



Learning Correlation Guide

Correlation of PBS KIDS Ready To Learn Content to Promise Neighborhoods Result Areas

Developed by the CPB-PBS Ready To Learn Initiative
in collaboration with the Promise Neighborhood Institute at PolicyLink

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Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #1 - Children enter kindergarten ready to succeed in school
EARLY MATH, Ages 3-6

Indicators

- Children participate in center or home programs that use quality early math resources
- Children demonstrate age-appropriate functioning in early math

PBS KIDS & RTL Content – EARLY MATH

- **Peg + Cat** – preschool television series and multiplatform property that features the adorable, spirited Peg and her sidekick, Cat, who embark on adventures, solve problems and learn foundational math concepts and skills along the way.
 - Television Episodes & Interstitials
 - Videostreaming of Selected Episodes
 - Online Games
 - Online Adventures – Peg’s *Totally Rockin’ Adventures* feature game-like pathways that reinforce skills through interrelated stories, games, videos and activities
 - Online Printable Activities – for home and school including recipes, board game, flip books, beanie doll
 - Tablet App – *The Big Gig* where you make music with Peg, Cat, and their friends while also learning about numbers and patterns.
- **Preschool Game Collections** – including multiplatform game suites from:
 - *Curious George’s Busy Day* (17 online games)
 - *Dinosaur Train’s Math Adventures in Troodon Town* (1 online game & 2 mobile apps for)
 - *Dinosaur Train’s Classic in the Jurassic, Jr.* (7 online games & 2 mobile apps)
 - *Peg + Cat’s Totally Rocking Adventure* (8 online games & 1 mobile app)
 - *Sid the Science Kid’s Super Fab Lab* (9 online games)
 - *The Cat in the Hat’s Math Safari* (10 online games & 1 mobile app)
- **Peg + Cat’s The Big Gig App** - children ages 3 to 6 practice math skills by learning and creating songs

Skills Addressed

Numbers, counting, shapes, patterns, measurement, data analysis, math vocabulary, sorting and classifying, grouping, spatial sense, addition, fractions, deductive reasoning, mathematical thinking, problem-solving and 21st century skills.

Teacher Resources

- To support effective use of PBS KIDS and Ready To Learn games in Kindergarten:
 - Teacher Tips on Shapes and Spatial Sense
 - Teacher Tips on Counting & Cardinality
 - Teacher Tips on Measurement, Sorting & Data
 - Teacher Tips on Operations & Algebraic Thinking
- Peg + Cat educator resources – including hands-on classroom activities, video clips and printables can be found at pbskids.org/peg and pbslearningmedia.org

Family Resources

- Peg + Cat Family Activities
- Family Activities for each educational Game Collection at pbskids.org/lab

Awareness & Utilization Ideas

- Peg + Cat Celebrate the 100th Day of School (February)
- Math Awareness Month (April)
- Teacher Classroom Vignettes – showcasing creative use of PBS KIDS & RTL content (at pbskids.org/lab)

Links

pbskids.org/lab

pbslearningmedia.org

pbskids.org/peg

pbskids.org/learn

pbskids.org/apps/pbskids.org/lab/research/teacher-tips-integrating-technology/

Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #2 - Children enter kindergarten ready to succeed in school
EARLY LITERACY, Ages 3-6

Indicators

- Children participate in quality center or home programs with media-rich early literacy resources
- Children demonstrate age-appropriate functioning in early literacy

PBS KIDS & RTL Content – EARLY LITERACY

- **Super WHY!** – A breakthrough preschool series designed to help kids ages 3 to 6 with the critical skills that they need to learn to read (and love to read) as recommended by the National Reading Panel including alphabet skills, word families, spelling, comprehension and vocabulary. Super WHY! makes reading an empowering adventure by using interactive literacy games and experience that, reading is power.
- **Martha Speaks** – An animated multiplatform property aimed at viewers between the ages of four and seven, with an educational goal of teaching kids new words. Based on the children's book series by Susan Meddaugh and published by Houghton Mifflin Harcourt, the series stars Martha, a beloved family dog. She is accidentally fed alphabet soup — this gives her the power of speech and the chance to speak her mind to anyone who will listen. Martha's media collection includes:
 - Television episodes and interstitials
 - Videostreaming of selected episodes and clips
 - Website with interactive games and activities for kids, and resources for teachers and parents
 - Reading Buddies – a multi-week, peer-to-peer reading program
 - A series of non-fiction, online interactive storybooks
 - Mobile apps and more (see below)
- **Preschool Game Collections** – including multiplatform game suites from:
 - *Super WHY!* (2 online games, 1 interactive whiteboard game, and 2 hands-on activities at PBS KIDS Lab)
 - *Martha Speaks* (3 experiences that include stories, online games, mobile and interactive white board at PBS KIDS Lab)
- **Mobile App** – the *Super WHY!* Phonics Fair, *Martha Speaks* Word Spinner
- **PBS KIDS Island** – Is a literacy website where children play reading games with their favorite

PBS KIDS characters, earn tickets, win prizes ... and adults can track children's progress!

Skills Addressed

Letter identification, word formation, spelling, comprehension, building vocabulary including the language of math, STEM and other themed words, storytelling, and problem-solving.

Teacher Resources

- Super WHY! resources including -
 - Literacy Tips
 - Recommended Readings and Book Club Picks
 - Over 30 literacy Worksheets
- Martha Speaks resources including –
 - Reading Buddies Program & Guide
 - Martha Speaks True Stories, non-fiction interactive storybooks and guide to reading non-fiction with children (for parents and teachers).Video Clips

Out of School Time Resources

- Super WHY! Summer Reading Camps – the camps build on the signature early literacy approach of the popular SUPER WHY television series, extending its unique interactive reading approach into the community. Each day at Reading Camp, children transform into one of the SUPER WHY characters and take part in reading-based Super WHY crafts, games, and songs that practice the targeted early literacy skill of the day:
 - Monday - letter identification
 - Tuesday - rhyming with word families
 - Wednesday - letter sounds and spelling
 - Thursday - vocabulary and comprehension
 - Friday - families join campers in celebrating the week's accomplishments

Learn more at about the camp curriculum for Weeks 1, 2, and 3 at:
pbskids.org/superwhy/readingcamp/index.html

Awareness & Utilization Ideas

- Super WHY!'s Super Celebrations – including videos and interactive experiences involving creation of cakes, decorations, cards, table games and more!
- National Summer Learning Day on June 21 sponsored by the National Summer Learning Association

Links

pbskids.org/lab
pbskids.org/superwhy
pbskids.org/Martha
pbskids.org/giftcodes
pbskids.org/apps
pbslearningmedia.org

Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #3 – Students are proficient in core academic subjects
ELEMENTARY MATH, Ages 6-8

Indicators

- Children are proficient in math
- Children achieve grade-level assessment scores in math

PBS KIDS & RTL Content – ELEMENTARY MATH

- **ODD SQUAD** – This live-action media property is designed to help kids ages 5-8 learn math. The show focuses on two young agents, Olive and Otto, who are part of the ODD SQUAD, an agency whose mission is to save the day whenever something unusual happens in their town. A math concept is embedded in each of their cases, as Olive and Otto work together to problem-solve and correct the oddity du jour in each episode.
 - Television episodes – each episode includes two 11-minute cases in which the agents investigate weird and unusual phenomena and use math to put things right.
 - Television interstitials – Each case is followed by an interstitial, such as an agent training video, a guide to the ODD SQUAD headquarters or demonstrations of how to use the ODD SQUAD’s odd gadgets – from the “Pudding-Inator” to “The Make-Anything-Within-Reason-Machine.”
 - Outreach – ODD SQUAD’s You Be the Agent program will invite kids to join the squad and solve cases online and in the community.
 - Other Resources – The property’s interactive features will include games, mobile apps, resources for educators and parents, and more.
- **The Adventures of *The Electric Company* on Prankster Planet** – Join the Electric Company, and solve a series of math challenges using graphs, addition, subtraction, and money skills to stop the Pranksters from messing up all the words on Earth. This immersive world reality includes math games:
 - 1st Edition – 12 *Math Missions* featuring math games about spatial sense, position and direction, number operations, symbols, equations, counting by 5’s, bar graphs and pictographs, deductive reasoning, problem-solving, using coins, weights and balance, telling time, conducting surveys, recording data, and more!
 - 2nd Edition – 8 *Adventure Quests* featuring math games about data analysis, graphing reporting, and visualizations

- **Elementary Game Collections** – including multiplatform game suites from:
 - *Cyberchase’s* Buzz and Delete Save the Day (7 online games, 1 augmented reality mobile app, game)
 - *Fizzy’s Lunch Lab* Escape from Greasy World (8 online games)
 - *Fizzy’s Lunch Lab* Fresh Pick (8 online games, 1 mobile app)
 - *Ruff’s Hollywood Adventure* (5 mobile apps and 5 online games)
 - *Wild Kratts Creature Round-Up* (5 online games, 1 mobile app)
- **Mobile Apps** – including *Cyberchase’s* 3D Builder and Shape Quest (shapes, geometry & spatial sense)
- **3D-Rendered Collaborative Online Game** – called *Ruff Ruffman’s Monumental Mini Golf* (geometry, measurement, multiplication) inspired by FETCH! With Ruff Ruffman.

Skills Addressed

Numbers and operations, geometry and special sense, measurement, data collection and analysis, algebraic thinking, problem-solving and reasoning.

Educator Resources

- ODD SQUAD Educator Resources (all *coming in November 2014*)
- Classroom activities and video clips related to each property and game collection at PBS KIDS Lab and PBS Learning Media
- Teacher Tips on Operations & Algebraic Thinking – Grade 1
- Teacher Tips on Measurement & Data – Grade 1
- ODD SQUAD’s You Be the Agent – kids join the squad and solve cases

Family Resources

- Family activities are available for each Game Collection & PBS KIDS property

Awareness & Utilization Ideas

- International Games Day at Your Public Library (November 15)
- ODD SQUAD (Thanksgiving Day 2014 launch during the PBS KIDS Movie Marathon)
- ODD SQUAD (Martin Luther King Day 2015 promotional launch)
- Pi Day / World Math Day (March 14th)
- Math Awareness Month (April)
- Teacher Classroom Vignettes – showcasing creative use of PBS KIDS & RTL content

Links

pbskids.org/lab
pbskids.org
pbslearningmedia.org
pbskids.org/apps

Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #4 – Students are proficient in core academic subjects
ELEMENTARY LITERACY, Ages 6-8

Indicators

- Children are proficient in literacy
- Children achieve grade-level assessment scores in literacy

PBS KIDS & RTL Content – ELEMENTARY LITERACY

- **The Electric Company** – The Electric Company (TEC) is a group of friends from a New York neighborhood bound by a love for language and sworn to do the right thing. The Electric Company solves problems created by a mischievous group of neighborhood pranksters. The Electric Company takes place in a mixed and vibrant neighborhood, where kids meet all kinds of people. The Electric Diner is the headquarters for The Electric Company. The Company has a regular booth where they hang out, tease one another and hatch plans. Each member of The Electric Company has the ability to produce, control, manipulate, and play with words and letters. TEC’s multiplatform collection includes:
 - Television episodes and interstitials
 - Videostreaming of selected episodes and clips
 - Website with interactive games and activities for kids, and resources for teachers and parents
 - An immersive world called The Adventures of The Electric Company on Prankster Planet complete with math game missions
 - Mobile apps and more (see below)
- **Martha Speaks** - Martha Speaks is an animated multiplatform property aimed at viewers between the ages of four and seven, and Martha's educational goal is to teach kids new words. Based on the children's book series by Susan Meddaugh and published by Houghton Mifflin Harcourt, the series stars Martha, a beloved family dog. She is accidentally fed alphabet soup — this gives her the power of speech and the chance to speak her mind to anyone who will listen. Martha’s media collection includes:
 - Television episodes and interstitials
 - Videostreaming of selected episodes and clips
 - Website with interactive games, non-fiction storybooks and activities for kids, and resources for teachers and parents
 - Reading Buddies – a multi-week, peer-to-peer reading program
 - Mobile apps and more (see below)

- **Elementary Game Collections** – including multiplatform game suites from:
 - ***The Electric Company Adventures of Prankster Planet*** - featuring online games like Jessica’s Joy Ride, Jungle Jumble, Minecart Mash, Scrapyard Slice and Wordsuckeruppernator that help kids practice letters, words and vocabulary
 - ***Martha Speaks Martha Stories*** - 15 online stories, games and interactive whiteboard experiences to support vocabulary and storytelling
- **Mobile Apps**
 - ***Martha Speaks Word Spinner*** - Martha hosts this family-friendly, multiplayer board game that combines elements of party classics. Open-ended play allows kids and grown-ups to enjoy telling and act out crazy stories using new words.
 - ***Martha Speaks Story Maker*** - Create your own Martha-rized fairy tales. Players choose characters, settings, and actions to create a five-page interactive pop-up Martha-rized fairy tale, which they can save and replay.
 - ***The Electric Company Party Game App*** - Help Marcus and Jessica get off Prankster Planet and back to Earth by playing this fast-paced digital board game filled with physical challenges, silly brainstorms, and math vocabulary questions.

Skills Addressed

Phonological awareness, phonics and word recognition, fluency and connected text, vocabulary, story analysis and storytelling, writing

Educator Resources

- **The Electric Company** – provides a wide range of classroom activities, printables, video clips and Adventures of Prankster Planet and more!
 - **Learning Objects** - over 900 TEC learning objects can be searched and accessed at PBS Learning Media.org including video clips, *electric sound off* segments for phonics instruction, music videos, comic cam clips and more.
 - **Expanded Learning Modules** – TEC provides unique school and community implementation ideas to extend the impact of the property in different settings at PBS KIDS Lab:
 - Kindergarten Groups
 - Partnering with Public and School Libraries
 - Partnering with Your Local High School
 - Family Engagement
 - **Self-Paced Professional Development Modules** – *Coming in Fall 2014* to show teachers how to use *TEC* content to meet Common Core standards and best practices for media integration at PBS Learning Media.org

- **Martha Speaks** – provides diverse classroom activities, printables, video clips, stories and more at pbskids.org/martha
 - **Martha Speaks Reading Buddies** – a multi-week peer-to-peer program that engages upper and lower elementary students together as reading and vocabulary friends

Family Resources

- **Family activities** - that help connect home and school learning are available for both Martha Speaks and The Electric Company at pbskids.org/lab and pbskids.org.
- **Family Engagement Module** – as part of The Electric Company’s Expanded Learning collection of resources

Out of School Resources

- **The Electric Company Summer Program** – a 6 week multimedia experience consisting of 24 sessions, with four 90-minute sessions per week.
- **The Electric Company Extended Learning Program** - this 18-week multimedia experience consists of 36 sessions designed to be delivered twice a week in after school programs and other out of school time settings.

Awareness & Utilization Ideas

- International Literacy Day (September 8)
- National Family Literacy Day/Month (November 1)
- Picture Book Month (November)
- School Library Month (April)
- Drop Everything and Read (April 12th)
- The Electric Company has developed a number of outreach and engagement modules to support creative uses of the property with families, Kindergarten students, local high school students and public or school libraries.
- Teacher Classroom Vignettes – showcasing creative use of PBS KIDS & RTL content (at pbskids.org/lab)

Links

pbskids.org/lab
pbskids.org/electriccompany
pbskids.org/martha
pbslearningmedia.org
pbskids.org/apps/

Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #5 – Students have access to 21st century learning tools
21st CENTURY TOOLS, Ages 3-5 and Ages 6-8

Indicators

- Children have school and home access to broadband internet.
- Children have access to quality content from PBS KIDS and Ready To Learn that supports developmentally-appropriate math and literacy learning at home, in school and in out-of-school programs.
- Children are proficient in using 21st century technology tools such as personal computers, tablets and smartphones.
- Children are proficient in using developmentally-appropriate math and literacy content and games for fun and learning.
- Children’s families and educators are confident in selecting quality content, integrating this content into the curriculum, and taking advantage of unique learning opportunities associated with particular games and technology tools.

PBS KIDS & RTL Content – 21st CENTURY TOOLS

Math and literacy content from PBS KIDS and Ready To Learn has been intentionally designed to reach and influence children’s learning through a transmedia or multiplatform approach. This means that beloved characters and storylines, along with curriculum goals and hands-on activities all work together to support children’s learning in fun and creative ways.

Our Multiplatform Technology Toolbox

- Television programs
- Television interstitials
- Online video streaming
- Online information and games
- Mobile apps for tablets & smartphones
- Interactive white board content
- Hands-on learning activities & resources

Transmedia Math Properties for TV, Web and Mobile - including *Peg + Cat*, a 40-part TV series and transmedia experience for preschoolers that launched in October 2013, and *Odd Squad*, a 40-part math TV series and multiplatform property set to premiere on Thanksgiving 2014 for elementary-age students. Grounded in the latest thinking about early mathematical practices and problem-solving, both properties excel at storytelling across technology platforms. Visit pbskids.org/peg

Educational Game Suites – featuring over 140 math and literacy games from well-known PBS

KIDS properties such as *Sid the Science Kid*, *The Cat in the Hat Knows a Lot About That!*, *Curious George*, *Dinosaur Train* and *Wild Kratts* that last year reached over 15 million children. Visit pbskids.org/lab

Mobile Content & Apps – through cross-property mobile applications such as **Playlists** or **Adventures** that bundle and sequence transmedia math content to build specific skills. Visit pbskids.org/peg/adventures

Skills Addressed

The International Society for Technology in Education (ISTE) has identified technology standards for children that address a broad set of skills, as well as specific performance indicators. Here are some examples to guide your approach to using PBS KIDS and Ready To Learn content with children.

- **Communication and Collaboration**
 - Interact, collaborate, and or publish with peers, experts, or others employing a variety of digital environments and media
 - Contribute to project teams to produce original works or solve problems
- **Critical Thinking, Problem Solving, and Decision Making**
 - Plan and manage activities to develop a solution or complete a project
- **Digital Citizenship**
 - Advocate and practice safe and responsible use of information and technology
 - Exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity
- **Technology Operations and Concepts**
 - Understand and use technology systems
 - Select and use applications effectively and productively
 - Transfer current knowledge to learning new technologies

Teacher Resources

- **PBS KIDS Lab** – a website hub for parents and educators seeking grade-appropriate resources for children with information and resources available in both English and Spanish languages. Search interactive content and game collections by age, subject, media property or device. Visit pbskids.org/lab
- **PBS Learning Media** – a web portal offering more than 30,000 digital resources for free to PreK-12 educators who seek to enhance classroom instruction with media-rich content that excites and engages students. Over 1 million teachers participate in this innovative service. Contact your local public media station to find out about local training and professional development opportunities. Visit pbslearningmedia.org

Family Resources

- **PBS KIDS Lab** – Find fun and educational videos, games, activities and books for you and your child to enjoy together at home or on-the-go in the neighborhood.
 - **Visit** – pbskids.org/lab to search media by your child’s age, skill, favorite PBS KIDS property, game or technology device.
- **PBS Parents** – a website featuring fun enrichment resources for families to use at home such as apps, e-Books, albums and more. Visit pbsparents.org
 - Activity tracker - helps parents search for games and activities to meet the age and interests of their children.
 - Child Development Tracker – an online tool for finding age-by-age information about child development, from age 1 through age 8.
- **PBS KIDS Play and Learn App** – a FREE app featuring 13 fun games and over 50 on-the-go math and literacy activities for parents and children to play together with nearly 1 million FREE downloads this year.
 - Find it at pbskids.org/apps/pbs-parents-play--learn.html
- **PBS KIDS Super Vision App** – a dynamic new app that provides parents with a real time connection to their child’s activity on pbskids.org that enables families to:
 - Know what their child is playing, watching and learning
 - Build on their child’s learning with hands-on activities to do together
 - Set limits to help their child transition out of screen time
 - Find it at pbskids.org/supervision/
- **Other PBS KIDS Parent Engagement Tools** – including a new “Parent Headband” feature located at the top of each pbskids.org web page with daily messages to parents

Awareness & Utilization Ideas

- **PBS KIDS Mobile Learning Program** – The goal of this initiative is to give preschool and early elementary school children free access to PBS KIDS educational mobile apps for iOS® and Android® to support school readiness through local partnerships involving public media stations, Head Start Centers, and other interested community groups.
 - To register and obtain **free apps** go to pbskids.org/giftcodes
- International Games Day at Your Library (November 15)
- Digital Learning Day/Month (February 4)
- Week of the Young Child (April)
- National Summer Learning Day/Month (June 21)

Links

pbskids.org

pbskids.org/lab

pbslearningmedia.org

pbskids.org/apps

pbsparents.org

pbskids.org/giftcodes

Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #6 – Children participate in high-quality learning activities during out-of-school hours or in the hours after the traditional school day ends

OUT OF SCHOOL MATH & LITERACY, Ages 3-5 and Ages 6-8

Indicators

- Children have access to on-going opportunities to learn and practice essential skills
- Children experience life-enriching opportunities such as summer camps, after-school programs, as well as trips to museums, public libraries and parks
- Children maintain essential skills that may be lost during out-of-school time

PBS KIDS & RTL Content – OUT OF SCHOOL

After-School

- **PBS KIDS After-school Learning Adventure** – a new resource for children ages 4-5 and ages 6-8 (*Coming in Summer 2014*)
 - Combines math-focused transmedia assets from multiple PBS KIDS RTL properties into cohesive learning experiences
 - Is intended for use during a single afternoon
 - Includes multimedia activity guides incorporating online games, mobile apps, video clips and hands-on activities
 - Encourages children to use targeted math skills to solve real-life science or engineering problems
 - Promotes literacy connections and provides book recommendations
 - Supports family engagement through letters home and family extension activities in both English and Spanish language
- **The Electric Company Extended Learning Program** - This 18-week multimedia programming experience consists of 36 sessions designed to be delivered twice a week in after school programs and other out of school time settings. Key features include:
 - 36 hours of activity content for educators
 - 36 skill-building activity sheets for kids
 - 36 take-home activities for families to extend the learning at home
 - YouTube links to 3 hours of episode clips packaged into 5-minute video clusters
 - TEC ELP Orientation Training for educators and staff

Summer

- **PBS KIDS Summer Learning Adventure** – is a new curriculum that features resources for children ages 4-5 and ages 6-8 (*Coming in Fall 2014*)
 - Summer camp activities focus on a single PBS KIDS and Ready To Learn property and extend the learning into week-long blocks of thematic programming.
 - Children practice math skills and participate in a culminating activity by applying the skills they've gained in a creative way - writing a story, performing a play, or building a model.
 - Kids explore a series of related math concepts in greater depth and discover how math captures their imaginations to creatively solve problems.
 - Activities feature family engagement connection through letters home and easy-to-do extension activities in both English and Spanish language.

- **The Electric Company Summer Learning Program** - is a six-week multimedia experience consisting of 24 sessions, with four 90-minute sessions per week for children ages 6-8 years old.
 - Each session uses The Electric Company's multiplatform assets as a leaping-off point for developing children's vocabulary and exploring core math concepts such as addition and subtraction, pattern recognition, representing and analyzing data, telling time, reading and writing numbers, and measurement.
 - Children will also learn comprehension strategies and build motivation through hands-on activities.
 - Key features include:
 - 36 hours of summer learning content
 - YouTube links to over 3 hours of content packaged into 15-minute narratives
 - Online Gaming: 12 levels of The Adventures of Prankster Planet
 - 12 interactive group activities
 - 24 skill-building activity sheets
 - TEC Summer Learning Program Orientation Training for educators and staff

Skills Addressed

Math and literacy skills addressed in **The Electric Company** resources include developing children's vocabulary and language of math, as well as exploring math concepts such as addition and subtraction, pattern recognition, representing and analyzing data, telling time, reading and writing numbers, and measurement.

Math and literacy skills addressed in the **PBS KIDS After-school Adventure** and **Summer Learning Adventure** include counting and cardinality, addition and subtracting, exploring shapes and patterns, geometry, measurement, division and fractions, telling time, working with money, word problems, and the vocabulary and language of math.

Teacher Resources

- **PBS KIDS After-school and Summer Learning Adventures** each include:
 - Background Information - on math concepts, skills, vocabulary, and related standards included with each resource.
 - Demonstration Videos – that showcase how to
 - Use Educational Media
 - Prepare for the Lesson
 - Elicit Children’s Thinking
 - Get Parents Involved
- **The Electric Company Extended Learning Program** (after-school) – training and teaching resources for educators include:
 - YouTube links to 3 hours of episode clips packaged into 5-minute video clusters
 - TEC ELP Orientation Training for educators and staff
 - 90-minute orientation training for staff implementing ELP
 - PowerPoint presentation detailing TEC approach and curriculum specifics
 - Training script to accompany PowerPoint for staff to administer training
- **The Electric Company Summer Learning Program** – training and teaching resources for educators and staff include:
 - 90-minute orientation training for staff implementing SLP
 - PowerPoint presentation detailing TEC approach and SLP curriculum specifics
 - Training script to accompany PowerPoint for staff to administer training
- **The Electric Company’s Resource Modules** – these new resources promote expanded learning utilization ideas for new settings and partnerships.
 - Partnering with public and school libraries
 - Family engagement
 - Kindergarten groups
 - Partnering with local high schools

Family Resources

- **PBS KIDS After-school and Summer Learning Adventures** - include Home Extension activities in English and Spanish that:
 - Update parents on the math activities children do away from home
 - Offer parents relevant questions to ask and suggests online games and activities families can do at home, and on the go
 - Connect parents to other PBS KIDS RTL educational resources that are free
- **The Electric Company Extended Learning Program** (after-school)
 - 36 take-home activities for families to extend the learning at home
- **The Electric Company Summer Learning Program** – to ensure that each session continues beyond the classroom, families are given a bi-weekly newsletter that updates them on what children have been learning and offers simple ways to continue this learning at home.

Awareness & Utilization Ideas

- National Summer Learning Day/Month (June 21/June)
- School Holiday Breaks - adapt above resources for holiday break time
- Partnerships - cultivate out-of-school experiences in collaboration with local public media station, public libraries, museums and other community organizations

Links

- pbskids.org/lab
- **PBS KIDS Out-of-School Learning Adventures, the Ready To Learn Transmedia Resources for out-of-school Time**
(Coming soon to pbskids.org/lab)
- **The Electric Company Extended Learning Program**
[Front & Back Covers - Extended Learning Program \(PDF\)](#)
[Part 1 – Extended Learning Program \(PDF\)](#)
[Part 2 – Extended Learning Program \(PDF\)](#)
[Training Script - Extended Learning Program \(PDF\)](#)
[Episode Clips - Extended Learning Program \(YouTube\)](#)
[Training Presentation - Extended Learning Program \(PowerPoint, 71MB\)](#)
- **The Electric Company Summer Program**
[Front & Back Covers - Summer Learning Program \(PDF\)](#)
[Guide - Summer Learning Program \(PDF\)](#)
[Training Guide - Summer Learning Program \(PDF\)](#)
[Episode Clips - Summer Learning Program \(YouTube\)](#)
[Training Presentation - Summer Learning Program \(PowerPoint, 77MB\)](#)
- **Research Findings from The Electric Company Summer Program**
pbskids.org/lab/research/pilot-tests/

Learning Correlation Map

Correlation of PBS KIDS Ready To Learn Content To Promise Neighborhoods Result Areas

Result Area #7 – Families and community members support children’s learning in schools
FAMILY ENGAGEMENT / MATH & LITERACY, Ages 3-5 and Ages 6-8

Indicators

- Parents, family members and caring adults will participate in **joint media engagement** and related home extension activities with their children three or more times a week such as:
 - View and discuss streaming videos or television episodes
 - Play educational math and literacy games or apps
 - Do a related hands-on activity from PBS KIDS Lab or PBS KIDS
 - Read a suggested picture book or e-Book to extend the fun

PBS KIDS & RTL Content - FAMILY ENGAGEMENT / MATH & LITERACY (AGES 3-8)

- **PBS KIDS Lab** - a website hub for parents and educators seeking grade-appropriate resources for children with information and resources available in both English and Spanish languages. Visit pbskids.org/lab
- **PBS Parents** – a website featuring fun enrichment resources for families to use at home such as apps, e-Books, albums and more. Visit pbsparents.org
 - Activity tracker - helps parents search for games and activities to meet the age and interests of their children.
 - Child Development Tracker – an online tool with information about a child’s development from age 1 through age 8.
- **PBS KIDS Play and Learn App** - a FREE app featuring 13 fun games and over 50 on-the-go math and literacy activities for parents and children to play together with nearly 1 million FREE downloads this year. Find it at pbskids.org/apps/pbs-parents-play--learn.html
- **PBS KIDS Super Vision App** – a dynamic new app that provides parents with a real time connection to their child’s activity on pbskids.org that enables families to:
 - Know what their child is playing, watching and learning
 - Build on their child’s learning with hands-on activities to do together
 - Set limits to help their child transition out of screen time
- **Other PBS KIDS Parent Engagement Tools** – including a new “Parent Headband” feature

located at the top of each pbskids.org web page with daily messages to parents

- **Educational Game Suites** – featuring over 140 math and literacy games from well-known PBS KIDS properties such as *Sid the Science Kid*, *The Cat in the Hat Knows a Lot About That!*, *Curious George*, *Dinosaur Train* and *Wild Kratts* that last year reached over 15 million children. Visit pbskids.org/lab
- **Transmedia Math Properties for TV, Web and Mobile** – including *Peg + Cat*, a 40-part TV series and transmedia experience for preschoolers that launched in October 2013, and *Odd Squad*, a 40-part math TV series and multiplatform property set to premiere on Thanksgiving 2014 for elementary-age students. Grounded in the latest thinking about early mathematical practices and problem-solving, both properties excel at storytelling across technology platforms. Visit pbskids.org/peg
- **Mobile Content & Apps** – through cross-property mobile applications such as *Play-lists* or *Adventures* that bundle and sequence transmedia math content to build specific skills. Visit pbskids.org/peg/adventures
- **Mobile Learning Program** – provides *free* PBS KIDS and Ready To Learn apps for math and literacy to low-income children in partnership with local public media stations, the National Head Start Association, and interested community organizations. Over 200,000 FREE gift codes have been disseminated as of spring 2014. Visit pbskids.org/giftcodes
- **PBS KIDS and Ready To Learn Ultimate Skill Pack** – will aggregate the “best of” early math measurement videos, games and activities from favorite PBS KIDS properties for families and children to play and learn together at home and on-the-go.
(Coming in Fall 2014)

Skills Addressed

A variety of math and literacy skills are addressed across the PBS KIDS and Ready To Learn collection of interactive content and games. **Math skills** addressed include numbers and operations, geometry and spatial sense, measurement, data collection and analysis, algebraic thinking, problem-solving and reasoning. **Literacy skills** addressed include phonological awareness, phonics and word recognition, fluency and connected text, vocabulary, story analysis, storytelling and writing.

Teacher Resources

- **Educators** – Are encouraged to explore and facilitate the creative use of many fun and exciting home extension ideas and activities that accompany every PBS KIDS and Ready To Learn multiplatform property. Teacher support of the school-to-home connection is vital to children’s academic success, and families will appreciate the guidance on where to find high quality and trusted resources.
- **Visit** – pbskids.org/lab to search media by age, skill, property, game or device.
 - For Ages 3-5

- Curious George
- Dinosaur Train
- Peg + Cat
- Sid the Science Kid
- Super WHY!
- The Cat In The Hat

- For Ages 6-8
 - Cyberchase
 - Fetch! With Ruff Ruffman
 - Fizzy's Lunch Lab
 - Martha Speaks
 - Odd Squad (*Coming in November 2014*)
 - The Electric Company
 - Wild Kratts

Family Resources

- **Families** – Find fun and educational videos, games, activities and books for you and your child to enjoy together at home or on-the-go in the neighborhood.
 - **Visit** – pbskids.org/lab to search media by your child's age, skill, favorite PBS KIDS property, game or technology device.

- **PBS KIDS Mobile Learning Program** – The goal of this initiative is to give preschool and early elementary school children free access to PBS KIDS educational mobile apps for iOS® and Android® to support school readiness through local partnerships involving public media stations, Head Start Centers, and other interested community groups.
 - To register and obtain **free apps** go to pbskids.org/giftcodes

Awareness & Utilization Ideas

- Partner with your local public media station to **host a PBS KIDS & Ready To Learn:**
 - **Family Night** – showcase math and literacy interactive content and games for parents and family members to do together at home
 - **Mobile Learning Party** – download free math and literacy apps onto family smartphones and tablets, model interactive play, showcase related books and activities

- National Family Literacy Day/Month (November 1)
- International Games Day at Your Library (November 15)
- National Mentoring Month (January)
- Digital Learning Day/Month (February 4)
- Read Across America Week/Month (March)
- Week of the Young Child (April)

Links

pbskids.org/lab

pbskids.org

pbsparents.org

pbskids.org/peg

pbskids.org/oddsquad - *(Coming in November 2014)*

pbskids.org/giftcodes

pbskids.org/apps