’en Costume - Hallowe’en is coming and it’s time to pick out a costume to wear. Soon Rosie has three costumes she wants to wear, but Caillou still hasn’t decided on what he wants to be. And time is running out! Finally a piece of blue fake fur gives him a great idea - he’ll be a blue monster! His parents help him fashion an odd but effective monster costume out of bits and pieces they find around the house. When Leo and Clementine arrive they agree that Caillou is a very scary-looking monster indeed!

11:30 AM BOB THE BUILDER (203) A Ski oad of Surprises
Bob and the team are drilling a special well at their homestead. The well has its own water tank, which needs to be raised from the ground on rocks. Wendy and Scrambler arrive for the first ever time in Sunflower Valley. Wendy has even brought a surprise - Talkie Talkies - A radio-headset system to help them in Sunflower Valley. Dizzy and Scrambler offer to find some rocks for the tank, taking their Talkie-Talkies with them. Muck can come and collect the rocks when they’ve found them. Wendy reminds them not to get lost! Lofty, with his new drill attachment, gets to work drilling the well while Scrambler and Dizzy explore the valley. They spot some unusual landmarks on the way - a boulder, a tree stump and some rocks! Dizzy alerts Muck on his Talkie Talkie and tries to guide Muck to their location using the unusual landmarks they saw on the way. Unfortunately, Dizzy gets her directions a little wrong and soon Muck is lost. Back at the homestead, Bob attaches a hand pump to the well and demonstrates how it’ll draw water into the tank until it’s needed - but now they need Dizzy’s rocks! Meanwhile Dizzy has had a great idea. Using her Talkie Talkie, she realizes that they both can see a big hill with a cloud on top - she tells Muck to head straight for it. Once reunited, Muck and Wendy realize that they still have to work out how to get home. Dizzy contacts Roley, and by using the same method, quickly guides everyone back to the homestead. The team get to work on the rocky atform for the water tank and soon the job is done!

2:30 PM READING RAINBOW (603) Little Nino’s Pizzeria
LeVar Burton hosts. In the opening segment, LeVar is preparing pizza for dinner guests. As the guest list gets larger, so does the pizza. Josh Saviano reads "Little Nino’s Pizzeria," a story about a family pizza business written by Karen Barbour. Reading Rainbow also visits with "Fireworks by Gucci" a family operated fireworks business as they prepare for a special show on the Hudson River. The rest of the show is all about pizza including a recipe for pizza dough.

6:00 PM BEWTEEN THE LIONS (607) King Midas/The Dirty Smelly King
King Midas gets what he wished for, then wishes he didn’t, and King Chuck the Mucky Muck wishes he weren’t so smelly. Educational Goals: Highlights the joys of reading and introduces key literacy skills. Focuses on the sounds k and -ck, showcases the -ick word family, and models dialogic reading.

3:30 PM CURIOUS GEORGE (122) Curious George Takes A Vacation/
Curious George Takes a Vacation - The Man with the Yellow Hat and George are off to the airport to start their vacation. When they get there, they discover that all the flights are delayed, and there’s a long wait ahead. But with sliding doors, moving sidewalks, luggage carousels and beeping carts, George decides that the airport is a great place to spend his whole vacation. Curious George and the One That Got Away - George and Mr. Quint discover a fresh water eel in the waters of Lake Wanasink Lake. When Bill finds out, he proposes a contest to see who can catch it first. George has no fishing pole so he makes one from things he finds around the house. He’s determined to catch the eel so he can set it free.
**4:00 PM DRAGON TALES (311) Prince for a Day/So Long Solo**

Prince for a Day - When Princess Kidoodle is suddenly called away for a day, she names Ord prince for the day! With the advice of Mr. Knack, the princess's advisor, Ord appoints all of his friends to positions within the kingdom, and since the Flower Festival in the Doodle Fairy Kingdom is that day, there is plenty for them to do. Ord thinks that being a prince is easy until he is faced with a real decision. It is up to him to choose the official healthy snack of the festival; nuts or fruit. When Ord tries to poll his friends and the Doodle Fairies for their preferences, each time there is a tie. It is up to Ord to make the right decision on his own. Good thing Ord is an expert in snacks! Ord comes up with a clever solution that makes everyone happy, and Ord is officially proclaimed as "Prince Ord, the Wise." So Long Solo - Zak and Wheezie are eager to prep their performances in the rapidly approaching Twilight Talent Show. But Zak, consumed by trying to find a Jugglebug to participate in his act, must endure Wheezie wildly practicing for her trumpet solo. The two soon discover that they can not do both at the same time. Wheezie's loud trumpet playing scares away Zak's jugglebugs and Zak's search for a jugglebug prevents Wheezie from practicing her trumpet. Eventually they compromise and agree to take turns. Wheezie holds off playing her trumpet while Zak successfully lures a jugglebug into his juggle gym. Then, with the little juggle bug safe and at peace under the "Alone Cone," Wheezie lets loose on her trumpet! With both acts perfected, Zak & Wheezie perform that night in a display of talent and collaboration.

**4:30 PM ARTHUR (127) D.W.'s Blankie/Arthur's Substitute Teacher Trouble**

This animated series is based on Marc Brown's best-selling books about Arthur Read, an eight-year-old aardvark, his sister D.W., and their family and friends. When "D.W.'s Blankie" is missing, D.W. leads Arthur all over the city in search of it. Arthur starts to miss Mr. Ratburn, in "Arthur's Substitute Teacher Trouble."

**5:00 PM CYBERCHASE (308) Be Reasonable**

Hacker returns to the Cybrary to wreak revenge on Ms. Fileshare and the kids. His crafty plan tricks the kids to try to rescue Ms. Fileshare, only to find themselves all trapped! If the CyberSquad doesn't escape in time, Hacker will steal the Cybrary's most valuable books - all about the most secret inner-workings of Motherboard!