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AUTHOR   Schneider, Joel; And Others
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ABSTRACT
        This report describes an analysis of the segments and
shows of the first season's production of "Square One TV" in terms of
its elaborated goals. It includes charts and graphs showing the
treatment of objectives for the series' goals across the 75 shows of
the series. The goals of the series are: (1) to promote positive
attitudes toward, and enthusiasm for, mathematics; (2) to encourage
the use and application of problem-solving processes; and (3) to
present sound mathematical content in an interesting, accessible, and
meaningful manner. Almost 85% of the segments of the series addressed
the first goal by explicitly showing mathematics to be a powerful and
widely applicable tool. With regard to the second goal, it was found
that 77% of the shows model the use of at least one problem-solving
heuristic. More than 93% of the segments address the third goal by
incorporating one or more of the series' seven mathematical areas.
The document also provides a listing of the shows, with a complete
specification of each segment's show number, content, format, length,
context, and other information. (TW)

SQUARE ONE TV

SEASON ONE CONTENT ANALYSIS AND SHOW RUNDOWNS

March 24, 1987

Joel Schneider, Content Director
Kathryn Aucoin, Assistant Content Director
Linda Schupack, Content Specialist
Brett Pierce, Content Assistant
Edward Esty, Mathematics Consultant

This report summarizes the mathematical and pedagogical content of the 75 shows in SQUARE ONE TV's first season, relating that content to the three goals of the series. It also provides a rundown of the shows, with a complete specification of each segment's show number, content, format, length, context, and other information.

The goals of the series are these:

    I.   to promote positive attitudes toward, and enthusiasm for, mathematics;

    II.   to encourage the use and application of problem-solving processes; and

    III.   to present sound mathematical content in an interesting, accessible, and meaningful manner.

The report includes a detailed elaboration of the goals.

Goal I. Almost 85% of the segments of the series address Goal I by explicitly showing mathematics to be a powerful and widely applicable tool; or an aesthetically pleasing subject; or by showing that it can be understood, used, and even invented, by non-specialists.

Goal II. Of the 272 problem-solving segments that appear in the course of the 75 shows, virtually all address Goal II by explicitly illustrating the formulation or treatment of problems. Moreover, some 77% model the use of at least one problem-solving heuristic, and almost one-half incorporate the important stage of problem follow-up (by looking for alternative solutions or extending to related problems, for example).

Goal III. More than 93% of the segments address Goal III by incorporating one or more of the series' seven mathematical areas (numbers and counting; arithmetic of rational numbers; measurement; numerical functions and relations; combinatorics; statistics and probability; and geometry). Almost two-thirds involve more than one mathematical topic, thus reinforcing interrelations among mathematical concepts.

SQUARE ONE TV

SEASON ONE CONTENT ANALYSIS AND SHOW RUNDOWNS

This report describes the analysis of the segments and shows of the first season's production for SQUARE ONE TV in terms of its elaborated goal statement (Appendix A). It includes charts and graphs showing the treatment of objectives for the series' goals across the 75 shows of the series. Rundowns of the 75 shows (Appendix B) include descriptions of each segment of each show.

THE GOALS

The series has three goals:

    I. to promote positive attitudes toward, and enthusiasm for, mathematics;

    II. to encourage the use and application of problem-solving processes; and

    III. to present sound mathematical content in an interesting, accessible, and meaningful manner.

Of the three goals, Goal I, the primary goal, is the most elusive. People respond to mathematical ideas if they see concepts linked to concrete situations, if the ideas appear beautiful and dynamic, or if they seem accessible to people with whom the viewer can identify. We reviewed each segment in terms of these three motivational criteria.

Goal II operates through segments that illustrate problem-solving behavior and problem-solving heuristics. Roughly speaking, there are three stages of problem-solving behavior: problem formulation, problem treatment, and problem follow-up. However,

problem-solving is rarely linear or so simply described. Instead, a problem solver moves among the three types of behavior, applying heuristics at each stage, for example, in representing a problem, in transforming a problem, in looking for patterns or other pertinent information, or in developing an alternative point of view. Having produced 225 segments that explicitly pose a problem, we analyzed their depiction of problem-solving behavior and heuristics.[1]

Goal III involves the presentation of a broad spectrum of mathematics. In developing material for the series, we aimed to provide mathematics which had clear ties to school curricula and also mathematics which would extend viewers' school experience. The original Goal III outline served as a guide for production as the content department developed assignments for writers, animators, lyricists, and producers.

After production, however, we reorganized the Goal III elaboration basing it on seven areas of mathematics:

> Numbers and Counting;
> Arithmetic of Rational Numbers;
> Measurement;
> Numerical Functions and Relations;
> Combinatorics and Counting Techniques;
> Statistics and Probability; and
> Geometry.

We also reorganized the sub-categories somewhat. The danger in this, or any other, division and sub-division is an unintended suggestion of artificial boundaries between areas rather than a

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1. In addition to the explicit problem-solving segments, 163 segments exemplify the mechanics of heuristics in presenting the mathematics. For example, Smilin' Al uses a gadget in Math 'R Us: Place Value Holder, characters in the Data Headache sketches use charts and graphs, and Blackstone consistently uses objects as illustrations.

reinforcement of commonalty. In fact, many segments deal with more than one area of mathematics.

THE SHOWS

In terms of mathematical organization, there are two types of shows: those with a particular mathematical emphasis and those which are based on a variety of mathematical topics. A show is of the first type if there is a single topic which is the focus of segments comprising about one-third of that show; there are 44 such shows. For example, Show 106, with an emphasis on angles, includes a music video, Angle Dance; a live-action film, Playing the Angle; an animation, Pong; and Mathnet: Missing Baseball, Part I, in which the Mathnet team investigates the angle of rebound of a ball from a billboard.

The 31 remaining shows are essentially eclectic in their mathematical content. However, 17 shows have a mini-emphasis: two or more segments on the same topic, but running significantly shorter than one-third of the show. An example of a show with a mini-emphasis is Show 151 which includes three short pieces dealing with pentominoes (Person on the Street: Pentominoes; Joke in the Box, a studio sketch; and Pentominoes, an animation). Mini-emphases may serve to support the mathematics of a show's Mathnet episode. A list of the shows with their particular emphases, if any, appears on page 3a.

SHOW EMPHASES

Show #	Main	Mini	Emphasis
101			
102			
103			
104	X		Scale
105	X		Percents
106	X		Angles
107	X		Percents
108		X	Volume
109		X	Odd and Even Numbers
110	X		Combinatorics
111	X		Probability
112			
113	X		Fractions
114		X	Two-dimensional Shapes
115			
116	X		Spatial Measurement
117	X		Area and Perimeter
118	X		Figurate Numbers
119	X		Rounding
120	X		Prime Numbers
121	X		Common Multiples
122			
123	X		Area of Irregular Shapes
124	X		Factors and Primes
125		X	Multiples
126	X		Data Organization
127	X		Scale
128	X		Probability
129		X	Percent
130			
131	X		Place Value
132	X		Metric Measurement
133		XX	Tessellations; Fibonacci Sequences
134	X		Percent
135		X	Rates and Ratios
136	X		Fractions
137			

Show #	Main	Mini	Emphasis
138	X		Parity
139	X		Working Backwards
140	X		Probability
141	X		Angles
142	X		Data Processing
143	X		Geometric Objects
144	X		Spatial Measurement
145	X		Additivity
146	X		Square Numbers
147	X		Rounding
148		X	Multiplication
149	X		Functions
150			
151		X	Pentominoes
152			
153	X		Place Value
154		X	Palindromes
155	X		Quadrilaterals
156			
157	X		Scale
158	X		Data Processing
159			
160		X	Large Numbers
161		X	Permutations
162		X	Rates
163	X		Probability
164	X		Functions (Coding)
165	X		Infinity; Parity
166	X		Multiples and Factors
167		X	Tessellations
168	X		Fractions
169	X		Area and Perimeter
170		X	Percents
171		X	Metric Measurement
172			
173	X		Logical Thinking
174			
175			

ANALYSIS OF SEGMENTS

First season production for SQUARE ONE TV yielded 684 segments.
The seven segment formats occur with the following frequencies:

Studio Sketch	219
Animation	126
Mathnet Episode	35
Song	35
Game Show	31
Live Action Film	31
Bumper[2]	207
Total	684

Thirty-one segments have more than one part, all of which appear
in the same show, although separated by other segments.

We analyzed each of the 684 segments for its contribution in
achieving each of the series' goals. Checking each segment
against the goals' criteria involved more than 42,000 yes-or-no
decisions. The results of the analysis reside in our
comprehensive computer database. This information will be
particularly useful to compare the content of SQUARE ONE TV with
other resources in mathematics education--for example, scope-and-
sequence charts of mathematics textbook curricula.

In reading the following description of the analyses, refer to
the elaborated goal statement in Appendix A and to page 5a, which
duplicates the segment analysis sheet.

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2. A bumper is a short segue between segments of a show. Examples are Newsroom Interrupts, and Warnings.

GOAL I ANALYSIS

Because Goal I is attitudinal and motivational, it is difficult to measure objectively. Our analysis recognizes only what is explicitly exhibited or expressed, not what the viewer may infer. Goal I has three criteria. We provide an example in what follows for each criterion, even though the example cited may satisfy other criteria as well. For example, Callous: The Survey links mathematics to a concrete situation when J. B. and his family quiz a representative sample of people in Grasshopper Gulch and create a circle graph to interpret their data. (Coded IA, Mathematics as powerful and applicable.) Daddy Knows Different: Stainless Forks depicts the power of a mathematical idea when Daddy is literally knocked out by the amount of money generated in a month by doubling every day after starting with a penny. (Coded IB.) Similarly, the graphics of The Infinity Song suggest the beauty of mathematics. (Coded IB.) Coding for the third category under Goal I recognizes some character who is a non-specialist, non-expert, non-teacher figure, non-super person, that is, an ordinary person inventing or initiating some piece of mathematics. In I Love Lupy: Elephant, Lupy and Gretl estimate how many elephants could fit in the living room. (Coded IC.) Alph and Throckmorton in The Phoneymooner sketches are also representatives of non-specialists. However, this description clearly excludes Blackstone, Common-Multiple Man, and the Forestry sketches.

CONTENT ANALYSIS

GOAL II

I

sitive Attitudes and Enthusiasm:

Powerful and Applicable Tool

Beautiful Aesthetically Pleasing Subject

Initiated, Developed, and Understood by
Non-Specialist

R ANALYSIS

h)nswered questions to viewer
ivitation to participate
alculator use
omputer use
istakes made and corrected

II

— ; —		Mathematics Content
— ; —		

ACTION

A. PROBLEM FORMULATION

— 1. Recognize a problem; State a problem
— 2. Assess value of solving
— 3. Assess possibility of solving

B. PROBLEM TREATMENT

— 1. Recall information presented
— 2. Estimate or approximate
— 3. Make measurements; Gather data;
     Check resources
— 4. Calculate, or Manipulate geometric
     (Mental or Physical)
— 5. Consider probabilities
— 6. Use trial and error; Guess and check

D. PROBLEM FOLLOW-UP

— 1. Discuss reasonableness of results
     (and precision of results)
— 2. Look for alternative solutions
— 3. Look for alternative ways to solve
— 4. Look for, or extend to, related
     problems

HEURISTICS

C1. REPRESENT PROBLEM
— a. Scale model, drawing,
     map
— b. Picture; Diagram,
     gadget
— c. Table; Chart
— d. Graph
— e. Use objects; Act out

C2. TRANSFORM PROBLEM
— a. Reword; clarify
— b. Simplify
— c. Find subgoals; sub-
     problems (work
     backwards)

C3. LOOK FOR
— a. Patterns
— b. Missing info
— c. Distinctions in
     kinds of information-
     pertinent, extraneous

**C4. REAPPROACH
     PROBLEM**
— a. Change point of
     view; Reevaluate
     assumptions
— b. Generate new
     hypotheses

Date: _____   Prod. #: _____

Coder: _____   Title: _____

11

GOAL II ANALYSIS

The segments analyzed for Goal II were those which explicitly present a problem for solution within the segment. For the 225 segments that meet this criterion, the analysis requires that the problem-solving behavior or application of heuristics be explicit in the sketch.

In formulating a problem, a character might explicitly recognize or state a problem as in Callous: Candy Box. (Coded IIA1.) A character might also assess the value of solving a problem as did Lupy in I Love Lupy: Licorice. (Coded IIA2.) And characters might assess the possibility of solving the problem at hand as in Sinbad and the Twenty Coins. (Coded IIA3.)

In treating a problem, a character might recall information explicitly presented earlier in the sketch as in Appliance Pull. (Coded IIB1.) Estimation and approximation both appear in solving the problem in Cartablanca. (Coded IIB2.) Measuring, gathering data, and checking resources appear in various episodes of Mathnet. (Coded IIB3.)

Throckmorton performs an interesting calculation in The Phoneymooners: Hole in the Wall, while Bobo manipulates objects to solve the problem of Bobo's Dilemma. (Coded IIb4.) Let's Do a Deal shows characters considering probabilities on the way to a solution. (Coded IIB5.) In Koatrak, characters use trial-and-error or guess-and-check to approach their problem. (Coded IIB6.)

The three stages of problem-solving behavior interweave with problem-solving heuristics modeled by characters as they solve their problems. One set of heuristics deals with problem representation. For example, Frank Lloyd Wrong used a scale model and drawing in The Wrong Building. (Coded IIC1a.) Superguy uses a gadget--a function machine--in Celebrity Kitchen. (Coded IIC1b.) He also uses a chart in Flying Down to Freezo. (Coded IIC1c.) A clerk uses a graph in Ice Cream Store: Calories (Coded IIC1d), while Marshmallow uses objects in Wooden Candy Bars (Coded IIC1e).

In transforming a problem, a character might reword or clarify the issue, as the judge did in Shoemaker and Elves. (Coded IIC2a.) A character might simplify the problem or find sub-goals or sub-problems, as did the girl in the animation Cat, Bird, Kibble. (Coded IIC2c.)

Other heuristics include looking for a pattern, as in Harry and Elmo (Coded IIC3a), looking for missing information, as in Spade Parade: Des Moines Duck (Coded IIC3b), and distinguishing between pertinent and extraneous information, as in Mathnet: Missing Monkey (Coded IIC3c). In reapproaching a problem, a character might change point of view or reevaluate previous assumptions, as in Elephants in Pens (Coded IIC4a.) Or a character might generate a new hypothesis, as did the Mathnet squad in many adventures. (Coded IIC4b.)·

Following-up a problem involves discussing the reasonableness or precision of the results, as in Phoneymooners: Juggling the

Books. (Coded IID1.) Some segments involve a character who notes that an answer is not reasonable and returns either to formulate another problem or use another approach, as in Star Truck Bland Stand. Having found a solution, a character might look for another one, as in Mathwoman and Robert, the Boy Number (Coded IID2) or look for alternative ways to solve the problem, as in Superguy: The New Cape Caper (Coded IID3), or look for a related problem, as in Multi-Gloves (Coded IID4).

GOAL III ANALYSIS

Each of the seven areas of mathematics listed for Goal III is further divided as shown in the goal elaboration in Appendix A. Sub-categories are convenient to analyze the mathematical content of the segments. However, as we indicated earlier, they should not suggest any attempt to segregate mathematical ideas. In fact, many segments involve problems which cut across several areas.

The show rundowns in Appendix B include the three goal analyses for each segment. Consequently, one can find examples of each of the Goal III topics in the rundowns.

In our initial analysis of the segments, we attempted to distinguish between primary and secondary sub-category treatment, if any. We abandoned the distinction because in many cases it was difficult to make a clear case of primality. Moreover, to some extent, the mathematical content is a function of the viewer's experience and perception. For example, to a less sophisticated viewer, But Who's Counting? may appear as a game

primarily involving place value, while a more experienced viewer may concentrate on its probabilistic aspects.

FURTHER ANALYSIS

Several pedagogical concerns fall outside the elaboration of the series' goals, but are important both as a summary of the content of the first season and as a guide to future production.

Calculator or computer use. These important tools are increasingly prevalent in the culture as well as in education. Mathematics educators are justly concerned about their appropriate use and incorporation into instruction. How to use them is not a specific concern of the serie ; characters use them when it is natural and appropriate. We noted each instance of calculator or computer use in the series, as in Million Dollar Give Away or Bureau of Missing Numbers.

Viewer participation. One learns mathematics by doing it. The series provides explicit invitations for direct participation, as in the game show But Who's Counting?, in which viewers are encouraged to play along. Other segments leave unanswered questions for consideration during intervening segments as in the Museum sequence or after the show as in Mathwoman and Robert, the Boy Number. We separately tallied segments that invite participation or leave unanswered questions.

Exhibiting mistakes. Mistakes can be instructive. They are inevitably part of problem solving and learning. Modeling appropriate behavior in the face of errors or mistakes is part of

the design of the series. We counted all segments in which a character makes a mistake and corrects it, such as Whither Weather and Cosmic Carpets.

TALLIES

Season One comprises 75 shows with 765 segments, counting repeated segments. The seven segment formats occur with the following frequencies:

Studio Sketch	223
Animation	100
Mathnet Episode	75
Song	80
Game Show	28
Live Action Film	37
Bumper	222
Total	765

The charts and graphs below relate the treatment of the objectives and categories of the goals across the 765 segments.

The length of a segment is not necessarily a measure of its mathematical or pedagogical significance. Longer sketches needing time for character or plot development may, in fact, be less tightly focused on a mathematical point than a brief animation. Moreover, longer sketches with richer problems may involve several areas of mathematics. It is not clear how one should apportion time across content.

Bumpers are typically not codable and so are excluded from consideration in the tallies. Their exclusion leaves a base of 543 segments for analysis.

GOAL I TALLIES.

Of the 543 codable segments, 461 (85%) satisfy one or more of the criteria for Goal I. The Venn diagrams below show the distribution in detail.

Raw numbers:

IA. Powerful — 78 — 14 — 36 — IB. Beautiful
5
218 — 14
96
82
IC. Doable

Percentages:

IA. Powerful — 14% — 3% — 7% — IB. Beautiful
1%
40% — 3%
18% — 15%
IC. Doable
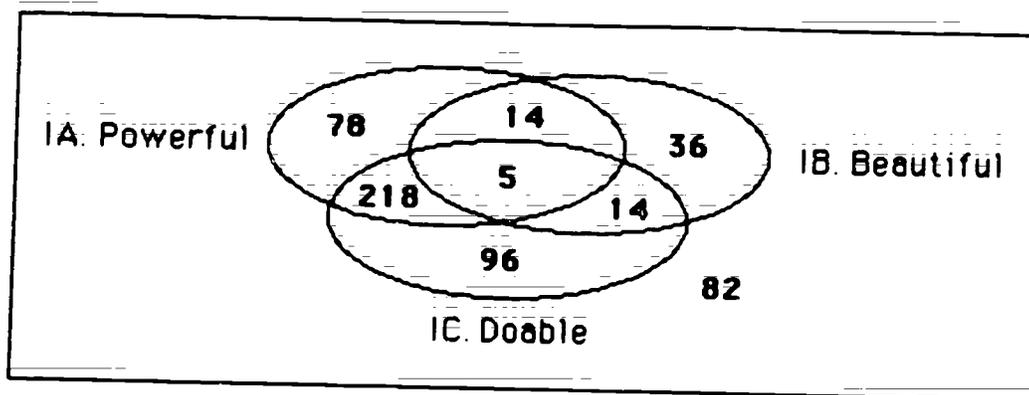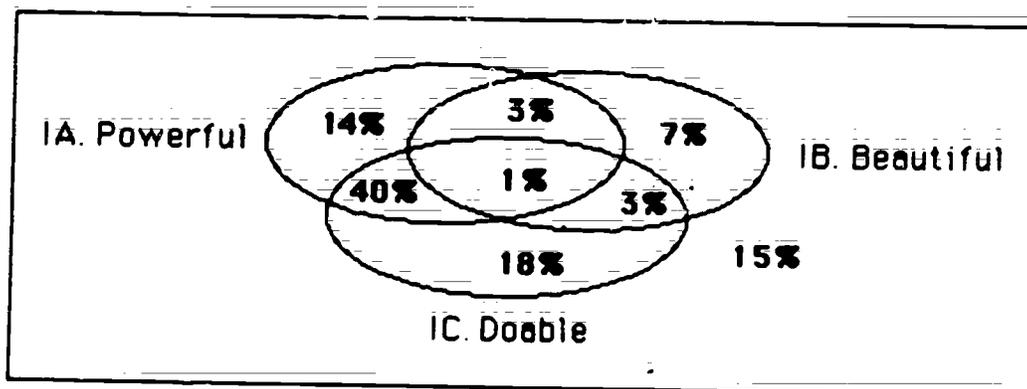
GOAL II TALLIES

Of the 543 codable segments, 274 are problem-solving segments, that is, they explicitly present a problem for solution within the segment. The diagram below, which is intended to recall the relations among the four aspects of problem solving, shows the percentage of segments which address each of the four principal Goal II objectives. Note that segments may meet more than one objective.
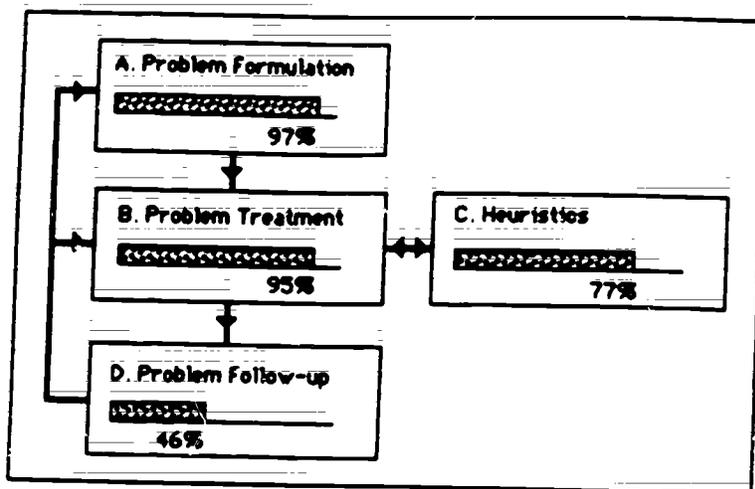
The matrix below records the number of segments that meet each sub-objective. For example, 268 segments meet sub-objective A1 (Recognize and state a problem).

Objectives	1	2	3	4	5	6
			Subsection			
A. Formulation	268 (97%)	74 (27%)	38 (14%)	--	--	
B. Treatment	93 (34%)	56 (20%)	113 (41%)	180 (65%)	24 (9%)	43 (16%)
C. Heuristics	170 (62%)	115 (42%)	46 (17%)	73 (26%)	--	--
D. Follow-up	103 (37%)	32 (12%)	14 (5%)	18 (7%)	--	--

GOAL III TALLIES

In addition to the 543 segments codable against the first two
goals, 17 bumpers carry mathematical content independent of their
surrounding segments. Thus the base for Goal III analysis of the
shows consists of 560 segments. The bar graph below shows the
distribution of Goal III coding across the seven mathematical
categories listed under Goal III. Note that many segments
involve more than one area of mathematics and hence the
percentages add to more than one hundred.
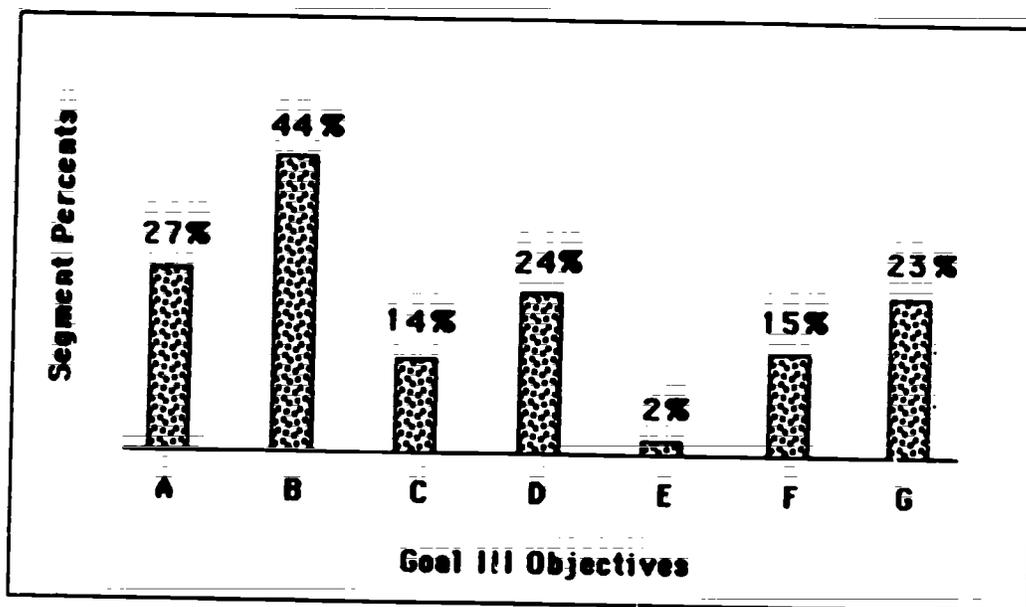
The matrix below tallies the number of segments coded that
involve each sub-category of the seven mathematical areas.

Objectives	Subsection						
	1	2	3	4	5	6	7
A. Numbers/ Counting	13	37	56	29	43	10	—
B. Arithmetic	162	69	32	28	29	—	—
C. Measurement	24	53	22	8	—	—	—
D. Functions	78	66	0	0	—	—	—
E. Combinatorics	9	0	2	—	—	—	—
F. Statistics/ Probability	13	5	3	40	12	29	—
G. Geometry	13	14	8	40	0	89	2

Mathematical Diversity. Many segments incorporate more than one area of mathematics. The graph below shows the mathematical diversity of the 560 segments coded for Goal III by reporting the number of multiply-coded segments according to multiplicities. For example, 100 segments involve mathematics of exactly three sub-categories. Of the total, 339 (61%) involve two or more areas of mathematics.
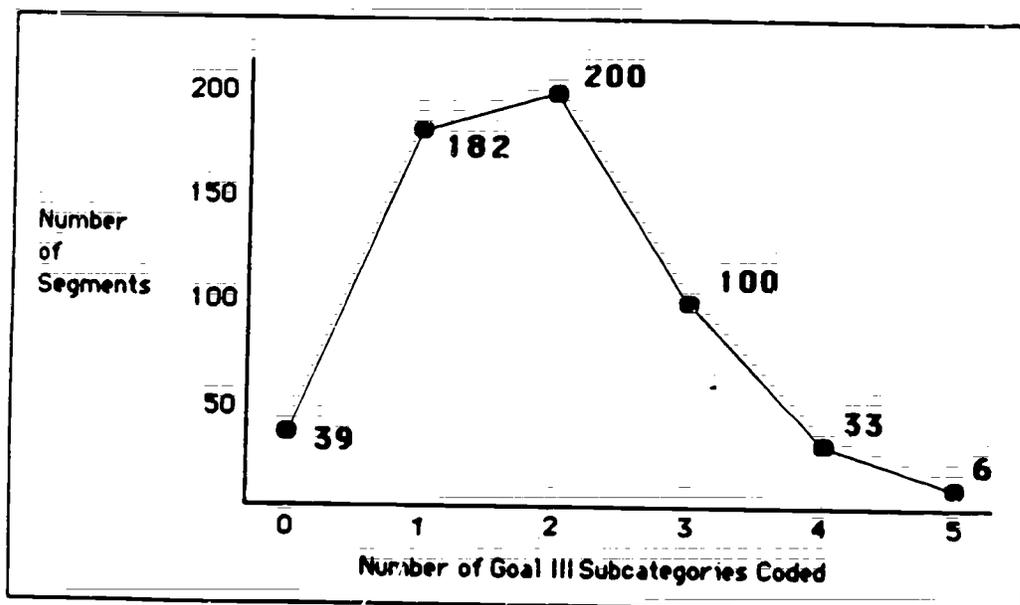
TALLIES OF FURTHER ANALYSIS

The table below shows the number of the 543 segments that involve the several pedagogical techniques discussed above.

Calculator use	24	4%
Computer use	37	7%
Invitation for direct viewer participation	97	18%
Unanswered questions	58	11%
Errors exhibited	179	33%

SUMMARY

This report has presented a complete analysis of the mathematical and pedagogical content of the 75 shows in SQUARE ONE TV's first season, relating that content to the three goals of the series: to promote positive attitudes toward, and enthusiasm for, mathematics; to encourage the use and application of problem-solving processes; and to present sound mathematical content in an interesting, accessible, and meaningful manner.

Goal I. Almost 85% of the segments of the series address Goal I by explicitly showing mathematics to be a powerful and widely applicable tool or an aesthetically pleasing subject, or by showing that it can be understood, used, and even invented, by non-specialists.

Goal II. Of the 272 problem-solving segments that appear in the course of the 75 shows, virtually all address Goal II by explicitly illustrating the formulation or treatment of problems.

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Moreover, some 77% model the use of at least one problem-solving heuristic, and almost one-half incorporate the important stage of problem follow-up (by looking for alternative solutions or extending to related problems, for example).

Goal III. More than 93% of the segments address Goal III by incorporating one or more of the series' seven mathematical areas (numbers and counting; arithmetic of rational numbers; measurement; numerical functions and relations; combinatorics; statistics and probability; and geometry). Almost two-thirds involve more than one mathematical topic, thus reinforcing the interrelations among mathematical concepts.

APPENDIX A

SQUARE ONE TV

COMPLETE STATEMENT OF GOALS

GOAL I. To promote positive attitudes toward, and enthusiasm for, mathematics by showing:

A. Mathematics is a powerful and widely applicable tool useful to solve problems, to illustrate concepts, and to increase efficiency.

B. Mathematics is beautiful and aesthetically pleasing.

C. Mathematics can be understood, used, and even invented, by non-specialists.

GOAL II. To encourage the use and application of problem-solving processes by modeling:

A. Problem Formulation

   1. Recognize and state a problem.

   2. Assess the value of solving a problem.

   3. Assess the possibility of solving a problem.

B. Problem Treatment

   1. Recall information.

   2. Estimate or approximate.

   3. Measure, gather data or check resources.

   4. Calculate or manipulate (mentally or physically).

   5. Consider probabilities.

   6. Use trial-and-error or guess-and-check.

C. Problem-Solving Heuristics

   1. Represent problem: scale model, drawing, map; picture; diagram, gadget; table, chart; graph; use object, act out.

   2. Transform problem: reword, clarify; simplify; find subgoals, subproblems, work backwards.

   3. Look for: patterns; missing information; distinctions in kind of information (pertinent or extraneous).

   4. Reapproach problem: change point of view, reevaluate assumptions; generate new hypotheses.

D. Problem Follow-up

  1. Discuss reasonableness of results and precision of results.

  2. Look for alternative solutions.

  3. Look for alternative ways to solve.

  4. Look for, or extend to, related problems.

GOAL III. To present sound mathematical content in an interesting, accessible, and meaningful manner by exploring:

A. Numbers and Counting

  1. Whole numbers.

  2. Numeration: role and meaning of digits in whole numbers (place value); Roman numerals; palindromes; other bases.

  3. Rational numbers: interpretations of fractions as numbers, ratios, parts of a whole or of a set.

  4. Decimal notation: role and meaning of digits in decimal numeration.

  5. Percents: uses; link to decimals and fractions.

  6. Negative numbers: uses; relation to subtraction.

B. Arithmetic of Rational Numbers

  1. Basic operations: addition, subtraction, division, multiplication, exponentiation; when and how to use operations.

  2. Structure: primes, factors, and multiples.

  3. Number theory: modular arithmetic (including parity); Diophantine equations; Fibonacci sequence; Pascal's triangle.

  4. Approximation: rounding; bounds; approximate calculation; interpolation and extrapolation; estimation.

  5. Ratios: use of ratios, rates, and proportions; relation to division; golden section.

C. Measurement

1. Units: systems (English, metric, non-standard); importance of standard units.

2. Spatial: length, area, volume, perimeter, and surface area.

3. Approximate nature: exact versus approximate, i.e., counting versus measuring; calculation with approximations; margin of error; propagation of error; estimation.

4. Additivity.

D. Numerical Functions and Relations

1. Relations: order, inequalities, subset relations, additivity, infinite sets.

2. Functions: linear, quadratic, exponential; rules, patterns.

3. Equations: solution techniques (e.g., manipulation, guess-and-test); missing addend and factor; relation to construction of numbers.

4. Formulas: interpretation and evaluation; algebra as generalized arithmetic.

E. Combinatorics and Counting Techniques

1. Multiplication principle and decomposition.

2. Pigeonhole principle.

3. Systematic enumeration of cases.

F. Statistics and Probability

1. Basic quantification: counting; representation by rational numbers.

2. Derived measures: average, median, range.

3. Concepts: independence, correlation; "Law of Averages."

4. Prediction: relation to probability.

5. Data processing: collection and analysis.

6. Data presentation: graphs, charts, tables; construction and interpretation.

G. Geometry

1. Dimensionality: one, two, three, and four dimensions.

2. Rigid transformations: transformations in two and three dimensions; rotations, reflections, and translations; symmetry.

3. Tessellations: covering the plane and bounded regions; kaleidoscopes; role of symmetry; other surfaces.

4. Maps and models in scale: application of ratios.

5. Perspective: rudiments of drawing in perspective; representation of three-dimensional objects in two dimensions.

6. Geometrical objects: recognition; relations among; constructions; patterns.

7. Topological mappings and properties: invariants.

APPENDIX B

SQUARE ONE TV

SEASON ONE RUNDOWNS

The following show rundowns are organized by weeks, 1-15. The entries include descriptive data from the production data base.

Line one:
    Show number--the first digit signifies season one;
    Item number--the serial number of the segment in its show;
    Title;
    Production number--unique to each segment;
    Length--the running time of the segment.

Line two:
    Brief description--included for all but bumpers[1];
    Item format--a three-letter code:

           ANI   animation
           BUM   bumper
           GAM   game show
           LAF   live-action film
           NET   Mathnet episode
           PAR   continuation of a multi-part segment
           SON   song
           STU   studio sketch

Last line:
    Goal I classification;
    Goal II classification;
    Goal III classification;
    Problem-solving notation--R stands for "yes".

Example: On the first page of the rundowns for week one, we have, for show number 101, item 2, a song (SON) entitled Infinity, listed with its brief description, Goal I coding of "B C", and its Goal III coding of "D1 B1". It does not admit Goal II coding because it does not qualify as a problem-solving segment.

Note: "-0-" signifies either that a brief description is not necessary or that the segment does not address a particular goal. The goal content of continuations of multi-part segments (PAR) is ordinarily coded under the first part. Hence the goal classifications for segments marked "PAR" are "-0-".

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1. A bumper is a segue between segments of a show, such as a Newsroom Interrupt.

101- 1 SHOW OPEN   15950   :46
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

101- 2 INFINITY (SONG)   10230   3:18
     The song introduces the idea that there is no largest   SON
     number. The graphics suggest several infinite
     collections to support the song.

     GOAL 1:B C   GOAL 2:-0-   GOAL 3:D1 B1   (X)

101- 3 (INFINITY) NEWSROOM INTERRUPT   16620   :10
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

101- 4 MATHMAN: MULTIPLES OF 3   15630   1:21
     Mathman plays a video game in which he must eat only   ANI
     multiples of 3.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

101- 5 PHONER: THE ANSWER IS THREE   15970   2:23
     Arthur has a one-sided telephone conversation in   STU
     which he chooses a number and performs a series of
     operations that always give him the answer of 3.

     GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2 B1   (X)

101- 6 INFINITY REPRISE: 1   10231   :02
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-(-   GOAL 3:-0-   (-)

101- 7 BATTLE OF THE BULGE CATERERS: SANDWICHES   11460   4:41
     The Battle of the Bulge Catering Company must make   STU
     more than 11 different sandwich combinations from two
     meats and three cheeses. The problem introduces the
     multiplication principle from combinatorics

     GOAL 1:A C   GOAL 2:A1 A2 A3 B6 D1   GOAL 3:E1 D2   (R)
                   C1e C2c C4a

101- 8 OOPS! SUBTRACTION 300 - 163   16610   1:27
      A confused engineer makes a 'borrowing' mistake in a   STU
      subtraction problem and causes a stock-footage plane
      crash.

      GOAL 1:A   GOAL 2:A1 A2 B4   GOAL 3:A2 B1   (R)

101- 9 (INFINITY: 2) NEWSROOM INTERRUPT   16621   :02
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

101-10 (PERFECT SQUARES INTRO) LOGO   16570   :03
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

101-11 PERFECT SQUARES   13140   3:25
      A blues band sings about square numbers and   SON
      graphically suggests their connection to geometry.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:B2 B1   (X)

101-12 BUREAU OF MISSING NUMBERS: 14   15930   1:59
      Terry Ryan, an FBI type, takes information pertaining   STU
      to the number 14 and inputs this information into her
      computer. These characteristics include factors,
      whether or not it is prime or square, etc.

      GOAL 1:A   GOAL 2:A1 B3 B4 C2c   GOAL 3:B2 B1   (R)

101-13 INFINITY REPRISE:2   10232   :02
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

101-14 MATHNET:PROBLEM OF THE MISSING MONKEY-1   11031   8:05
      The Mathnetters investigate a series of burglaries   NET
      allegedly committed by a monkey that escaped from the
      zoo.

      GOAL 1:C   GOAL 2:A1 A2 B2 B3 C4a   GOAL 3:C3 D1   (R)
                                   C4b

101-15 INFINITY REPRISE:3
      -0-   10233   :03
                                                                          BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

102- 1 SHOW OPEN
      -0-   15950   :46
                                                                          BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

102- 2 STAR TRUCK BLANDSTAND   13130   7:34
      Space travellers find themselves contestants on a   STU
      game show, rating songs. The song with the highest
      average score wins. The characters learn that an
      average cn't be higher than the highest score.

      GOAL 1:A C   GOAL 2:A1 A2 B4 D1 D2   GOAL 3:F5 F6 F2   (R)
                               C1c C2a   B1 B4

102- 3 (BLANDSTAND) NEWSROOM INTERRUPT:18   13131   :12
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

102- 4 RAPPIN' JUDGE   14740   2:40
      A judge raps his decision that a girl on a skateboard   STU
      could not have committed the crime because she could
      not have travelled 8 miles in 2 hours if she were
      only going 3 miles per hour.

      GOAL 1:A C   GOAL 2:A1 B1 B3 B4 D1   GOAL 3:B5 C2 B1   (R)
                               C1a

102- 5 (BLACKSTONE) LEAD-IN & TAG   15540   :09
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

102- 6 BLACKSTONE: DIME, PENNY, NICKEL   15537   2:04
      Blackstone uses a fundamental property of even and   STU
      odd numbers to correctly identify which hand holds
      the dime and which holds the penny. His follow-up
      trick depends on psychology--not mathematics.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3 B1   (X)

102- 7 (NINES INTRO) LOGO   17530   :08
     -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

102- 8 NINES   15870   2:34
     The cast sings a country music tune expressing the   SON
     idea that the sum of the digits of any multiple of 9
     always add up to 9 or a multiple of 9.

       GOAL 1:B C   GOAL 2:-0-   GOAL 3:B2 D2 B1   (X)

102- 9 WARNING 5 (UNDERSTAND KIND OF SOLUTIONS)   17585   :09
     -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

102-10 MAP, THE   14050   1:27
     An older boy and his little brother use a map scale   LAF
     to estimate distance and travel time.

       GOAL 1:A C   GOAL 2:A1 A3 B2 B3 B4   GOAL 3:G4 C3 B1   (R)
                        D1 C1a

102-11 MATHNET:PROBLEM OF THE MISSING MONKEY-2   11032   9:40
     In their continued search for a missing monkey, the   NET
     Mathnetters come across information presented in a
     circle graph and use a map and compass to estimate
     the approximate location of the gorilla.

       GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:G4 C3 B1   (R)
                  B5 C1a   E1

103- 1 SHOW OPEN   15950   :46
     -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

103- 2 SPADE PARADE: IN SEARCH OF YUCCA PUCK -1   15901   2:45
        Spade Parade takes on the case of Vanessa Van   STU
        Vandervan who has hired 3 consultants to tell her the
        route to the Yucca Puck. She doesn't know which one
        tells the truth, which lies, and which does both

        GOAL 1:A C   GOAL 2:A1 A2 A3 B1 B3   GOAL 3:E3   (R)
                          D2 C1a C1e C3b

103- 3 MATHMAN: DECIMALS LESS THAN .5   15690   1:19
        Mathman plays a video game in which he must eat only   ANI
        decimal fractions less than .5.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A4 D1   (X)

103- 4 SPADE PARADE: IN SEARCH OF YUCCA PUCK -2   15902   2:32
        Spade Parade solves the case by asking several   PAR
        questions to sort out a declared liar, a
        truth-teller, and a third who sometimes tells the
        truth and sometimes lies.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

103- 5 LESS THAN ZERO   14150   2:05
        This song presents a diving, dance, skating, and   SON
        hammer-throw competition to show arithmetic
        realizations of negative numbers.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A6 D1   (X)

103- 6 (GAME SHOW) LEAD IN   17260   :08
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

103- 7 BUT WHO'S COUNTING: 1   12111   5:48
        Contestants arrange five randomly chosen digits in an   GAM
        attempt to form the smallest possible 5 digit number.
        To play, they must apply some knowledge of place
        value and probability.

        GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4   (R)

103- 8 DATA HEADACHE II   14312   1:32
         A cab driver uses a pie chart to organize his   STU
         business expenses and rid himself of a data headache.

         GOAL 1:A   GOAL 2:-0-   GOAL 3:F6   (X)

103- 9 VO: HOW MUCH LEFT   17293   :06
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

103-10 YOU CAN COUNT ON IT   16680   1:58
         This song presents various ways that math shows up in   SON
         the world.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:C1   (X)

103-11 WARNING 3 (REMAIN CALM)   17583   :12
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

103-12 MATHNET:PROBLEM OF THE MISSING MONKEY-3   11033   8:18
         The Mathnetters continue looking for the monkey,   NET
         measuring the distance between footprints and using a
         map to figure distance, rate, and time.

         GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:G4 B5   (R)
                                  C1a C4a

104- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

104- 2 (TONY AND THE TOGAS INTRO) LOGO   17520   :05
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

104- 3 TONY AND THE TOGAS   12100   6:25
    A Phoenician singer finds himself recording a song in   SON
    Rome and learns about Roman numerals in the process.

    GOAL 1:-0-   GOAL 2:-0-   GCAL 3:A2   (X)

104- 4 OOPS! RULER   16780   1:11
    A confused character causes a great accident when he   STU
    fails to line up his ruler properly.

    GOAL 1:A   GOAL 2:A1 A2 B3 D1   GOAL 3:C2   (R)

104- 5 WRONG BUILDING   11310   4:30·
    Frank Loyd Wrong, the architect, ignores the   STU
    importance of proper scaling in planning and
    constructing a building.

    GOAL 1:A C   GOAL 2:A1 B3 B4 D1 D4   GOAL 3:G4 C2   (R)
                       C1a C2a C2b C3b
                       C4a

104- 6 LOGO 5 GENERIC (LUISA)   17370   :07
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

104- 7 SHOEMAKER & ELVES   11850   3:39
    A shoemaker wants to sue his elves for failing to   STU
    interpret the scale of a plan correctly. Instead cf
    a 1:2 ratio, they use a 2:1 ratio.

    GOAL 1:A C   GOAL 2:A1 A2 A3 B4 D1   GOAL 3:G4 B5 A3   (R)
                       C1a C1e C2a C4a

104- 8 COMIC: SHRUNKEN TOOTHBRUSH   13510   2:29
    A comic mistakenly believes that the entire scale of   STU
    the world has been altered when he unkno ngly sticks
    his head into his daughter's dollhouse.

    GOAL 1:-0-   GOAL 2:A1 A3 D1   GOAL 3:G4 B5   (R)

104- 9 MATHNET:PROBLEM OF THE MISSING MONKEY-4   11034   8:17
      The Mathnetter's recognize that, sometimes, one must   NET
      look at a problem from a different point of view --
      and so hypothesize that they are searching for a
      gorilla and a man in a monkey suit.

      GOAL 1:C   GOAL 2:A1 B1 B3 C1a C3a   GOAL 3:-0-   (R)
                          C4a C4b

105- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

105- 2 PRIME TIME PROGRAMMING MEETING   12040   3:58
      A group of television executives meet to discuss next   STU
      season's programs - whose titles must contain only
      prime numbers.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

105- 3 PERCENTS   15380   2:25
      This glitzy song expresses the relations among   SON
      percents, fractions, and decimals.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 A3 A4   (X)

105- 4 SODA SHOPPE   16100   :50
      Two customers use an easy way to compute a ten   LAF
      percent tip, which they then round up to the nearest
      ten cents.

      GOAL 1:A C   GOAL 2:A1 A2 B2 B4   GOAL 3:A5 A4 B4   (R)

105- 5 VO: STOP COMPLAINING (ANS.)   17314   :05
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

105- 6 TROUT ON YOUR HEAD   14010   1:10
      This commercial uses a horizontal bar graph to   STU
      illustrate that most quacks sampled suggest putting a
      trout on one's head as a headache remedy.

      GOAL 1:A C   GOAL 2:A1 B3 D1 C1d   GOAL 3:F6 A5   (R)

105- 7 BUT WHO'S COUNTING: 2   12112   6:54
       Contestants arrange six randomly chosen digits in an   GAM
       attempt to form two 3-digit numbers with the largest
       possible sum. To play, they must apply some knowledge
       of place value and probability.

       GOAL 1:A C   GOAL 2:Al B4 B5 D1 D2   GOAL 3:A2 D1 F4   (R)
                               Clb C2c

105- 8 (VERY NICE) NEWSROOM INTERRUPT:26   14551   :19
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

105- 9 MATHNET:PROBLEM OF THE MISSING MONKEY-5   11035   10:01
       George climbs atop the Hollywood sign, and the   NET
       Mathnetters successfully solve the problem of the
       missing monkey -- putting both the gorilla and the
       thief behind bars.

       GOAL 1:-0-   GOAL 2:Al B1 D1 C4a   GOAL 3:-0-   (R)

106- 1 SHOW_OPEN   15950   :46
      -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

106- 2 ROBIN_HOOD   11640   6:08
     Robin Hood competes in an archery contest that allows   STU
     6 arrows to get the highest odd score. With a target
     containing only odd zones, Robin has his last arrow
     miss the target to ensure an odd score.

     GOAL 1:A C   GOAL 2:A1 A2 A3 B4 D1   GOAL 3:B3 B1   (R)
                        C1e C2a C2c C4a

106- 3 CABOT_&_MARSHMALLOW: HEY CABOT   14090   1:45
     Cabot offers to pay Marshmallow nothing for 5 days to   STU
     repay a 5 dollar bet before Marshamllow recognizes
     that zero times any number is zero.

     GOAL 1:-0-   GOAL 2:A1 B3 B4 D1 D2   GOAL 3:B1   (R)
                        C2a

106- 4 PERSON ON_THE STREET: DODECAHEDRON   13002   1:15
     The Person on the Street Interviewer asks a variety   LAF
     of people what a dodecahedron is.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

106- 5 DANCE OF THE GEO SHAPES:DODECAHEDRON   13606   :20
     Computer graphics illustrate and highlight a   ANI
     dodecahedron as it rotates in space.

     GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1   (X)

106- 6 (BUT WHO'S COUNTING T.S.) LOGO   17540   :07
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

106- 7 BUT WHO'S COUNTING - TEST SHOW   10150   5:17
      Contestants arrange five randomly chosen digits in an   GAM
      attempt to form the largest possible 5 digit number.
      To play, they must apply some knowledge of place
      value and probability.

      GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c   GOAL 3:A2 D1 F4   (R)

106- 8 DISCLAIMER: ANGLES   10911   :08
     -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G6   (-)

106- 9 ANGLE DANCE   10180   2:23
      The rock group Plane Geometry sings a song about   SON
      angles and uses body movement to illustrate angles,
      as well.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:G6   (X)

106-10 PLAYING THE ANGLE   15330   3:00
      Nancy Lieberman, the first woman to play professional   LAF
      basketball, talks about and demonstrates the
      mathematics involved in basketball. She cites angles
      and parabolas, in particular.

      GOAL 1:A C   GOAL 2:A1 A2 A3 B2 B5   GOAL 3:G6 F4 C2   (R)
                                                       A3 A5

106-11 PONG GAME   15180   :19
      This animation illustrates billiard geometry and   ANI
      shows a ball rebounding from wall to wall before
      finally exiting the one opening.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:G2 G6   (X)

106-12 MATHNET-CASE OF THE MISSING BASEBALL-1   10540   6:27
      The Mathnetters investigate a missing baseball by   NET
      determining the angle at which it would have
      rebounded off a billboard.

      GOAL 1:A   GOAL 2:A1 B1 B3 B4 C1a   GOAL 3:G6 G4   (R)
                           C2c

107- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

107- 2 IDENTITY CRISIS   10090   4:38
        The number Zero visits a psychiatrist who cures his   STU
        identity crisis by stressing the role zero plays in
        place value and multiplication.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A2 A4 B1   (X) .
                                                       D1

107- 3 (LEMONADE STAND INTRO) LOGO   17460   :07
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

107- 4 LEMONADE STAND IN THE DESERT   14340   2:46
        Shari Belafonte Harper runs a lemonade stand that   STU
        sells lemonade for 26% of one dollar. She and Arthur
        discuss percent and decimal relations - especially as
        they pertain to money.

        GOAL 1:A C   GOAL 2:A1 B4 C2a   GOAL 3:A5 D1 A3   (R)

107- 5 EIGHT PERCENT OF MY LOVE   11480   2:47
        Cris uses percentages to sing about the various ways   SON
        his love is divided. As Cris mentions a percentage, a
        drummer displays the corresponding wedge of a pie
        chart.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 F6   (X)

107- 6 MATINEE MOVIE PROMO   12631   :21
        Shirly Schlemmer asks her viewing audience to tune   BUM
        into "Cartablanca", today's Matinee Movie.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

107- 7 VO: DON'T DESPAIR   17325   :06
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

107- 8 HARRY'S HAMBURGER HAVEN   14240   2:27
         As the characters attempt to shoot a commercial for   STU
         Harry's Hamburger Haven, they note the equivalence of
         decimal, fraction, and percent.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:A4 A5 A3   (X)

107- 9 MATINEE MOVIE: CARTABLANCA   12630   6:20
         As three characters attempt to leave Cartablanca by   STU
         plane, an Inspector rounds up their weights to make
         sure that they do not exceed the maximum load.

         GOAL 1:A   GOAL 2:A1 A2 B2 B4 D1   GOAL 3:B4 B1   (R)

107-10 YES, GENERAL, SIR   12960   1:52
         A private demonstrates the six different was one can   STU
         order the three words 'yes', 'general', and 'sir.'
         She also demonstrates this visually by arranging 3
         fruits - apple, pear, and orange.

         GOAL 1:C   GOAL 2:A1 B4 D1 D4 C1e   GOAL 3:E1   (R)

107-11 MATHNET-CASE OF THE MISSING BASEBALL-2   10630   5:23
         The Mathnetters gather facts and use logical   NET
         reasoning to determine the whereabouts of a missing
         house.

         GOAL 1:A   GOAL 2:A1 B1 B3 C1a C1e GOAL 3:G4   (R)
                                  C4a C4b

108- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

108- 2 SUDS: POPCORN   10080   3:38
         Arthur learns that doubling the length, width, and   STU
         depth of a box increases its volume eight times.

         GOAL 1:A C   GOAL 2:A1 B1 B4 D1 D3   GOAL 3:C2 C1 D2   (R)
                                  C1e C2a C4a

108- 3 OOPS! DECIMALS   16770   1:38
     A confused doctor forgets to line up the decimals in   STU
     a 3-digit addition problem and causes a stock-footage
     disaster.

     GOAL 1:A   GOAL 2:A1 A2 B4 D1   GOAL 3:A4 B1   (R)

108- 4 LOGO 6 GENERIC (LUISA)   17380   :06
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

108- 5 CABOT & MARSHMALLOW: WOODEN CANDY BARS   14820   2:20
     Cabot uses 3 differently shaped rectangular wooden   STU
     blocks to illustrate that objects with different
     dimensions can still have the same volume.

     GOAL 1:A C   GOAL 2:A1 A2 B2 B3 B4   GOAL 3:C2 C1   (R)
                        C1e C2a C4a

108- 6 COUNTRY AND WESTERN MUSIC PITCH   15450   1:56
     Two country and western singers recount the titles of   STU
     their greatest hits, all of which make mention of
     relations involving fractions.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3 D1   (X)

108- 7 TESSELLATIONS   15810   3:15
     A boppy beach tune illustrates the concept of   SON
     tessellation as surfers cover their boards and the
     beach with repeating geometric shapes.

     GOAL 1:B   GOAL 2:-0-   GOAL 3:G3 G6   (X)

108- 8 BUT WHO'S MULTIPLYING: 12   16941   5:33
     Two contestants attempt to cover three numbers in a   GAM
     row by selecting factors of these numbers from the
     Factor Board and calling out the resultant product.

     GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 B2 D1 (R)
                    C2c   F4

108- 9 MATHMAN: FACTORS OF 18   15570   1:12
         Mathman plays a video game in which he must eat all   ANI
         numbers that are factors of 18.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

108-10 GROANING WALL II   11872   1:09
         The cast tells each other riddles, all of which have   STU
         a mathematical theme.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

108-11 MATHNET-CASE OF THE MISSING BASEBALL-3   10670   6:17
         The Mathnetters continue their search for the missing   NET
         house, using a database to access information about a
         pair of glasses that have turned up on the property.

         GOAL 1:A   GOAL 2:A1 B1 B3 C1a C2c GOAL 3:F4 A9   (R)
                                C3a

109- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

109- 2 DISCLAIMER: ODD NUMBERS   17600   :08
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B2   (-)

109- 3 PHONEYMOONERS: HOLE IN THE WALL   13930   7:00
         Alph and Throckmorton must estimate how many bricks   STU
         they need to repair a hole in the wall caused by
         Alph's bowling ball. They draw a diagram to figure
         out the area of this irregular shape.

         GOAL 1:A C   GOAL 2:A1 A2 A3 B4 D1   GOAL 3:C2 C1 G4   (R)
                                C1b C4a   B1

109- 4 NEWSROOM INTERRUPT:24(AREA IRREG.SHAPE   16920   :11
         -0-   .   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

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109- 5 NAVIGATOR   15320   3:47
    A female navigator in the New York harbor talks about   LAF
    how she uses maps to chart her course.

    GOAL 1:A   GOAL 2:A1 A2 B3 B4 C1a   GOAL 3:C2 G4 G6   (R)

109- 6 (BLACKSTONE) LEAD-IN & TAG   15540   :09
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

109- 7 BLACKSTONE: HEADS OR TAILS   15535   2:54
    After a spectator has turned over pairs of coins from   STU
    a pile of 10 dimes, Blackstone uses the principle of
    parity to correctly determine whether a covered coin
    is heads or tails.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3   (X)

109- 8 X...IT'S THE SIGN OF THE TIMES   13580   3:33
    The cast gives a Hispanic flavor to this song about   SON
    the multiplication symbol.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:B1   (X)

109- 9 MATHMAN: ODD NUMBERS   15580   1:12
    Mathman plays a video game in which he must eat only   ANI
    odd numbers.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

109-10 MATHNET-CASE OF THE MISSING BASEBALL-4   10710   7:42
    The Mathnetters determine the worth of stolen gold   NET
    bars as they piece together a picture of the man who
    may have stolen the house. They also use a map to
    determine the range a helicopter could fly.

    GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B4 G4 C3   (R)
                  B5 C1a C2c C3a   B5

110- 1 SHOW OPEN   15950   :46
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

110- 2 SUPERGUY STANDARD OPEN   11420   :37
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

110- 3 SUPERGUY: NEW CAPE CAPER - 1   11431   3:10
       Super Guy wonders how many outfits he can make from 3   STU
       belts and 3 capes. Using combinatorics, he develops a
       systematic way of counting and combining results.

       GOAL 1:A C   GOAL 2:A1 A3 B4 D3 C1e   GOAL 3:E1 D2 B1   (R) .
                        C3a C3b

110- 4 CALVIN KLEIN BOY   16140   1:23
       Dweezil Zappa discovers the meaning of combinatorics   LAF
       when he determines how many possible outfits he can
       make from a certain number of pants, shirts, and
       sweaters.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:E1   (X)

110- 5 SUPERGUY: NEW CAPE CAPER - 2   11432   3:40
       Using combinatorics, Superguy lays out all the   PAR
       possible combinations for 3 belts and 3 capes. He
       gets 9 outfits and recognizes that he could have
       multiplied the numbers of capes and belts instead.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

110- 6 VO: HOW MUCH LEFT   17295   :06
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

110- 7 MISTAKES   10200   2:18
       This song uses a vaudeville setting to convey the   SON
       message that everyone makes mistakes and everyone
       learns from mistakes.

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:-0-   (X)

110- 8 BUILDING GO BOOM   12130   2:07
    A con-artist attempts to sell a 12 story building   LAF
    (with 10 ft. between stories) to a country bumpkin
    before the building's scheduled demolition.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:B1 C1   (X)

110- 9 (ICE CREAM) LOGO   15630   :07
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

110-10 ICE CREAM STORE: CALORIES   10130   3:10
    A dieting woman enters an ice cream store run by a   STU
    Valley Boy who uses a bar chart and percents to
    compare the calories of the various frozen treats.

    GOAL 1:A C   GOAL 2:A1 B3 D1 C1d   GOAL 3:A5 A3 D1   (R)
                                                              F6

110-11 (ME AND MY SHADOW INTRO) LOGO   17470   :09
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

110-12 ME AND MY SHADOW   13660   2:36
    Debbie Allen discusses dimensionality by comparing   STU
    her own 3-dimensionality with the 2-dimensionality of
    her shadow.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:G1 C2   (X)

110-13 MATHNET-CASE OF THE MISSING BASEBALL-5   10760   6:41
    The Mathnetters use a floorplan to successfully   NET
    locate the missing baseball.

    GOAL 1:-0-   GOAL 2:A1 B1 C1a C3b   GOAL 3:G4 G6   (R)

111- 1 SHOW OPEN
               -0-   15950   :46
                                                                                  BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

111- 2 NEWSROOM INTERRUPT: 7 (PROBAB. COIN TOSS   16910   :21
               -0-   BUM

          GOAL 1:-0-   GOAL 2:-0=   GOAL 3:F4   (-)

111- 3 CABOT & MARSHMALLOW: PROBABILITY - 1   15471   1:41
          Cabot and Marshmallow discuss the meaning of a   STU
          probability of one as Marshmallow creates a situation
          where any outcome results in a win for Cabot.

          GOAL 1:C   GOAL 2:A1 B1 B5 D1 C2a   GOAL 3:F1 D1   (R)

111- 4 ON THE MIDWAY   14320   1:42
          Freddy Kohler exposes the unequal probability of   STU
          winning a game in which 3/4 of the spinner is one
          color and 1/4 of the spinner is another color.

          GOAL 1:A C   GOAL 2:A1 B1 D1 C1e   GOAL 3:F4 F1 A3   (R)

111- 5 (C & M: PROBABILITY INTRO) WARNING   17610   :06
               -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

111- 6 CABOT & MARSHMALLOW: PROBABILITY - 2   15472   2:19
          Cabot and Marshmallow discuss the meaning of a   STU
          probability of zero after Cabot tricks Marshmallow by
          playing the shell and the pea game -- without the
          pea.

          GOAL 1:A C   GOAL 2:A1 A3 B5 D1 C1e   GOAL 3:F1   (R)

111- 7 GHOST OF A CHANCE   11950   4:20
          At a haunted house, a pizza delivery boy finds   SON
          himself in several threatening situations -- each of
          which has a different probability of escape.

          GOAL 1:A C   GOAL 2:A1 A2 B5 B6   GOAL 3:F1 F3   (R)

111- 8 LOGO 13 GENERIC (BEV)   17450   :08
      -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

111- 9 HANDSHAKE CONTEST   12551   4:27
    The Wide Wide World of Sports You Never Heard Of   STU
    covers a Handshake Competition where the newscasters
    learn that the number of handshakes will always be a
    triangular number.

    GOAL 1:A C   GOAL 2:A1 A3 B4 D3 C1b   GOAL 3:B2 D2 D1   (R)
                        C2c C3a

111-10 (BLACKSTONE) LEAD-IN & TAG   15540   :09
      -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

111-11 BLACKSTONE: MENTAL SPELLER   13442   2:02
    Blackstone asks the cast to choose an object on the   STU
    table and uses the number of letters in its name as a
    clue to identifying it.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2   (X)

111-12 MATHNET:PROBLEM OF THE PASSING PARADE-1   11011   9:51
    In anticipation of a rock star's visit, the   NET
    Mathnetters calculate how much time a parade will
    take, estimate crowd size, and approximate the number
    of officers needed for crowd control.

    GOAL 1:A   GOAL 2:A1 A2 B2 B3 B4   GOAL 3:B4 B1 B5   (R)
                     B6 D1 C1a C2c   G4

112- 1 SHOW OPEN   15950   :46
      -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

112- 2 (PAPER RACE INTRO) LOGO   17480   :03
      -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

112- 3 PAPER RACE   12600   5:38
        Ned Flimsy visits his law professor who has him round   STU
        up the costs of his books to estimate whether he has
        enough money.

        GOAL 1:A C   GOAL 2:A1 B2 B3 B4 D1   GOAL 3:B4 B1 A4   (R)
                            C1b C2b C2c

112= 4 BURGER PATTERN   12140   3:16
        The Fat Boys use hamburgers to illustrate a   SON
        triangular number pattern.

        GOAL 1:A   GOAL 2:A1 B4 D1 C1b C3a   GOAL 3:D2 D1 B1   (R)

112- 5 BUT WHO'S COUNTING: 6   12116   5:48
        Contestants arrange 5 randomly chosen digits to   GAM
        create a 3 digit plus 2 digit addition problem. The
        largest sum wins. Contestants must apply some
        knowledge of place value and probability to play.

        GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c   GOAL 3:A2 D1 F4   (R)

112- 6 (PALINDROME INTRO) LOGO   17620   :12
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

112- 7 IT'S A PALINDROME   14110   2:53
        A tango dance serves as the backdrop for a song about   SON
        the definition and generation of palindromes --
        numbers that read the same backwards and forwards.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A2   (X)

112- 8 MATHNET:PROBLEM OF THE PASSING PARADE-2   11012   9:07
        In their attempt to find a kidnapped rock star, the   NET
        Mathnetters tip a bottle with liquid in it to
        recreate a mountain's angle of incline. They also
        use musical beats to keep track of time.

        GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B6   GOAL 3:C3 G6 G4   (R)
                            C1e C2c   .

113- 1 SHOW OPEN   15950   :46
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

113- 2 GROANING WALL I   11871   1:15
          The cast tells each other riddles -- all of which   STU
          have a mathematical theme.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

113- 3 SAMURAI MATHEMATICIAN   14490   3:11
          A samurai warrior breaks similar sized boards into   STU
          different numbers of equal-sized pieces to prove that
          the more fractional pieces you divide an object into,
          the smaller those pieces will be.

          GOAL 1:C   GOAL 2:A1 B4 D4 C1e C2a GOAL 3:D1 A3   (R)
                                 C2c C3a

113- 4 DIET LITE WET   14230   3:22
          As the characters attempt to shoot a commercial for   STU
          Diet Lite Wet, they note the equivalence of fraction,
          decimal,and percent.

          GOAL 1:A C   GOAL 2:-0-   GOAL 3:A3 A5 A4   (X)

113- 5 MATHMAN: EQUIVALENT FRACTIONS (1/3)   15650   1:24
          Mathman plays a video game in which he must eat only   ANI
          fractions equivalent to 1/3.

          GOAL 1:C   GOAL 2:-0-   GOAL 3:A3   (X)

113- 6 ACTION AT THE FRACTION BAR   13250   2:24
          This music video takes place at the futuristic   SON
          Fraction Bar and uses vocabulary words associated
          with fractions. It also mentions the relation
          between fractions, decimals, and percents.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3 A4 A5   (X)

113- 7 (FRACTIONAL BASEBALL) LEAD IN   17490   :05
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

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113- 8 GOOD SPORTS: FRACTIONAL BASEBALL   10020   3:45
        Good Sports visits a Fractional Baseball game which   STU
        is played much like regular baseball - except that a
        player receives 1/4 each time he gets on base. One
        adds the fractions to compute the score.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A3 D1 B1   (X)

113- 9 VO: STOP COMPLAINING   17312   :07
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

113-10 OOPS! DIVISION 6 INTO 4212   16750   1:50
        A confused scientist fails to acknowledge place value   STU
        and makes a long division mistake that causes a
        stock-footage disaster.

        GOAL 1:A   GOAL 2:A1 A2 B4 D1   GOAL 3:A2 B1   (R)

113-11 MATHNET:PROBLEM OF THE PASSING PARADE-3   11013   10:06
        As they gather clues to the kidnapping case, the   NET
        Mathnetters attempt to decode a message, use a car
        registration database, and measure the width and
        tread of a car tire.

        GOAL 1:A C   GOAL 2:A1 A2 B1 B3 C1b   GOAL 3:C2   (R)
                               C2c C3a C4b

114- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

114- 2 (C & M: WHAT IS A NAME) LOGO   17500   :05
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

114- 3 CABOT & MARSHMALLOW: WHAT IS A NAME   14170   3:33
    Cabot and Marshmallow carry on a 'Who's On First'   STU
    conversation and combine logic with rates to
    calculate how long it will take Marshmallow's blind
    date to arrive.

    GOAL 1:A C   GOAL 2:A1 A2 B1 B4 D1   GOAL 3:B4 B5 B1 (R)
                    C2c C3c

114- 4 (WHITHER WEATHER) NEWSROOM INTERRUPT:16   13121   :08
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0- (-)

114- 5 WHITHER WEATHER   13120   4:27
    A television meteorologist meaures the snowfall in 6   STU
    different areas before calculating an average
    snowfall.

    GOAL 1:A C   GOAL 2:A1 B3 B4 D1 C1d GOAL 3:F2 B1 D1 (R)
                    C1e C2a

114- 6 WARNING 1 (ASK A FRIEND)   17581   :10
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0- (-)

114- 7 SQUARE SONG   13620   2:32
    This song deals with the geometrical properties of   SON
    squares. Computer graphics aid greatly in
    illustrating the geometry of a square.

    GOAL 1:A B C   GOAL 2:-0-   GOAL 3:G6   (X)

114- 8 STATION PROMO (LARRY)   14265   :04
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0- (-)

114- 9 PERSON ON THE STREET: RHOMBUS   13003   1:27
    The Person On the Street interviewer asks a variety   LAF
    of people what a rhombus is.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

114-10 BLACKSTONE: THE IMAGINATION DICE   15530   3:05
      Blackstone performs a number trick that works for any   STU
      number less than 10: double it, add 2, multiply it by
      5, subtract the original number, add the digits --
      the answer will always be 10.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B3 B1   (X)

114-11 DANCE OF THE GEO SHAPES:CUBE   13601   :24
      Computer graphics illustrate and highlight a cube as   ANI
      it rotates around itself.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1   (X)

114-12 IN SEARCH OF THE GIANT SQUID   13480   3:51
      The navigator of a submarine fails to consider the   STU
      concept of scale -- and mistakenly thinks that they
      are only centimeters away from a giant iceberg.

      GOAL 1:A C   GOAL 2:A1 B3 B4 D1 D4   GOAL 3:G4 C1 G4   (R)
                          C1a

114-13 MATHNET:PROBLEM OF THE PASSING PARADE-4   11014   7:21
      In trying to decode Stringbean's musical message, the   NET
      Mathnetters recognize that each note of the message
      corresponds to a tone/number on a touch-tone phone.

      GOAL 1:A C   GOAL 2:A1 A2 B1 B3 C4a   GOAL 3:-0-   (R)
                          C4b

115- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

115- 2 (DADDY KNOWS DIFFERENT) LEAD IN   17280   :05
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

115- 3 DADDY KNOWS DIFFERENT: STAINLESS FORKS   12990   5:06
         Rusty gives his father the option of paying him a   STU
         fixed sum or starting with a penny, doubling the
         previous day's amount for a month. The amount on the
         30th day would be well over $5 million.

         GOAL 1:A C   GOAL 2:A1 A2 B4 D1 D4   GOAL 3:B1 A1 D2   (R)
                              C1c C4a

115- 4 (PROBLEM SONG INTRO) LOGO   17510   :05
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

115- 5 PROBLEM SONG   10190   2:27
         Arthur solves the problem of how many apples he and   SON
         another character can peel in 3 hours by using
         addition, multiplication, and division.

         GOAL 1:A C   GOAL 2:A1 B4 C1e C2a   GOAL 3:B5 A3 B1   (R)
                              C2c

115- 6 TESSELLATION ANIMATION:TILE   10740   1:12
         This animation shows both hexagons tessellating alone   ANI
         and hexagons forming a tessellated pattern with a
         star shape. The final image shows the same
         tessellated pattern on a real-life tile mosaic.

         GOAL 1:A B   GOAL 2:-0-   GOAL 3:G3 G6   (X)

115- 7 BUT WHO'S COUNTING: 7   12117   6:41
         Contestants arrange five randomly chosen digits to   GAM
         set up a 3 digit plus 2 digit addition problem. The
         largest sum wins. Contestants must apply some
         knowledge of place value and probability to play.

         GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c GOAL 3:A2 D1 F4   (R)

115- 8 DATA HEADACHE I   14311   1:10
         A woman uses a bar chart to organize her monthly   STU
         expenses and rid herself of a data headache.

         GOAL 1:A   GOAL 2:-0-   GOAL 3:F6   (X)

115- 9 MATHNET:PROBLEM OF THE PASSING PARADE-5   11015   9:01
        The Mathnetters successfully solve the problem and   NET
        rescue Steve Stringbean.

        GOAL 1:A B   GOAL 2:A1 B1 B3 C2c   GOAL 3:D2 F4   (R)

116- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

116- 2 I LOVE LUPY: ELEPHANTS - 1   12701   3:59
       To spite Dizzy, Lupy decides to fill a room with   STU
       elephants. She estimates the size of the room and the
       size of the elephants to figure out how many she
       would need.

       GOAL 1:A C   GOAL 2:A1 B2 B3 B4 C1a   GOAL 3:C3 C2 G4   (R)

116- 3 VOLUME & MEASUREMENT (CAT)   16240   1:41
       In measuring a cat, Larry and Reg see that the   ANI
       smaller the units of measure, the more accurate the
       measurement. And a 3-dimensional object requries
       different units of measure than a 2-dimensional one.

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:C2 G1 C3   (X)

116- 4 I LOVE LUPY: ELEPHANTS - 2   12702   3:58
       Lupy may have estimated the size of the elephants and   PAR
       the size of the room - but, she's neglected to
       measure the size of the door.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

116- 5 (COUNTIN OUT THE RHYTHM) WARNING   17790   :12
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

116- 6 COUNTIN' OUT THE RHYTHM   11670   2:58
       This song, staged in a very urban setting,   SON
       illustrates that there are 4 beats to every musical
       measure. The song also stresses the idea of
       subdividing each measure into 8 and 16 beats as well.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 BJ   (X)

116- 7 (MATHMAN FACTORS OF 12) LOGO   17800   :10
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

116- 8 MATHMAN: FACTORS OF 12   15560   1:27
      Mathman plays a video game in which he must eat only   ANI
      numbers that are factors of 12.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

116- 9 (BLACKSTONE) LEAD-IN & TAG   15540   :09
    -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

116-10 BLACKSTONE: THE COIN PUZZLE   13448   3:58
      Blackstone asks a spectator to arrange 3 different   STU
      coins in any order. He then gives 3 different
      commands - all planned so that a pre-determined coin
      ends up on the left.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2   (X)

116-11 MATHNET:TRIAL OF GEORGE FRANKLY-1   11021   8:35
      The Mathnetters use a computer to access George's   NET
      bank records - in a futile attempt to prove that he
      did not deposit the money he had allegedly stolen.

      GOAL 1:-0-   GOAL 2:A1 B3   GOAL 3:-0-   (R)

117- 1 SHOW OPEN   15950   :46
    -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

117- 2 EB: PERIM. OF IRR. SHAPES   16330   :27
      The animations illustrates finding the perimeter of   ANI
      an irregular shape.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:C2 C1   (-)

117- 3 OOPS! PERIMETER   16790   1:31
      In calculating perimeter, a confused character only   STU
      adds the lengths of two sides of a rectangle shape -
      and causes a terrible accident.

      GOAL 1:A   GOAL 2:A1 A2 B4 D1   GOAL 3:C2 B1   (R)

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117- 4 BANDANAS   11080   5:01
        A cowboy family learns that rectangles with the same   STU
        areas do not necessarily have the same perimeter.
        They also learn that a rectangle with the most
        economical perimeter is a square.

        GOAL 1:A   GOAL 2:A1 A3 B1 B4 D2   GOAL 3:C2 G6   (R)
                          C1a C3c C4a

117- 5 (BANDANAS) NEWSROOM INTERRUPT:8   11081   :11
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

117- 6 MATH MIMES   15230   2:37
        Two talking mimes discover that rectangles with the   STU
        same perimeter do not always have the same area.

        GOAL 1:B C   GOAL 2:-0-   GOAL 3:C2   (X)

117- 7 (SUPERSPY) PAINTBOX LEAD IN   12151   :19
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

117- 8 NEIGHBORHOOD SUPERSPY   12150   3:50
        A super spy sings about creating a code that assigns   SON
        a number to each letter of the alphabet. According to
        this code, a sequence of numbers would read as a
        word.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2 D1   (X)

117- 9 (SUPERSPY) PAINTBOX OUTRO   12152   :12
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

117-10 X - RAYS   12900   :30
        In this animation, a doctor uses the vocabulary of   ANI
        geometry to describe the shapes that make up a
        sculpture.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

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117-11 BUT WHO'S ADDING: 1   16810   3:21
      Two contestants attempt to cover three numbers in a   GAM
      row by selecting two addends from the Addend Board.
      They then call out the resultant sum.

      GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                          C2c

117-12 MATHNET:TRIAL OF GEORGE FRANKLY-2   11022   8:52
      In their on-going attempt to clear George's name, the   NET
      Mathnetters compute mileage according to an odometer
      and estimate distance using rate and time.

      GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B4 B5 C2   (R)
                     C1a C4a C4b

118- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

118- 2 PERFECT SQUARES   13140   3:25
      A blues band sings about square numbers and   SON
      graphically suggests their connection to geometry.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:B2 B1   (X)

118- 3 MUSEUM - 1   12521   1:12
      A painter sees a square array of dots and paints   STU
      numerals that are square numbers - 1,4,9 and 16.

      GOAL 1:B C   GOAL 2:-0-   GOAL 3:B2 G6   (X)

118- 4 TROJAN PIE   12540   4:38
      In order to sneak behind Trojan walls, a wily Greek   STU
      builds the Trojan pie - a triangular wedge designed
      for 36 soldiers, a triangular number.

      GOAL 1:A C   GOAL 2:A1 B4 D1 C1b C2c GOAL 3:B2 D2 G6   (R)
                  C3a   B1

) 118- 5 MUSEUM - 2   12522   :57
       A painter sees a triangular array of dots and paints   PAR
       numerals that are triangular numbers - 1,3,6, and 10.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

118- 6 GROANING WALL IV/ CELEBRITY   11874   1:46
       Tempest Bledsoe, one of the "Cosby" kids, asks the   STU
       cast mathmematical riddles - all of which have a
       mathematical theme.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

118- 7 MUSEUM - 3   12523   :49
       A museum visitor returns to the painter and tells him   PAR
       that he understands his paintings now - he has been
       depicting square and triangular numbers.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

118- 8 NEWSROOM INTERRUPT: 6 (SQ. NUMBER DEF)   16900   :11
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B2   (-)

118- 9 BUT WHO'S MULTIPLYING: 11   16940   4:35
       Two contestants attempt to cover three numbers in a   GAM
       row by selecting factors of these numbers from the
       Factor Board - and calling out the resultant product.

       GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c   GOAL 3:B1 B2 D1   (R)
                        C2c   F4

118-10 MATHNET:TRIAL OF GEORGE FRANKLY-3   11023   9:24
       The Mathnetters search a database for all the people   NET
       George has arrested. They cannot find two who borke
       into a bank's computer system and manipulated the
       decimal points of their account balances.

       GOAL 1:A C   GOAL 2:A1 B1 B3 B4   GOAL 3:F4 A2   (R)

119- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

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119- 2 ROUND OFF   12620   5:27
        Two contestants play a game in which the host calls   STU
        out a number, and they must round it off to the
        nearest 10, 100, or 1000 correctly.

        GOAL 1:C   GOAL 2:A1 D1   GOAL 3:B4 A2   (R)

119- 3 CABOT & MARSHMALLOW: ROUND TO CONFOUND   14850   1:21
        Marshmallow learns that rounding numbers is not   STU
        always appropriate when Cabot rounds the $4.50 he
        owes Marshmallow down to zero.

        GOAL 1:C   GOAL 2:A1 A3 B2 B4 D1   GOAL 3:B4 B1   (R)
                          D3 C2b

119- 4 ROUND IT OFF   14540   3:02
        The cast sings a country and western tune that deals   SON
        with the importance of rounding numbers.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B4   (X)

119- 5 (BLACKSTONE) LEAD-IN & TAG   15540   :09
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

119- 6 BLACKSTONE: MOVE THE CLIP   15539   2:48
        Blackstone correctly identifies the number of paper   STU
        clips that have been moved as he notes the new
        position of the one clip that is oriented opposite
        the others.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G2   (X)

119- 7 (ROUNDING) LOGO   17820   :08
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

119- 8 ROMANCE OF GEOMETRY   12910   :30
        In this animation, the daydreams of a boy and girl   ANI
        alternate between romance and geometry until they
        merge into two congruent triangles.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

119- 9 MATHNET:TRIAL OF GEORGE FRANKLY-4   11024   13:26
      The pilot who allegedly flew George off the island to   NET
      rob the bank uses arithmetic to prove that George had
      the time to commit the crime. Much to George's
      surprise, the pilor also identifies him.

      GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B1   (R)

120- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0=   GOAL 3:-0-   (-)

120- 2 WARNING 16 (PRIME NUMBERS)   17597   :16
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B2   (-)

120- 3 CALLOUS: CANDY BOX   16700   5:55
      Attempting to design a package for 101 candies,   STU
      wealthy Texans see the host of possibilities that
      exist when they consider 100 candies instead. The
      final solution plays on 101 being the sum of squares

      GOAL 1:A C   GOAL 2:A1 A2 B4 D1 D2   GOAL 3:B2 C2 B1   (R)
                             C1e C2b C2c C4a

120- 4 BUREAU OF MISSING NUMBERS: 101   15910   2:16
      Terry Ryan, an investigator, takes information   STU
      pertaining to the number 101 and inputs it in her
      computer. These characteristics include whether it is
      prime, whether it is the sum of squares, etc.

      GOAL 1:A   GOAL 2:A1 B3 B4 C1c   GOAL 3:B2 B1 A1   (R)

120- 5 PRIME CLUB   14860   2:42
      The cast explores the difference between prime and   STU
      non-prime numbers in this rap song about a club that
      only allows entrance to prime numbers.

      GOAL 1:C   GOAL 2:A1 B1 B6 C1e   GOAL 3:B2   (R)

120- 6 SQUARE DANCE   13540   :55
    This animation shows square numbers of dots arranging   ANI
    themselves into square arrays - all to a square dance
    tune.

    GOAL 1:B   GOAL 2:-0-   GOAL 3:D2 B2 G6   (X)
                                                              G2

120- 7 (MULT. RAP) LOGO   13023   :06
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

120- 8 MULTIPLICATION RAP   13022   2:04
    Kurtis Blow, the rapper, enters the classroom and   STU
    raps a song about multiplication as the cast keeps
    the beat.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:B2 B1   (X)

120- 9 MATHMAN: FRACTIONS LESS THAN 1/2 (REV.)   12490   1:49
    Mathman plays a video game in which he must eat only   ANI
    fractions less than 1/2.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:D1 A3   (X)

120-10 MATHNET:TRIAL OF GEORGE FRANKLY-5   11025   9:30
    Kate proves that George could not possibly have left   NET
    the island and committed the crime because weather
    conditions would not have allowed the plane to
    maintain its usual speed.

    GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B5   (R)
                         C1a C1e C4a C4b

121- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

121- 2 HUNDRED SQUARE: COMMON MULTIPLE 15 - 18   14135   :11
      This animation takes a number chart, highlights the   ANI
      multiples of 15, then highlights the multiples of 18,
      and finally highlights the multiples that they have
      in common.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:B2 D2   (X)

121- 3 (CLOWN S(D IN   11831   :10
      -0-   BUM

      GOA   :   GOAL 2:-0-   GOAL 3:-0-   (-)

121- 4 CLOWN SCHOOL INVESTIGATION   11830   5:00
      Bozo proves the seriousness of his clown school by   STU
      showing that if one clown enters every 15 seconds and
      the other enters every 18 seconds, the two clowns
      will enter simultaneously at 90 seconds.

      GOAL 1:A   GOAL 2:A1 A2 B3 B4 C1c   GOAL 3:B2 B1   (R)
                              C3a

121- 5 (BUT WHO'S COUNTING INTRO) LOGO   17810   :07
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

121- 6 BUT WHO'S COUNTING: 4   12114   5:32
      Contestants arrange five randomly selected digits in   GAM
      an attempt to form a 2-digit and a 3-digit number
      with the largest possible sum. The players must apply
      some knowledge of place value & probability

      GOAL 1:A C   GOAL 2:A1 B4 B5 D1 D2   GOAL 3:A2 D1 F4   (R)
                        C1b C2c

121- 7 COMMON MULTIPLE MAN   11890   4:21
      When a couple has to figure out how many hors   STU
      d'oeuvres to buy to serve either 12, 16, or 24 guest
      equally , they call Common Multiple Man, a super hero
      with a very strange super power.

     GOAL 1:A C   GOAL 2:A1 A3 B1 B4 D1   GOAL 3:B2   (R)
                            D2 D4 C1c C2c
                            C3a

121- 8 LESS THAN ZERO   14150   2:05
      This song presents a diving, dance, skating, and   SON
      hammer-throw competition to show arithmetic
      realizations of negative numbers.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:A6 D1   (X)

121- 9 POS VS. NEG JOUSTS: PARATROOPERS   15294   :26
      When five "positive" clay-mation creatures parachute   ANI
      onto three "negative" creatures, two "positive"
      creatures remain.

     GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

121-10 SHOW REMAINDER 4 (____GONE ____TO COME)   17711   :10
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5   (-)

121-11 RATINGS WAR   14870   2:25
      Larry uses a double bar graph to contrast the number   STU
      of people who eat rutabagas with the number of people
      who watch Square One TV.

     GOAL 1:A C   GOAL 2:-0-   GOAL 3:F6 F5   (X)

121-12 MATHNET:PROBLEM OF THE DIRTY MONEY-1   11051   6:35
      The Mathnetters investigate three reports of dump   NET
      trucks mysteriously disappearing and reappearing
      before they realize that what is being stolen is the
      dirt!

     GOAL 1:-0-   GOAL 2:A1 C2a C4b   GOAL 3:-0-   (R)

122- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

122- 2 THIRTY-TWO DIVIDED BY FIVE - 1   13331   3:56
        Washington has 32 men whom he must get across the   STU
        river. Because only 5 men can fit in a boat, he must
        pay for a seventh boat to carry the extra man. In
        this case, the answer to 32 divided by 5 is 7.

        GOAL 1:A C   GOAL 2:A1 A2 B4 D1   GOAL 3:B1 B4   (R)

122- 3 EB: CONCAVE/CONVEX #2   16260   :24
        This short animation illustrates the difference   ANI
        between concave and convex.

        GOAL 1:B   GOAL 2:-0-   GCAL 3:G6   (-)

122- 4 THIRTY-TWO DIVIDED BY FIVE - 2   13332   2:02
        If a tent requires 5 yards of material and Betsy Ross   STU
        has 32 yards, she can make 6 tents - with 2 yards
        left over for a flag. In this case, the answer to 32
        divided by 5 is 6.

        GOAL 1:A C   GOAL 2:A1 B4   GOAL 3:B1 B4   (R)

122- 5 EB: CONCAVE/CONVEX #3   16270   :21
        This short animation illustrates the difference   ANI
        between concave and convex.

        GOAL 1:B   GOAL 2:-0-   GOAL 3:G6   (-)

122- 6 (32/5 PT. 3) LEAD IN   13335   :06
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

122- 7 THIRTY-TWO DIVIDED BY FIVE - 3   13333   2:58
        Five revolutionary war heroes evenly split a $32.00   STU
        bill - each spending $6.40. In this case, the answer
        to 32 divided by 5 is 6.40.

        GOAL 1:A C   GOAL 2:A1 A3 B1 B4 D2   GOAL 3:B1 B4 A4   (R)

122- 8 (BLACKSTONE NAME NUMBER INTRO) LOGO   17840   :15
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

122- 9 (BLACKSTONE) LEAD-IN & TAG   15540   :09
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

122-10 BLACKSTONE: NAME THE NUMBER   13446   4:00
        A spectator lays out 2 rows of coins - 1 row has 1   STU
        more coin than the other. He thinks of a number and
        subtracts coins from the 2 rows. The final number of
        coins is 1 less than the number thought of.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3   (X)

122-11 ODD AND EVEN HANDS   13590   :35
        Two hands stick out different numbers of fingers, and   STU
        a voice calls out Odd or Even.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

122-12 VO:THIS PROGRAM CONTAINS IDEAS   17770   :12
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

122-13 JENNY DIDN'T CALL   13260   2:30
        This song establishes a telephone calling pattern   SON
        between Jenny and Jim. The graphics illustrate the
        pattern that emerges.

        GOAL 1:A C   GOAL 2:C3a C4a   GOAL 3:D2   (R)

122-14 MATHNET:PROBLEM OF THE DIRTY MONEY-2   11052   9:24
        At the diner, the Mathnetters multiply to figure out   NET
        tax. They also discover a pattern in the numbers of
        the stolen vehicles. They use a map and compass to
        chart the possible distance & route.

        GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:A9 A3 G4   (R)
                           C1a C1d C3a C4a   B5 A5

123- 1 SHOW OPEN   15950   :46
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

123- 2 KING FOR A DAY   11260   5:49
          When a king wants to divide his trapezoidally-shaped   STU
          country into 3 pieces--2 of which are the same size
          but smaller than the third--he cuts off a triangle
          from each side, leaving a large rectangle.

          GOAL 1:A C   GOAL 2:A1 B6 C1e C2c   GOAL 3:G6   (R)

123- 3 PERSON ON THE STREET: TRAPEZOID   17671   1:17
          The Person on the Street Interviewer asks a variety   LAF
          of people what a trapezoid is.

          GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

123- 4 TRAPEZOID MONKS   11250   2:29
          Because these monks speak only once every ten years,   STU
          the world waits patiently as they define and
          illustrate a trapezoid.

          GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

123- 5 MATHMAN: EVEN NUMBERS   15590   :58
          Mathman plays a video game in which he must eat only   ANI
          even numbers.

          GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

123- 6 DADDY KNOWS DIFFERENT: LAWN MOWING - 1   11191   2:22
          Dad and Rusty discuss how to figure out the area of   STU
          their irregular lawn in order to determine how much
          to pay Rusty for mowing it. Dad decides to uses his
          Super Mower with built-in measuring device.

          GOAL 1:A C   GOAL 2:A1 A3 B3 B4 C1b   GOAL 3:C2 C4   (R)
                                C2c

123- 7 ROMAN NUMERAL BLUES   11340   3:07
      Luisa enters a dream-like world in this song about   SON
      Roman numerals.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:A2   (X)

123- 8 DADDY KNOWS DIFFERENT: LAWN MOWING - 2   11192   3:18
      When Dad's Super Mower with built-in measuring device   PAR
      fails to measure the lawn, Rusty pulls out an aerial
      photograph of the lawn. The two figure out the area
      - but Dad's already mowed the lawn.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

123- 9 OOPS! DIVISION 6 INTO 4212   16750   1:50
      A confused scientist fails to acknowledge place value   STU
      and makes a long division mistake that causes a
      stock-footage disaster.

      GOAL 1:A   GOAL 2:A1 A2 B4 D1   GOAL 3:A2 B1   (R)

123-10 MATHNET:PROBLEM OF THE DIRTY MONEY-3   11053   6:02
      The Mathnetters discover that a famous bank robber   NET
      once lived in the house that previously sat atop the
      land from where the dirt was stolen.

      GOAL 1:-0-   GOAL 2:A1 B1   GOAL 3:-0-   (R)

124- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

124- 2 MATHMAN: PRIME NUMBERS   15600   1:30
      Mathman plays a videogame in which he must eat only   ANI
      prime numbers.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

124- 3 MATINEE MOVIE: DIALING FOR FACTORS - 1   12081   :36
      Shirley Schlemmer, a television celebrity, asks her   STU
      viewers to call in with the factors of 84.

      GOAL 1:C   GOAL 2:A1   GOAL 3:B2 B1   (R)

124- 4 MR. BLAND BUILDS HIS DREAM HOUSE - 1   12091   3:02
         Mr. Bland hires Stan and Ollie to make him a   STU
         rectangular window using his 17 antique panes of
         glass. But, he does not want a long thin rectangle.

         GOAL 1:A C   GOAL 2:A1 B4 D2 D4 C1e   GOAL 3:B2 B1 G6   (R)

124- 5 MATINEE MOVIE: DIALING FOR FACTORS - 2   12082   1:48
         A caller calls n with the factors of 84, listing all   PAR
         the factors and reiterating the prime ones

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

124- 6 MR. BLAND BUILDS HIS DREAM HOUSE - 2   12092   2:23
         When Stanley inadvertently breaks 1 and then 2 panes   PAR
         of glass, that leaves 16 and then 15 panes to work
         with. Because these numbers are not prime, they form
         several rectangles.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

124- 7 MATINEE MOVIE: DIALING FOR FACTORS - 3   12083   :18
         Shirley Schlemmer thanks her audience for tuning in   PAR
         to "Dialing for Factors" and asks then to join her
         next week for the Matinee Movie.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

124- 8 (MR. BLAND) NEWSROOM INTERRUPT:11   12093   :16
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

124- 9 SHOW REMAINDER 4 (____GONE ____TO COME)   17711   :10
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5   (-)

124-10 BUREAU OF THE MISSING NUMBERS: 9   15440   1:49
         Terry Ryan, an investigator, takes information   STU
         pertaining to the number 9 and inputs this
         information into her computer. These characteristics
         include factors, if it is prime or square, etc.

         GOAL 1:A   GOAL 2:A1 B3 B4 C2c   GOAL 3:B2 B3   (R)

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124-11 NINES   15870   2:34
The cast sings a country music tune expressing the   SON
idea that the sum of the digits of any multiple of 9
always add up to 9 or a multiple of 9.

    GOAL 1:B C   GOAL 2:-0-   GOAL 3:B2 D2 B1   (X)

124-12 BUT WHO'S ADDING: 6   16815   4:39
Two contestants attempt to cover three numbers in a   GAM
row by selecting addends of those numbers from the
Addend board and calling out the resultant sum.

    GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                                C2c

124-13 MATHNET:PROBLEM OF THE DIRTY MONEY-4   11054   7:56
The Mathnetters do an analysis of the soil from the   NET
Abandoned Gravel Pits and that of Mailbag's back
yard. They also determine that the footprints at the
Pits and in Mailbag's garden are the same.

    GOAL 1:-0-   GOAL 2:A1 B1   GOAL 3:-0-   (R)

125- 1 SHOW OPEN   15950   :46
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

125- 2 AMAZING STORY OF NINES - 1   11351   4:31
A character stumbles upon a genie who explains the   STU
amazing story of nines to him. He learns that the sum
of the digits of any multiple of 9 is 9 or a multiple
of 9.

    GOAL 1:B   GOAL 2:-0-   GOAL 3:B2 D2 B1 (X)
                                  A1

125- 3 DANCE OF THE GEO SHAPES:HEXAHEDRON   13605   :20
Computer graphics illustrate and highlight a   AN:
hexahedron as it rotates in space.

    GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1 (X)

125- 4 AMAZING STORY OF NINES - 2   11352   1:03
    The genie provides examples that illustrate that the   PAR
    sum of the digits of any multiple of 9 is 9 or a
    multiple of 9.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

125- 5 DANCE OF THE GEO SHAPES:PENTAGON PYRAMID   13602   :20
    Computer graphics illustrate and highlight a pentagon   ANI
    pyramid as it rotates in space

    GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1   (X)

125- 6 AMAZING STORY OF NINES - 3   11353   1:42
    The genie provides even more examples illustrating   PAR
    that the sum of the digits of any multiple of 9 is 9
    or a multiple of 9.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

125- 7 CHANGE YOUR POINT OF VIEW   16740   :26
    In a Middle Eastern bazaar, two children meet up with   SON
    a wizard who helps them solve the mystery of the
    hieroglyphic. He stresses looking at the problem in a
    variety of different ways.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2   (X)

125- 8 (BLACKSTONE) LEAD-IN & TAG   15540   :09
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

125- 9 BLACKSTONE: ONE TO EIGHT MIND READING   13445   2:44
    Blackstone has 4 slips of paper numbered   STU
    1-2,3-4,5-6,7-8 on front and back. Because all the
    odd numbers are face up, when a spectator turns over
    any of the paper slips, the answer will always be 17.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3 D2   (X)

125-10 (FRACTION RAP INTRO) LOGO   17860   :07
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

125-11 FRACTION RAP, THE   16710   2:40
        Larry and Reg rap about fractions.   SON

        GOAL 1:A C   GOAL 2:A1 A3 B4 D4   GOAL 3:A3 B1   (R)

125-12 MATHNET:PROBLEM OF THE DIRTY MONEY-5   11055   8:41
        The Mathnetter use problem-solving skills as they   NET
        re-examine their hypothesis and calculate the weight
        of $1,000,000 in $1 or $5 bills.

        GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:A3   (R)

126- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GC.L 3:-0-   (-)

126- 2 DATA HEADACHE III   14310   1:10
        A corporate executive uses a line graph to organize   STU
        her expenses and rid herself of a data headache.

        GOAL 1:A   GOAL 2:-0-   GOAL 3:F6   (X)

126- 3 DRAGON MAINTENANCE   13520   4:36
        Two representatives from the Dragon Maintenance Co.   STU
        use a pie chart to show a knight the cost breakdown
        of raising a dragon.

        GOAL 1:A C   GOAL 2:A1 B1 C1d   GOAL 3:F6 A5   (R)

126- 4 GRAPH OF LOVE   11700   2:58
        Beverly uses a broken line graph to rate her   SON
        boyfriend from September to May.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:F6 D1   (X)

126- 5 (BLACKSTONE) LEAD-IN & TAG   15540   :C9
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

126- 6 BLACKSTONE: A CARD TRICK W/OUT CARDS   13444   3:45
        Using an invisible deck of cards, Blackstone asks a   STU
        spectator to pick a card,apply mathematical
        operations, and tell him the number. Blackstone uses
        operations and names the original number.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B1   (X)

126- 7 INFINITY (SONG)   10230   3:18
        The song introduces the idea that there is no largest   SON
        number. The graphics suggest several infinite
        collections to support the song.

        GOAL 1:B C   GOAL 2:-0-   GOAL 3:D1 B1   (X)

126- 8 INFINITY (INFINITE REGRESS)   16250   :41
    The camera zooms in on Beverly sitting in a room with   ANI
    a picture of Beverly sitting in a room with a picture
    of Beverly sitting in a room -- to illustrate the
    idea of infinite regress.

    GOAL 1:B   GOAL 2:-0-   GOAL 3:D1 G2   (X)

126- 9 INFINITY REPRISE: 1   10231   :02
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

126-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-1   14081   10:18
    George calculates a batting average. A new client   NET
    enters and wants them to determine how many people
    can view the priceless Maltese Pigeon. The
    Mathnetters use a map of the museum and do
    arithmetic.

    GOAL 1:A   GOAL 2:A1 B2 B3 B4 C1a   GOAL 3:B1 D1 G4   (R)

127- 1 SHOW OPEN   15950   :46
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

127- 2 EAGLE EXPRESS: TULSA - 1   11331   2:24
    George and Junior use a map whose scale is 1 inch: 50   STU
    miles to figure out the distance between Detroit and
    Chicago.

    GOAL 1:A C   GOAL 2:A1 B1 B3 B4 D1   GOAL 3:C1 G4 B1   (R)
                           C1a

127- 3 DRAW A MAP   16690   2:14
    In order for Luisa to reach Arthur's house, he gives   SON
    her instructions to make a map. He includes
    significant landmarks and uses a scale where 1 inch
    equals 1 mile.

    GOAL 1:A C   GOAL 2:A1 B1 B3 C1a   GOAL 3:G4 G4 C2   (R)

127- 4 EAGLE EXPRESS: TULSA - 2   11332   4:22
     Junior uses a different map to determine the distance   PAR
     between Detroit and Tulsa. Her calculations are
     wrong, however, because she uses the wrong scale.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

127- 5 (APPLIANCE PULL I) LEAD IN   12184   :07
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

127- 6 APPLIANCE PULL: 1 (PT.2 DELETED)   12181   2:32
     Wide Wide World of Sports You Never Heard Of visits   STU
     an Appliance Pull where two competitors must pull a
     heavy appliance 450 yards around a rectangular park.

     GOAL 1:C   GOAL 2:A1 B1 B2 B4 D1   GOAL 3:C2 B1 G6   (R)
                       D2 C1a C2a   G4

127- 7 FORTUNE TELLER   14750   2:04
     A fortune teller correctly guesses Arthur's age by   STU
     asking him to perform a series of operatio s on this
     number. She simply performs the inverse operations on
     the new number to arrive at his age.

     GOAL 1:A B C   GOAL 2:-0-   GOAL 3:D2 B1   (X)

127- 8 APPLIANCE PULL: 3   12183   1:35
     Although the competitor in the inner lane finished   PAR
     the race first, the perimeter of the rectangle he
     travelled was not the full 450 yards - so the
     competitor in the outer lane won the race.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

127- 9 VO: DON'T DESPAIR   17325   :06
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

127-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-2   14082   10:59
      When the Pigeon is stolen, the Mathnetters suspect   NET
      Noel Nile and Kaspar Stoutman. Knowing Stoutman's
      license number, they search a DMV database to get his
      address.

      GOAL 1:-0-   GOAL 2:A1 A2 B1   GOAL 3:F4   (R)

128- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

128- 2 SUDS: RAFFLE TICKET - 1   10010   2:3
      The 3 Suds characters discuss buying a raffle ticket   STU
      that will give them a 1/1000 chance of winning.

      GOAL 1:A C   GOAL 2:A1 B4 B5 D1 D2   GOAL 3:F1 A3 A2 (R)
                    C1e C2a

128- 3 PERSON ON THE STREET: DODECAHEDRON   13002   1:15
      The Person on the Street Interviewer asks a variety   LAF
      of people what a dodecahedron is.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

128- 4 DANCE OF THE GEO SHAPES:DODECAHEDRON   13606   :20
      Computer graphics illustrate and highlight a   ANI
      dodecahedron as it rotates in space.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1   (X,

128- 5 SUDS: RAFFLE TICKET - 2   10030   2:12
      Because the 3 characters did not contribute equally   STU
      to the purchase of the ticket, they discuss splitting
      possible winnings according to the percentage of the
      ticket cost they put up initially.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3 F4 B1 (R)

128- 6 GREMPOD AND BLOTMO: SPONGE CANDY   14420   2:18
          Grempod, a Rigelian alien, offers his pal Blotmo a   STU
          ripe sea fig from the planet Xerkne if he can guess
          which of his 4 hands holds the treat. The probability
          is 1/4 that Blotmo will choose correctly.

          GOAL 1:C   GOAL 2:A1 A2 B1 B5 D1   GOAL 3:F1 A3   (R)
                                      C2a

128- 7 SUDS: RAFFLE TICKET - 3   10040   1:10
          Although the Suds characters have the first 2 of the   STU
          3 numbers, they do not have the last number - and,so,
          don't win. As consolation, the clerk tears their
          ticket into 2 quarters and 1 half piece.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3   (R)

128- 8 (TONY & TOGAS INTRO) LOGO   17890   :10
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

128- 9 TONY AND THE TOGAS   ..100   6:25
          A Phoenician singer finds himself recording a song in   SON
          Rome and learns about Roman numerals in the process.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A2   (X)

128-10 (BLACKSTONE) LEAD-IN & TAG   15540   :09
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

128-11 BLACKSTONE: DIME, PENNY, NICKEL   15537   2:04
          Blackstone uses a fundamental property of even and   STU
          odd numbers to correctly identify which hand holds
          the dime and which holds the penny. His follow-up
          trick depends on psychology--not mathematics.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3 B1   (X)

128-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-3   14083   8:19
         When someone steals the real Maltese Pigeon from   NET
         Stoutman, Noel Nile becomes the prime suspect - until
         he pops a hole in Maureen O'Reilly's alibi, meaning
         she lied about her whereabouts.

         GOAL 1:A   GOAL 2:A1 B1 C4a   GOAL 3:-0-   (R)

129- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (=)

129- 2 MATINEE MOVIE PROMO   12631   :21
         Shirly Schlemmer asks her viewing audience to tune   BUM
         into "Cartablanca", today's Matinee Movie.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

129- 3 PERFECT SQUARES   13140   3:25
         A blues band sings about square numbers and   SON
         graphically suggests their connection to geometry.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:B2 B1   (X)

129- 4 OOPS! SUBTRACTION 300 - 163   16610   1:27
         A confused engineer makes a 'borrowing' mistake in a   STU
         subtraction problem and causes a stock-footage plane
         crash.

         GOAL 1:A   GOAL 2:A1 A2 B4   GOAL 3:A2 B1   (R)

129- 5 MATINEE MOVIE: CARTABLANCA   12630   6:20
         As three characters attempt to leave Cartablanca by   STU
         plane, an Inspector rounds up their weights to make
         sure that they do not exceed the maximum load.

         GOAL 1:A   GOAL 2:A1 A2 B2 B4 D1   GOAL 3:B4 B1   (R)

129- 6 SHOW REMAINDER 5 (100% ___OVER? LEFT)   17721   :07
         -0-   P⁻

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5

129- 7 PERCENTS   15380   2:25
          This glitzy song expresses the relations among   SON
          percents, fractions, and decimals.

          GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 A3 A4   (X)

129- 8 MATHMAN: PERCENTAGES LESS THAN 1/2   15720   1:13
          Mathman plays a video game in which he eats   ANI
          percentages less than 1/2.

          GOAL 1:C   GOAL 2:-0-   GOAL 3:A5 D1   (X) .

129- 9 (GIANT SQUID) LEAD IN   13481   :05
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

129-10 IN SEARCH OF THE GIANT SQUID   13480   3:51
          The navigator of a submarine fails to consider the   STU
          concept of scale -- and mistakenly thinks that they
          are only centimeters away from a giant iceberg.

          GOAL 1:A C   GOAL 2:A1 B3 B4 D1 D4   GOAL 3:G4 C1 G4   (R)
                                      C1a

129-11 WARNING 5 (UNDERSTAND KIND OF SOLUTIONS)   17585   :09
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

129-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-4   14084   7:C
          The Mathnetters use a database to check for names   NET
          associated with the Maltese Pigeon. They then talk
          with an ice sculptor and surmise that the Pigeon
          could have been an ice sculpture that melted away.

          GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:-0-   (R)
                                      C4b

130- 1 SHOW OPEN   15950   :46
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

130- 2 (PHONEY.JUGGLING) NEWSROOM INTERRUPT:19   13111   :06
　　　-0-   BUM

　　　GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

130- 3 PHONEYMOONERS: JUGGLING THE BOOKS   131::   5:18
　　　Alph, Throckmorton, and Audrey have 3 piles of 27,   STU
　　　19, and 5 books. To make sure that each one is
　　　carrying the same load, they rearrange the books to
　　　make 3 equal piles - and so find the average.

　　　GOAL 1:A C   GOAL 2:A1 A2 D1 D3 C1e   GOAL 3:F2 B1   (R)
　　　　　　　　　　　　　C2c

130- 4 GROCERY PACKING - 1   13631   :54
　　　This 4-part sketch illustrates the idea of a   STU
　　　non-computational algorithm by correctly placing
　　　groceries in a bag. In part 1, Nebbish errs by
　　　putting a heavy can on top of the eggs.

　　　GOAL 1:-0-   GOAL 2:A1 31 B6 D1 C1e   GOAL 3:D2   (R)
　　　　　　　　　　　　　C2c

130- 5 YOU CAN COUNT ON IT   16680   1:58
　　　This song presents various ways that math shows up in   SON
　　　the world.

　　　GOAL 1:A C   GOAL 2:-0-   GOAL 3:C1   (X)

130- 6 GROCERY PACKING - 2   13632   :55
　　　Nebbish doesn't break the eggs this time, but he   PAR
　　　squishes a loaf of bread by placing a heavy box of
　　　soap on top of it.

　　　GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

130- 7 SHOW REMAINDER 3 (DEC. SUBTRACT?)   17701   :12
　　　-0-   BUM

　　　GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A4   (-)

130- 8 GROCERY PACKING - 3   13633   :53
     Will this guy ever learn? He puts the heavy can of   PAR
     brussel sprouts in first, but then puts the heavy box
     of soap on top of the cream puffs.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

130- 9 TROUT ON YOUR HEAD   14010   1:10
     This commercial uses a horizontal bar graph to   STU
     illustrate that most quacks sampled suggest putting a
     trout on one's head as a headache remedy.

     GOAL 1:A C   GOAL 2:A1 B3 D1 C1a   GOAL 3:F6 A5   (R)

130-10 GROCERY PACKING - 4   13634   1:05
     Finally, Nebbish puts the can into the bag first,   PAR
     then the box of soap. Now, he is free to put the
     bread, cream puffs, and eggs in without breaking or
     squishing them.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

130-11 BUT WHO'S ADDING: 4   16813   : 1
     Two contestants attempt to cover three numbers in a   GAM
     row by selecting addends of those numbers from the
     Addend board and calling out the resul nt sum.

     GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                      C2c

130-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-5   14085   :27
     Thinking logically and mathematically, the   NET
     Mathnetters determine that Bridget stole the bird
     from Gutman - and they trap her into a confession.

     GOAL 1:A   GOAL 2:A1 B1   GOAL 3:-0-   (R)

131- 1 SHOW_OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

131- 2 MATHEMATICS R US: PLACE VALUE HOLDER   10120   2:25
        Smilin' Al offers his customers a Place Value Holder   STU
        designed to keep track of digits and make numbers up
        to and including 999,999,999. (Commas included)

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A2 D1   (X)

131- 3 (BON BONS) LEAD IN   14443   :08
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

131- 4 BATTLE OF THE BULGE CATERERS: BON BONS-1   14441   :01
        The B of B Caterers receive an order for 5367   STU
        candies. Private Matter goes to the automatic Bon Bon
        Boxer and Wrapper and sets the thousands, hundreds,
        tens and ones counter to the right dial.

        GOAL 1:A C   GOAL 2:A1 A3 B1 B4 C1b   GOAL 3:A2   (R)
                              C1e C2a C4a

131- 5 MISTAKES   10200   2:18
        This song uses a vaudeville setting to convey the   SON
        message that everyone makes mistakes and everyone
        learns from mistakes.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:-0-   (X)

131- 6 BATTLE OF THE BULGE CATERERS: BON BONS-2   14442   5:23
        When the automatic Bon Bon Boxer and Packer misfires,   PAK
        Private Matter must manually re-set the dials and
        correctly transfer the numbers from one counter to
        the next.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

131- 7 SHOW_REMAINDER 4 (____GONE ____TO COME)   17711   :10
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5   (-)

131- 8 POS VS. NEG JOUSTS: THE WALL   15295   :35
      When nine "negative" clay-mation creatures surprise 4   ANI
      "positive" creatures, five "negative" creatures
      remain.

      GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

131- 9 DROPPED COIN   14040   1:34
      A boy and a girl use subtraction to figure out how   LAF
      much money the boy dropped down a street grate, if he
      started with $1.69 and now has $1.44.

      GOAL 1:A C   GOAL 2:A1 B4 C1e   GOAL 3:B1   (R)

131-10 ZERO PACS   14570   2:14
      In this mock commercial. Geraldine Jip offers the Jip   STU
      Miracle Zero, a gadget that enables one to multiply
      by 10 by shifting all the digits of that number to
      the left and tacking on the Miracle Zero.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:A2 B1   (X)

131-11 MATHNET: PROBLEM OF THE TROJAN HAMBURG-1   11041   6:47
      The Mathnetters use a database to locate the   NET
      kidnapped Hans Ballpeen's abandoned car. They also
      investigate a gigantic hamburger made of wood.

      GOAL 1:A C   GOAL 2:A1 B3   GOAL 3:F4   (R)

132- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   ( )

132- 2 EAGLE EXPRESS: BEMIDJI - 1   12941   2:56
      George and Junior use a map scale to determine how   STU
      far they have to travel if their base is Detroit and
      they have to deliver packages to Bemidji, MN and
      Columbus, NB.

      GOAL 1:A C   GOAL 2:A1 B3 B4 D1 D2   GOAL 3:C2 G4 B1   (R)
                         D3 C1a C2c C4a

132- 3 FEET INTO METERS   15510   1:07
        In this punning sketch, a customer wants to change 9   STU
        feet into meters and receives not quite 3 parking
        meters - because 9 feet is a little less than 3
        meters.

        GOAL 1:C   GOAT : -   GOAL 3:C1   (X)

132- 4 AGLE EXPRESS: BEMIDJI - 2   12942   3:43
        George and Junior learn that it is much more   PAR
        efficient to take the triangular route between
        Detroit, Bemidji, and Columbus - rather than back and
        forth and back and forth.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

132- 5 METRIC ELECTRIC LOVER   12730   3:20
        A heavy metal rock band sings a song about the   SON
        different vocabulary used in the Metric and English
        measurement system.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:C1   (X)

132- 6 BUT WHO'S ADDING: 7   16816   4:33
        Two contestants attempt to cover three numbers in a   GAM
        row by selecting addends of these numbers from the
        Addend Board and calling out the resultant sum.

        GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                          C2c

132- 7 (VERY NICE) NEWSROOM INTERRUPT:26   14551   :19
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

132- 8 MATHNET:PROBLEM OF THE TROJAN HAMBURG-2   11042   10:55
        The Mathnetters calculate how much a 7x7x4 ft oak   NET
        hamburger box would weigh. They return to the scene
        more quickly than expected, when Orson Kane discovers
        that someone has stolen the Despair Diamond.

        GOAL 1:A   GOAL 2:A1 A2 B1 B2 B3   GOAL 3:C2 B1 C3   (R)
                          B4 C1b C2c C4c

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133- 1 SHOW OPEN   15950   :46
     -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

133- 2 PHONER: FIBONACCI SEQUENCE   15960   2:08
     Arthur has a one-sided telephone conversation where   STU
     he writes down the Fibonacci Sequence -- a series of
     numbers beginning with 1 whose next term is generated
     by adding the two terms previous.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:B3 D2   (X)

133- 3 (BLACKSTONE) LEAD-IN & TAG   15540   :09
     -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

133- 4 BLACKSTONE: LIGHTENING CALCULATOR   15534   2:33
     Blackstone has the spectator create a Fibonacci   STU
     series of 10 numbers where each term is the sum of
     the two previous. He can calculate the sum of the 10
     because it equals the 7th term multiplied by 11.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3 P1   (X)

133- 5 (LIGHTENING CALCULATOR OUTRO) LOGO   17920   :12
     -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

133- 6 MATHMAN: PERCENTAGES MORE THAN 1/2   15710   1:17
     Mathman plays a video game in which he must eat only   ANI
     percentages that are less than 1/2.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A5 D1   (X)

133- 7 KING'S STOOGES   11740   6:13
     The Stooges must arrange tables of 4 for 20 people.   STU
     They can't use 5 separate tables, and they realize
     that they will need more than the 5 tables if they
     are to have any sort of a line arrangement.

        GOAL 1:A   GOAL 2:A1 B4 B6 D1 D2   GOAL 3:C2 G6   (R)
                        D3 C1a C4a

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133- 8 PERSON ON THE STREET: TESSELLATIONS   13006   1:04
         The Person on the Street Interviewer asks several   LAF
         people if they can define what tessellations are.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:G3   (X)

133- 9 TESSELLATIONS   15810   3:15
         A boppy beach tune illustrates the concept of   SON
         tessellation as surfers cover their boards and the
         beach with repeating geometric shapes.

         GOAL 1:B   GOAL 2:=0=   GOAL 3:G3 G6   (X)

133-10 TESSELLATION   13610   1:33
         In this computer graphic animation, sneakers and TV   ANI
         sets tessellate across the screen.

         GOAL 1:B C   GOA 2:-0-   GOAL 3:G3 D1   (X)

133-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-3   11043   9:01
         Continuing to recover the Diamond, the Mathnetters   NET
         calculate how much a carat weighs. They discover a
         piece of ballon canvas on the scene and discuss how
         far a helium ballon could travel.

         GOAL 1:A   GOAL 2:1 B1 B2 B3 B4   GOAL 3:B1 C1 C3   (R)
                                   C3a C4a C4b

134- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0=   GOAL 2:-0-   GOAL 3:-0-   (-)

134- 2 STEPHAN'S STEREO   14220   3:22
         As the characters attempt to shoot a commercial for   STU
         Stephan's Stereo, they note the equivalence of
         decimal, fraction, and percent.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5 A4 A3   (X)

134- 3 EB: DECIMALS/PERCENTS/FRACTIONS-75%   17040   :26
         This short animation uses a circle to illustrate the   ANI
         equivalence of 75%, 75/100, .75, and 3/4.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:A5 A3 A4   (-)

134- 4 WELCOME BACK BLOTTER   13230   5:4?
       It's Mr. Blotter's birthday, and the Warthogs give   STU
       him presents that illustrate the concept of percent.

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 A4 A3   (X)

134- 5 VO: DON'T DESPAIR   17321   :07
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

134- 6 EIGHT PERCENT OF MY LOVE   11480   2:47
       Cris uses percentages to sing about the various ways   SON
       his love is divided. As Cris mentions a percentage, a
       drummer displays the corresponding wedge of a pie
       chart.

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 F6   (X)

134- 7 BUT WHO'S COUNTING: 5   12115   5:43
       Kid contestants arrange 5 randomly chosen digits in   GAM
       an attempt to form the largest possible 5 digit
       number. To play, they must apply some knowledge of
       place value and probability.

       GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c   GOAL 3:A2 D1 F4   (R)

134- 8 SIDE BY SIDE   16090   :32
       In this mock commercial format, a man displays a   LAF
       young girl using her head as an estimating tool.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:B4 B1   (X)

134- 9 MATHNET:PROBLEM OF THE TROJAN HAMBURG-4   11044   8:02
       Hans Ballpeen returns and tells the Mathnetters that   NET
       his kidnappers forced him to cut the diamond into 7
       pieces. They hypothesize that the burglar got in the
       house via burger and out via ballon.

       GOAL 1:-0-   GOAL 2:A1 B1   GOAL 3:-0-   (R)

135- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

135- 2 DON'T RATIO WITHOUT IT   13160   1:14
    In this commercial take-off, the subject is the   STU
    colon, a critical symbol for any ratio.

    GOAL 1:A   GOAL 2:-0-   GOAL 3:B5   (X)

135- 3 DON'T BE NOSEY   13650   2:15
    The ratio of people wearing nose glasses to those who   STU
    are not changes several times within a party of
    people.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:B5 A3   (X)

135- 4 VO: DON'T DESPAIR   17325   :06
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

135- 5 (BLACKSTONE) LEAD-IN & TAG   15540   :09
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

135- 6 BLACKSTONE: 1   10372   3:05
    Blackstone asks the spectator to take a 3-digit   STU
    number, reverse the digits, subtract the smaller from
    the larger, reverse those digits (treat it as a
    3-digit number), and gets the answer 1089.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 G2 B1   (X)

135- 7 PROBLEM SONG   10190   2:27
    Arthur solves the problem of how many apples he and   SON
    another character can peel in 3 hours by using
    addition, multiplication, and division.

    GOAL 1:A C   GOAL 2:A1 B4 C1e C2a   GOAL 3:B5 A3 B1   (R)
                        C2c

135- 8 (COATRACK) LEAD IN   13913   :09
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

135- 9 COATRACK   13970   3:50
     Koatrack and Snafu practice trial and error to figure   STU
     out how to pour exactly 4 liters from a 3 liter and
     a 5 liter measure.

     GOAL 1:A C   GOAL 2:A1 A2 B1 B3 B4   GOAL 3:C1 C2   (R)
                          B6 D3 C1e C2c

135-10 EB: DOUBLE STAR POLYGON   17110
     This short animation illustrates a 5-point star that
     is circumscribed by a pentagon.

     GOAL 1:B   GOAL 2:-0-   GOAL 3:G6   (-)

135-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-5   11045   12:08
     When a half cup of coffee suddenly becomes full, the   NET
     Mathnetters know that a solid must have displaced the
     ccffee. They recognize that Hans dropped the diamond
     in the cup and caused the liquid to rise

     GOAL 1:-0-   GOAL 2:A1 B1 B2 C4b   GOAL 3:-0-   (R)

136- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-   GOAL 3:-0-   (-)

136- 2 HARRY'S HAMBURGER HAVEN   14240   2:27
         As the characters attempt to shoot a commercial for   STU
         Harry's Hamburger Haven, they note the equivalence of
         decimal, fraction, and percent.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:A4 A5 A3   (X)

136- 3 ACTION AT THE FRACTION BAR   13250   2:24
         This music video takes place at the futuristic   SON
         Fraction Bar and uses vocabulary words associated
         with fractions. It also mentions the relation
         between fractions, decimals, and percents.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3 A4 A5   (X)

136- 4 VO: HOW MUCH LEFT   17295   :06
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-   GOAL 3:-0-   (-)

136- 5 BUT WHO'S MULTIPLYING: 5   16804   6:18
         Two contestants attempt to cover three numbers in a   GAM
         row by selecting factors of these numbers from the
         Factor Board and calling out the resultant product.

         GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 B2 D1   (R)
                                    C2c   F4

136- 6 EB: MIXED NUMBERS   17130   :17
         This short animation illustrates mixed numbers by   ANI
         showing the same amount of liquid in a number of
         different glasses.

         GOAL 1:A   GOAL 2:-0-   GOAL 3:A3 D1   (-)

136- 7 DINNER BY THE DOZEN   10000   3:43
     Mrs. Whatsworth panics when she realizes that she has   STU
     18 popsicles and 12 guests. But, Clarissa saves the
     day by using fractions. Each guest will receive 1 1/2
     popsicles.

     GOAL 1:A C   GOAL 2:A1 B4 C1e C2a   GOAL 3:A3 B5 B1   (R)
                        C4a

136- 8 (DINNER BY THE DOZEN OUTRO) LOGO   17940   :03
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

136- 9 KUBRICK'S RUBE   15250   2:57
     In order to stop its incessant singing, Irving and   STU
     Dave give Hank the computer a program he can never
     finish: start with 3; add 4; stop if the sum is even;
     if not go back to step two.

     GOAL 1:A C   GOAL 2:A1 A2 A3   GOAL 3:D1 D2   (R)

136-10 EB: SNOWFLAKE   17120   :30
     This short animation takes a snowflake shape that   ANI
     continues to generate triangular offshoots and
     suggests the idea of fractals.

     GOAL 1:A B   GOAL 2:-0-   GOAL 3:G2 G6   (-)

136-11 MATHNET:PROBLEM OF THE MISSING MONKEY-1   11031   8:05
     The Mathnetters investigate a series of burglaries   NET
     allegedly committed by a monkey that escaped from the
     zoo.

     GOAL 1:C   GOAL 2:A1 A2 B2 B3 C4a   GOAL 3:C3 D1   (R)
                      C4b

137- 1 SHOW OPEN   15950   :46
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

137- 2 HBC PROGRAMMING   14020   6:46
    A network president and program director use a bar   STU
    graph to compare the relative popularity of their
    competition's shows.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:F6 F5 A3   (X)
                                                                 F4

137- 3 MAN AT DESK (HEAD CALCULATOR)   16080   :58
    In this commercial take-off, a character reveals the   LAF
    human head as the world's most popular calculator.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:B1 B2   (X)

137- 4 X...IT'S THE SIGN OF THE TIMES   13580   3:33
    The cast gives a Hispanic flavor to this song about   SON
    the multiplication symbol.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:B1   (X)

137- 5 EB: STRONGMAN PERCENTS OF SHOW-40%   17080   :08
    This short animation illustrates that 40% of the show   ANI
    is over.

    GOAL 1:A   GOAL 2:-0-   GOAL 3:A5   (-)

137- 6 (BLACKSTONE) LEAD-IN & TAG   15540   :09
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

137- 7 BLACKSTONE: 21 CARD TRICK   15533   4:16
    Blackstone starts with 21 cards in 3 piles of 7 and   STU
    has the spectator choose a card. He does a series of
    manipulations so that when he spells out a 20-word
    phrase, the chosen card appears next.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A1   (X)

137- 8 MATHMAN: FACTORS OF 60   15620   1:15
    Mathman plays a video game in which he must eat only   ANI
    factors of 60.

    GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

137- 9 EB: QUADRILATERALS (2ND VERSION)   16361   :20
        This short animation illustrates a variety of   ANI
        different quadrilaterals.

            GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G6   (-)

137-10 MATHNET:PROBLEM OF THE MISSING MONKEY-2   11032   9:40
        In their continued search for a missing monkey, the   NET
        Mathnetters come across information presented in a
        circle graph and use a map and compass to estimate
        the approximate location of the gorilla.

            GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:G4 C3 B1   (R)
                                      B5 Cla   E1

138- 1 SHOW OPEN   15950   :46
          -0-   BUM

            GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

138- 2 ODD NUMBERS STRIKE   13040   4:29
        Roland Gummm interviews several odd numbers who have   STU
        gone on strike to protest being called odd.

            GOAL 1:A C   GOAL 2:-0-   GOAL 3:B3 D1   (X)

138- 3 ODD/EVEN BRICKS   13700   :34
        This animation takes a given line of bricks and adds   ANI
        either one or two more. The corresponding sound
        effects call out odd or even to go along with the
        addition.

            GOAL 1:B   GOAL 2:-0-   GOAL 3:B3   (X)

138- 4 MATH RAP   13021   2:36
        Kurtis Blow, the rapper, enters the classroom and   STU
        raps a song about mathematics as the cast keeps the
        beat.

            GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

138- 5 BUT WHO'S COUNTING - TEST SHOW   10150   5:17
         Contestants arrange five randomly chosen digits in an   GAM
         attempt to form the largest possible 5 digit number.
         To play, they must apply some knowledge of place
         value and probability.

         GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c   GOAL 3:A2 D1 F4   (R)

138- 6 SODA SHOPPE   16100   :50
         Two customers use an easy way to compute a ten   LAF
         percent tip, which they then round up to the nearest
         ten cents.

         GOAL 1:A C   GOAL 2:A1 A2 B2 B4   GOAL 3:A5 A4 B4   (R) ·

138- 7 PHONEYMOONERS: IN THE DOGHOUSE   11610   4:55
         Alph and Throckmorton build a doghouse whose   STU
         structural pieces rely on the fundamental properties
         of odd and even numbers.

         GOAL 1:A C   GOAL 2:A1 A2 B1 B4 D1   GOAL 3:B3 B1   (R)
                          C1b C2a C3a C4a

138- 8 MATHNET:PROBLEM OF THE MISSING MONKEY-3   11033   8:18
         The Mathnetters continue looking for the monkey,   NET
         measuring the distance between footprints and using a
         map to figure distance, rate, and time.

         GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:G4 B5   (R)
                          C1a C4a

139- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

139- 2 SO-FARI, SO-GOODI - 1   13671   2:42
         Before Lady Huxley can feed the elephants, she must   STU
         buy a map of the jungle from Jungle Clyde for half
         her peanuts plus one.

         GOAL 1:A C   GOAL 2:A1 A3 B1 B4 D1   GOAL 3:D2 B1   (R)
                          C1b C2c

139- 3 PERSON ON THE STREET: GOOGOL   13001   :54
         The Person on the street Interviewer asks a variety   LAF
         of people what a googol is.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:A1   (X)

139- 4 EB: GOOGOL   16290   :22
         This short animation discusses the number one googol: ANI
         the digit one followed by one hundred zeros.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A1 B1   (-)

139- 5 SO-FARI, SO-GOODI - 2   13672   1:43
         Jungle Clyde informs Lady Huxbey that she now needs a   PAR
         map to the animals. This map will cost her half her
         peanuts plus two.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

139- 6 GOOGOL   16110   :53
         Moon Unit Zappa discusses being presented with a   LAF
         number: one googol.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:A1 B1   (X)

139- 7 SO-FARI, SO-GOODI - 3   13673   3:15
         Jungle Clyde informs Lady Huxbey that she now needs a   PAR
         map to the elephants - which he will sell her for
         half her peanuts plus three. That leaves her with
         only 4 peanuts.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

139- 8 VO: HAS GONE BY   17305   :05
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

139- 9 SO-FARI, SO-GOODI - 4   13674   3:05
         Jungle Clyde promises Lady Huxbey that he will give   PAR
         her back all her peanuts if she can tell him how many
         she started with originally. To solve the problem,
         Lady Huxbey works backwards.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

139-10 BUREAU OF THE MISSING NUMBERS: 10   15430   2:01
    Terry Ryan, an investigator, takes information   STU
    pertaining to the number 10 and inputs it into her
    computer. These characteristics include factors,
    whether or not it is prime or triangular, etc.

    GOAL 1:A   GOAL 2:A1 B3 B4 C1b C1c   GOAL 3:B2 B1   (R)
                                      C2c

139-11 BURGER PATTERN   12140   3:16
    The Fat Boys use hamburgers to illustrate a   SON
    triangular number pattern.

    GOAL 1:A   GOAL 2:A1 B4 D1 C1b C3a   GOAL 3:D2 D1 B1   (R)

139-12 (BURGER PATTERN OUTRO) LOGO   17960   :07
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

139-13 MATHNET:PROBLEM OF THE MISSING MONKEY-4   11034   8:17
    The Mathnetter's recognize that, sometimes, one must   NET
    look at a problem from a different point of view --
    and so hypothesize that they are searching for a
    gorilla and a man in a monkey suit.

    GOAL 1:C   GOAL 2:A1 B1 B3 C1a C3a   GOAL 3:-0-   (R)
                              C4a C4b

140- 1 SHOW OPEN   15950   :46
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

140- 2 LET'S DO A DEAL - 1   11931   5:01
    Characters recognize that the odds of choosing a gold   STU
    coin from 2 gold and 2 lead coins are better than
    from 19 gold and 21 lead coins - even though there
    are more gold coins in the second option.

    GOAL 1:A C   GOAL 2:A1 B5 D1   GOAL 3:F1 A3   (R)

140- 3 GHOST OF A CHANCE   11950   4:20
        At a haunted house, a pizza delivery boy finds   SON
        himself in several threatening situations -- each of
        which has a different probability of escape.

        GOAL 1:A C   GOAL 2:A1 A2 B5 B6   GOAL 3:F1 F3   (R)

140- 4 LET'S DO A DEAL - 2   11932   4:10
        The odds of pulling a sharpened pencil out of 4   PAR
        sharpened and 1 unsharpened get greater as the
        contestant successfully (and successively) pulls out
        the unsharpened ones.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

140- 5 (BLACKSTONE) LEAD-IN & TAG   15540   :09
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

140- 6 BLACKSTONE: CARD AND NUMBER   13443   2:16
        Blackstone asks a spectator to think of a 3-digit   STU
        number, reverse the digits, subtract the larger from
        the smaller, add the digits of the answer - and the
        result will always be 18.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B1 B3   (X)

140- 7 MATHNET:PROBLEM OF THE MISSING MONKEY-5   11035   10:01
        George climbs atop the Hollywood sign, and the   NET
        Mathnetters successfully solve the problem of the
        missing monkey -- putting both the gorilla and the
        thief behind bars.

        GOAL 1:-0-   GOAL 2:A1 B1 D1 C4a   GOAL 3:-0-   (R)

141- 1 SHOW OPEN   15950   :46
      -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

141- 2 (MODERATELY F.S.) NEWSROOM INTERRUPT:17   14521   1:10
      -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

141- 3 MODERATELY FRIGHTENING STORIES   14520   4:10
     To distract a computer, Igor and the mad scientist   STU
     give it a never-ending program: start with 1;
     multiply by 1/2; stop if the answer is zero;
     otherwise, go back to step two.

     GOAL 1:A C   GOAL 2:A1 A3   GOAL 3:D1 B3   (R)

141- 4 MATHMAN: MULTIPLES OF 5   15670   1:09
     Mathman plays a video game in which he must eat only   ANI
     numbers that are multiples of 5.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

141- 5 BATTLE OF THE BULGE CATERERS: TRAYS   13390   5:40
     Having a limited number of trays, the Battle of the   STU
     Bulge Caterers must rearrange sandwiches so that the
     greatest possible number fit on a tray.

     GOAL 1:A C   GOAL 2:A1 A2 B4 B6 D1   GOAL 3:C2 C4   (R)
                            D3 C1e C2c C3a
                            C4a

141- 6 VO: HOW MUCH LEFT   17292   :06
      -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

141- 7 FORESTRY I: DATA COLLECTING   12661   2:47
     Sybil Sawyer, Hollywood Reporter, gets stranded in a   LAF
     forest but still finds a story as she interviews a
     ranger who installs pressure plates to record the
     number of people who travel on a trail.

     GOAL 1:A   GOAL 2:A1 A2 B3 D1 C2c   GOAL 3:F5 B4   (R)

141- 8 DISCLAIMER: ANGLES   10911   :08
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G6   (-)

141- 9 ANGLE DANCE   10180   2:23
         The rock group Plane Geometry sings a song about   SON
         angles and uses body movement to illustrate angles,
         as well.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:G6   (X)

141-10 PLAYING THE ANGLE   15330   3:00
         Nancy Lieberman, the first woman to play professional   LAF
         basketball, talks about and demonstrates the
         mathematics involved in basketball. She cites angles
         and parabolas, in particular.

         GOAL 1:A C   GOAL 2:A1 A2 A3 B2 B5   GOAL 3:G6 F4 C2   (R)
                                                          A3 A5

141-11 PONG GAME   15180   :19
         This animation illustrates billiard geometry and   ANI
         shows a ball rebounding from wall to wall before
         finally exiting the one opening.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:G2 G6   (X)

141-12 MATHNET-CASE OF THE MISSING BASEBALL-1   10540   6:27
         The Mathnetters investigate a missing baseball by   NET
         determining the angle at which it would have
         rebounded off a billboard.

         GOAL 1:A   GOAL 2:A1 B1 B3 B4 C1a GOAL 3:G6 G4   (R)
                                  C2c

142- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

101

142- 2 POLLSTER - 1   14881   2:08
    A pollster learns his sample is not very   STU
    representative when he polls 20 people whose last
    names begin with Z - and they all happen to be
    relatives of Candidate Zagursky.

    GOAL 1:A C   GOAL 2:A1 B3 B4 B6 D1   GOAL 3:F4 A5 F5   (R)
                           C2a C3b C4a   F6

142- 3 FORESTRY II: STAT. SAMPLING   12662   3:26
    Still awaiting her car, Sybil Sawyer visits with a   LAF
    ranger who shows her that knowing the perimeter and
    age of a tree aids in determining what trees to cut
    down to insure the growth of others.

    GOAL 1:A   GOAL 2:A1 B3 D1 C2b   GOAL 3:C3 C2 F5   (R)
                                                        C1 G6

142- 4 EB: STRONGMAN PERCENTS OF SHOW-20%   17070   :08
    This short animation shows a strongman testing his   ANI
    strength and simultaneously illustrating that 20% of
    the show has passed.

    GOAL 1:A   GOAL 2:-0-   GOAL 3:A5   (-)

142- 5 POLLSTER - 2   14882   2:05
    A pollster's sample is still not representative if it   PAR
    consists only of people at the Post Office where
    candidate Zagursky worked for 15 years.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

142- 6 (BLACKSTONE) LEAD-IN & TAG   15540   :09
        -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

142- 7 BLACKSTONE: COIN MINDREADING   13447   3:17
    Blackstone asks a spectator to count the number of   STU
    coins on the table, add the digits, and subtract that
    number of coins. (9 coins now remain). Blackstone can
    easily identify the number removed next.

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B1   (X)

142- 8 POLLSTER - 3   14883   1:39
         When the pollster finally conducts a poll with a   PAR
         random sampling, he discovers that Candidate Zagursky
         doesn't have a chance.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

142- 9 HUNDRED SQUARES TABLE - LONG   13560   :42
         This animation takes a number chart through 100 and   ANI
         highlights the multiples of 1,2,3,4,5,6,7,8,9 and 10.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:B2 D2   (X)

142-10 (SUPERSPY) PAINTBOX LEAD IN   12151   :19
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

142-11 NEIGHBORHOOD SUPERSPY   12150   3:50
         A super spy sings about creating a code that assigns   SON
         a number to each letter of the alphabet. According to
         this code, a sequence of numbers would read as a
         word.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2 D1   (X)

142-12 (TOP SECRET) NEWSROOM INTERRUPT:23   14101   :14
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

142-13 TOP SECRET NO PEEKING   14100   3:14
         The president asks two trusted advisors to solve a   STU
         subtraction and addition problem for which there are
         two possible answers. A clarification of context
         (and parentheses) results in only one answer.

         GOAL 1:A C   GOAL 2:A1 B4 D1 C2a   GOAL 3:B1   (R)

142-14 SHOW REMAINDER 6 (___LEFT CHOOSE ANSWER)   17731   :15
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5   (-)

142-15 MATHNET-CASE OF THE MISSING BASEBALL-2   10630   5:23
       The Mathnetters gather facts and use logical   NET
       reasoning to determine the whereabouts of a missing
       house.

      GOAL 1:A   GOAL 2:A1 B1 B3 C1a C1e   GOAL 3:G4   (R)
                                C4a C4b

143- 1 SHOW OPEN   15950   :46
       -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

143- 2 HOW TO BUILD A BRIDGE - 1   12651   3:20
       In this animation, a coyote tries to build a bridge   ANI
       across two cliffs in order to catch a roadrunner. He
       first makes a straight line of struts, but there is
       no support and he falls through the middle.

      GOAL 1:A C   GOAL 2:A1 B4 B6 C4a   GOAL 3:G6   (R)

143- 3 EB: SUM MEASURE TRI. #1   16450   :16
       This short animation demonstrates that the sum of the   ANI
       angles in a triangle equal 180 degrees.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:G6   (-)

143- 4 HOW TO BUILD A BRIDGE - 2   12652   :58
       The coyote tries to improve on his bridge by building   PAR
       a rectangle, but the rectangle is inherently
       unstable.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

143- 5 TRIANGLE SONG   13270   2:02
       This song uses still photography to show examples of   SON
       triangles in the world.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G6   (X)

143- 6 HOW TO BUILD A BRIDGE - 3   12653   :52
       The coyote succeeds in buiding a bridge by making a   PAR
       series of right triangle supports. However, the
       cliffs then begin to crumble.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

143- 7 FORESTRY III: TRIGONOMETRY   12663   3:09
       A forestry ranger uses a special measuring tool based   LAF
       on trigonometric principles to determine the height
       of trees.

       GOAL 1:A   GOAL 2:A1 B2 B3 B4 C1b   GOAL 3:C3 C2 G6   (R)
                                                            F5

143- 8 SHOW REMAINDER 2 (IF__TO BE___MUCH SEEN)   17691   :12
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

143- 9 MATHEMATICS R US: THE CUBE   14030   3:26
       When a burglar breaks in to Smilin' Al's showroom, he   STU
       traps him by placing him atop a hexomino and folding
       it up to make a cube.

       GOAL 1:B C   GOAL 2:-0-   GOAL 3:G1 G6   (X)

143-10 (BALONEY) LEAD IN   14301   :18
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

143-11 BALONEY   14300   1:43
       Two crazy characters visit the International House of   STU
       Balony where they have a choice of any 2 of the 4
       toppings for their sandwiches. They demonstrate and
       make a list to determine the possibilities.

       GOAL 1:A C   GOAL 2:B3 C1b C2c   GOAL 3:E1 F6   (R)

143-12 EB: BRIDGE MONTAGE   17010   :31
       This short animation illustrates a variety of bridges   ANI
       and highlights the triangles.

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:G6   (-)

143-13 BUT WHO'S COUNTING: 1   12111   5:48
      Contestants arrange five randomly chosen digits in an   GAM
      attempt to form the smallest possible 5 digit number.
      To play, they must apply some knowledge of place
      value and probability.

      GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c   GOAL 3:A2 D1 F4   (R)

143-14 STATION PROMO (CYNTHIA)   14267   :06
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

143-15 MATHNET-CASE OF THE MISSING BASEBALL-3   10670   6:17
      The Mathnetters continue their search for the missing   NET
      house, using a database to access information about a
      pair of glasses that have turned up on the property.

      GOAL 1:A   GOAL 2:A1 B1 B3 C1a C2c GOAL 3:F4 A9   (R)
                        C3a

144- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

144- 2 CABOT & MARSHMALLOW: WOODEN CANDY BARS   14820   2:20
      Cabot uses 3 differently shaped rectangular wooden   STU
      blocks to illustrate that objects with different
      dimensions can still have the same volume.

      GOAL 1:A C   GOAL 2:A1 A2 B2 B3 B4   GOAL 3:C2 C1   (R)
                    C1e C2a C4a

144- 3 FORESTRY IV: UNITS OF MEASURE   12664   3:47
      Sybil Sawyer, Hollywood reporter, interviews a logger   LAF
      who explains how they calculate the volume of board
      feet in any log.

      GOAL 1:A   GOAL 2:A1 B3 34 D1 C2b   GOAL 3:C2 C1 C3 (R)

144- 4 OOPS! DECIMALS/MULTIPLICATION 4.3 x 2.6   16760   1:51
       When a confused character puts the decimal point in   STU
       the wrong place, disaster results.

        GOAL 1:A   GOAL 2:A1 A2 B4 D1   GOAL 3:A4 B1   (R)

144- 5 QUEEN'S BED   13050   3:48
       In the days before standardized measurement, a king   STU
       accuses a carpenter of mis-making a queen-sized bed.
       But, the king measured the bed according to his foot
       and the carpenter measured using his foot.

        GOAL 1:A C   GOAL 2:A1 B1 B3 C1b C2a   GOAL 3:C1 C2 D1   (R)

144- 6 VO: HOW MUCH LEFT   17291   :06
       -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

144- 7 MATHMAN: MULTIPLES OF 6   15680   :57
       Mathman plays a video game in which he must eat only   ANI
       multiples of 6.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

144- 8 COUNTIN' OUT THE RHYTHM   11670   2:58
       This song, staged in a very urban setting,   SON
       illustrates that there are 4 beats to every musical
       measure. The song also stresses the idea of
       subdividing each measure into 8 and 16 beats as well.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B1   (X)

144- 9 BUT WHO'S ADDING: 1   16810   3:21
       Two contestants attempt to cover three numbers in a   GAM
       row by selecting two addends from the Addend Board.
       They then call out the resultant sum.

        GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                              C2c

144-10 MATHNET-CASE OF THE MISSING BASEBALL-4   10:10   7:42
       The Mathnetters determine the worth of stolen gold   NET
       bars as they piece together a picture of the man who
       may have stolen the house. They also use a map to
       determine the range a helicopter could fly.

       GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B4 G4 C3   (R)
                               B5 C1a C2c C3a   B5

145- 1 SHOW OPEN   15950   :46
       -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (~)

145- 2 SHOW REMAINDER 1 (__OVER ___TO COME)   17681   :09
       -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3   (~)

145- 3 PHONEYMOONERS: AT THE LODGE   16010   5:19
       Alph and Throckmorton create a Venn Diagram to see   STU
       where they overlapped in buying groceries for the
       annual Raccoon Hamburger Fry.

          GOAL 1:A C   GOAL 2:A1 A2 B3 D1 C1b   GOAL 3:F6 C4   (R)
                               C2a C4a

145- 4 FORESTRY V: LINEAR PROGRAMMING   12665   3:06
       Sybil Sawyer, Hollywood Reporter, meets with people   LAF
       in the furniture-making plant who must figure out the
       best use of the wood. They must increase wood used
       and decrease wood wasted.

          GOAL 1:A   GOAL 2:A1 B4 B6 D1 D2   GOAL 3:C3 C2 G6   (R)
                                D4   C4

145- 5 OOPS! RULER   16780   1:11
       A confused character causes a great accident when he   STU
       fails to line up his ruler properly.

          GOAL 1:A   GOAL 2:A1 A2 B3 D1   GOAL 3:C2   (R)

145- 6 (COSMIC CARPETS) LEAD IN   11981   :06
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

145- 7 COSMIC CARPETS   11980   3:31
      A customer almost buys too much carpet when she   STU
      mistakenly divides an L-shaped model of her living
      room into overlapping rectangles to figure out the
      area of the room.

      GOAL 1:A C   GOAL 2:A1 A3 B4 D1 C1a   GOAL 3:C4 C2 G4   (R)
                          C4a   G6

145- 8 (SQUARE SONG) DISCLAIMER   16540   :12
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

145- 9 SQUARE SONG   13620   2:32
      This song deals with the geometrical properties of   SON
      squares. Computer graphics aid greatly in
      illustrating the geometry of a square.

      GOAL 1:A B C   GOAL 2:-0-   GOAL 3:G6   (X)

145-10 (BLACKSTONE) LEAD-IN & TAG   15540   :09
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

145-11 BLACKSTONE: FACE-UP, FACE-DOWN   15532   2:58
      Blackstone gives the spectator 10 cards - 5 up, 5   STU
      down. He shuffles, returns them to the deck, divides
      the deck in half behind his back, and returns with
      the same number of cards face up in each hand.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3   (X)

145-12 POS VS. NEG JOUSTS: TAKING A BREAK   15293   :24
      When one "positive" clay-mation creature suddenly   ANI
      appears amongst 12 "negative" clay-mation creatures,
      11 "negative" creatures remain.

      GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

145-13 MATHNET-CASE OF THE MISSING BASEBALL-5   10760   6:41
The Mathnetters use a floorplan to successfully   NET
locate the missing baseball.

GOAL 1:-0-   GOAL 2:A1 B1 C1a C3b   GOAL 3:G4 G6   (R)

146- 1 SHOW OPEN
            -0-   15950   :46
                                                                                    BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

146- 2 PHONER: SQ. OF A 2-DIGIT NO. ENDING IN 5   15980
         Arthur has a one-sided telephone in which he learns   3:01
         an easy short-cut for squaring any 2-digit number   STU
         ending in 5: just multiply the first digit by one
         more than itself and put '25' to the right of it

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2 B1   (X)

146- 3 (BROADWAY) LEAD IN
         -0-   12531   :04
                                                                                  BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

146- 4 BROADWAY   12530   6:05
         Melody Tapshoes dances into the hea t of H.H. Biggs,   STU
         Broadway producer, when she belts out a number about
         Square Number patterns.

         GOAL 1:B C   GOAL 2:-0-   GOAL 3:B2 D2 G6   (X)
                                                          B1

146- 5 BUREAU OF MISSING NUMBERS: 36   15920
         Terry Ryan, an investigator, takes information   2:05
         pertaining to the number 36 and inputs this   STU
         information into her computer. These characteristics
         include factors, whether it is square or triangular,
         etc

         GOAL 1:A   GOAL 2:A1 B3 B4 C1c C2c GOAL 3:B2 B1 A4   (R)

146- 6 SQUARE DANCE   13540
         This animation shows square numbers of dots arranging   :55
         themselves into square arrays - all to a square dance   ANI
         tune.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:D2 B2 G6   (X)
                                                          G2

146- 7 PERFECT SQUARES   13140   3:25
        A blues band sings about square numbers and   SON
        graphically suggests their connection to geometry.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:B2 B1   (X)

146- 8 MAP, THE   14050   1:27
        An older boy and his little brother use a map scale   TAF
        to estimate distance and travel time.

        GOAL 1:A C   GOAL 2:A1 A3 B2 B3 B4   GOAL 3:G4 C3 B1   (R)
                               D1 C1a

146- 9 MATHNET:PROBLEM OF THE PASSING PARADE-1   11011   9:51
        In anticipation of a rock star's visit, the   NET
        Mathnetters calculate how much time a parade will
        take, estimate crowd size, and approximate the number
        of officers needed for crowd control.

        GOAL 1:A   GOAL 2:A1 A2 B2 B3 B4   GOAL 3:B4 B1 B5   (R)
                               B6 D1 C1a C2c   G4

147- 1 SHOW OPEN   15950
        -0-   :46
                                                                      BUM
        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

147- 2 MATHEMATICS R US: ROUNDING   15260   2:28
        Smilin' Al offers his customers a deal on rounding   STU
        numbers to the nearest tenth. Satisfied customers
        also give testimonials as to the wonderful job Math R
        Us has done on rounding numbers for them.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:B4 D1 A4   (X)

147- 3 STICK SQUARES - 1   13951   :25
        Alison Smith uses toothpicks to make a square that is   STU
        divided into 9 smaller squares and asks the audience
        how many squares there are in all.

        GOAL 1:C   GOAL 2:A1 B4 D1 D2 C1e GOAL 3:G6   (R)
                               C4a

147- 4 ROUND IT OFF   14540   3:02
        The cast sings a country and western tune that deals   SON
        with the importance of rounding numbers.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B4   (X)

147- 5 ARTIST'S LICENSE   15370   2:40
        When an artist wants to make a Big Statement, he sees   STU
        that doubling the dimensions of his rectangular
        canvas, quadruples the the area.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:C2 D2   (X)

147- 6 AREA (6 X 8)   12840   1:10
        This animation illustrates the area of a rectangle   ANI
        whose dimensions are 6 and 8.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:C2   (X)

147- 7 FIVE-NINETEEN BLUES   16170   1:20
        This song shows that you can round off a lot of   LAF
        numbers but not the time the train leaves.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:B4   (X)

147- 8 VO: DON'T DESPAIR   17323   :06
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

147- 9 BUT WHO'S COUNTING: 10   15750   6:26
        Contestants arrange 5 randomly chosen digits into   GAM
        2-digit and 3-digit numbers in an attempt to form the
        largest possible product. To play, they must apply
        some knowledge of place value and probability

        GOAL 1:A C   GOAL 2:A1 B4 B5 D1 D2   GOAL 3:A2 D1 F4   (R)
                          C1b C2c

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147-10 MATHNET:PROBLEM OF THE PASSING PARADE-2   11012   9:07
In their attempt to find a kidnapped rock star, the   NET
Mathnetters tip a bottle with liquid in it to
recreate a mountain's angle of incline. They also
use musical beats to keep track of time.

GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B6   GOAL 3:C3 G6 G4   (R)
                        C1e C2c

148- 1 SHOW OPEN   15950   :46
-0-   BUM

GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

148- 2 MATHMAN: FACTORS OF 24   15610   1:27
Mathman plays a video game in which he must eat only   ANI
factors of 24.

GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

148- 3 BUT WHO'S MULTIPLYING: 2   16801   5:37
Two contestants attempt to cover three numbers in a   GAM
row by selecting factors of these numbers from the
Factor Board and calling out the resultant products.

GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 B2 D1   (R)
                        C2c   F4

148- 4 OOPS! MULTIPLICATION 603 X 7   16600   1:13
A confused character forgets that any number   STU
multiplied by zero is zero and makes a mistake in
multiplying 603 x 7.

GOAL 1:A   GOAL 2:A1 A2 B4   GOAL 3:B1   (R)

148- 5 WARNING 6 (WILD)   17586   :15
-0-   BUM

GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

148- 6 BIRTHDAY PARTY   14290   2:07
    At a company board meeting, Artur talks about a   STU
    birthday party to which he has invited 56 people.
    Arthur says that his mom, the president, does not
    know how many people will be at each of the 7 tables

        GOAL 1:A C   GOAL 2:A1 B4   GOAL 3:B1   (R)

148- 7 VO: HOW MUCH LEFT   17293   :06
       -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

148- 8 JENNY DIDN'T CALL   13260   2:30
    This song establishes a telephone calling pattern   SON
    between Jenny and Jim. The graphics illustrate the
    pattern that emerges.

        GOAL 1:A C   GOAL 2:C3a C4a   GOAL 3:D2   (R)

148- 9 (BLACKSTONE) LEAD-IN & TAG   15540   :09
       -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

148-10 BLACKSTONE: MAGIC SOCIAL SECURITY NUMBER   13440   2:39
    Blackstone has the spectator multiply the number   STU
    142857 by any number between 1-6. He can always
    predict the answer because it will always be a cyclic
    permutation of 142857.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B1   (X)

148-11 EB: NUMBER PATTERN/BLACKSTONE   17230   :32
    This short animation illustrates how the number   ANI
    142857 is a cyclic number.

        GOAL   GOAL 2:-0-   GOAL 3:D2   (-)

148-12 MATHNET:PROBLEM OF THE PASSING PARADE-3   11013   10:06
       As they gather clues to the kidnapping case, the   NET
       Mathnetters attempt to decode a message, use a car
       registration database, and measure the width and
       tread of a car tire.

       GOAL 1:A C   GOAL 2:A1 A2 B1 B3 C1b   GOAL 3:C2   (R)
                                C2c C3a C4b

149- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:=0=   GOAL 3:=0=   (-)

149- 2 MATHEMATICS R US: FUNCTION MACHINE   12210   3:48
       Smilin' Al offers a Function Machine. He demonstrates   STU
       the 'minus 3' function and drops the price from $15
       to $12 to $9 to $6 to $3 before a customer does him
       one better and walks off with the machine

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2   (X)

149- 3 MATHMAN: MULTIPLES OF 3   15630   1:21
       Mathman plays a video game in which he must eat only   ANI
       multiples of 3.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

149- 4 DOIN' NOTHIN I   14271   1:00
       In this split-screen format, a farmer draws on about   STU
       how multiplying or dividing a number by 1 does not
       change that number.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B1   (X)

149- 5 MATHMAN: EXTRA SHORT   15660   :27
       Before Mathman can begin his video game, Mr. Glitch   ANI
       eats him.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:-0-   (X)

149- 6 CELEBRITY KITCHEN   14070   6:41
         Celebrity Kitchen visits Superguy who demonstrates   STU
         his function machine that helps him figure out how
         many eggs he needs for his cakes.

         GOAL 1:A C   GOAL 2:A1 B2 B4 D4 C1b   GOAL 3:D2 B1 A4   (R)
                                                                A3

149- 7 DOIN' NOTHIN II   14272   1:06
         In this split-screen format, a farmer drawls on about   STU
         how adding or subtracting zero from any number does
         not change that number.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B1   (X)

149- 8 NEWSROOM INTERRUPT: 31 (WILD)   16930   :07
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   ·)

149- 9 CABOT & MARSHMALLOW: SQ.PEGS IN RD.HOLES   14810   1:56
         Cabot explains the concept of rotational symmetry to   STU
         Marshmallow by demonstrating how round and square
         pegs fit in a round or square hole in any direction.
         An odd shaped peg will go in only one way.

         GOAL 1:A   GOAL 2:A1 B3 B4 D4 C1e   GOAL 3:G2   (R)
                                C2a

149-10 (NINES INTRO) LOGO   17530   :08
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

149-11 NINES   15870   2:34
         The cast sings a country music tune expressing the   SON
         idea that the sum of the digits of any multiple of 9
         always add up to 9 or a multiple of 9.

         GOAL 1:B C   GOAL 2:-0-   GOAL 3:B2 D2 B1   (X)

149-12 EB: ROTATIONAL SYMMETRY #1   16430   :23
       This short animation uses a star to illustrate the   ANI
       concept of rotational symmetry.

       GOAL 1:B   GOAL 2:-0-   GOAL 3:G2   (-)

149-13 MATHNET:PROBLEM OF THE PASSING PARADE-4   11014   7:21
       In trying to decode Stringbean's musical message, the   NET
       Mathnetters recognize that each note of the message
       corresponds to a tone/number on a touch-tone phone.

       GOAL 1:A C   GOAL 2:A1 A2 B1 B3 C4a   GOAL 3:-0-   (R)
                           C4b

150- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

150- 2 I LOVE LUPY: LICORICE - 1   13821   4:21
       In order to keep her job at the Licorice Factory,   STU
       Lupy must divide a 24" strand into 5" and 7" ones
       with minimal waste. A 5" strand gives her 19" left
       over, and a 7" leaves her with 17" of waste.

       GOAL 1:A C   GOAL 2:A1 A2 B3 B4 B6   GOAL 3:C2 B1 B2   (R)
                        D1 C1e C4a

150- 3 POS VS. NEG JOUSTS: STRAIGHT AHEAD   15291   :31
       When seven 'negative' clay-mation creatures attack   ANI
       five 'positive' clay creatures, two 'negative'
       creatures remain.

       GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

150- 4 I LOVE LUPY: LICORICE - 2   13822   4:39
       Lupy makes several more unsuccessful attempts to   PAR
       efficiently divide the licorice and must conceal the
       waste from Mr. Dinkstein. Finally, she divides the
       24" strand into 2 5-inchers and 2 7-inchers.

       GOAL 1:-0-   GOAL 2:-0-   ·   GOAL 3:-0-   (-)

150- 5 SUGAR RAY SKETCH   14770   4:32
    Battling for the Doggy Weight Championship, Sugar Ray   STU
    Leonard figures out the weight of a dog by picking up
    the dog, weighing their total, and then subtracting
    his weight.

    GOAL 1:A C   GOAL 2:A1 A2 A3 B3 B4   GOAL 3:C2 B1   (R)
                            D1 D3 C1e C4a

150- 6 THINK ABOUT THE PROBLEM   16990   2:56
    This song offers advice to a boy who is confused   SON
    about which bike to buy. The music video stresses
    stepping back from a problem and looking at it from
    another angle.

    GOAL 1:A C   GOAL 2:A1 A2 B3 C1e C4a   GOAL 3:D1   (R)

150- 7 MATHNET:PROBLEM OF THE PASSING PARADE-5   11015   9:01
    The Mathnetters successfully solve the problem and   NET
    rescue Steve Stringbean.

    GOAL 1:A B   GOAL 2:A1 B1 B3 C2c   GOAL 3:D2 F4   (R)

151- 1 SHOW OPEN
      -0-   15950   :46
                                                                                 BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

151- 2 BUT WHO'S COUNTING: 8   15730   7:16
       Contestants arrange 5 randomly chosen digits to   GAM
       create a 3 digit minus 2 digit subtraction problem.
       The largest difference wins. Contestants must apply
       some knowledge of place value and probability.

         GOAL 1:A C   GOAL 2:A1 B4 B5 D1 D2   GOAL 3:A2 D1 F4   (R)
                              C1b C2c

151- 3 PERSON ON THE STREET: PENTOMINO   13005   :57
       The Person on the Street Interviewer asks several   LAF
       people if they can define what a pentomino is.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

151- 4 JOKE IN THE BOX   14330   2:27
       Cynthia stands at an assembly line, attempting to   STU
       make open-topped boxes from different pentominoes.
       Some work, some don't -- but, at least, she's
       rewarded with a snack at the end.

         GOAL 1:A C   GOAL 2:A1 B4 B6   GOAL 3:G6 G1   (R)

151- 5 PENTOMINOES   12860   1:33
       This animation illustrates the 12 possible   ANI
       arrangements a pentomino can have.

         GOAL 1:A B   GOAL 2:-0-   GOAL 3:G2 G6   (X)

151- 6 LOGO 12 GENERIC (BEV)   17440   :07
      -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

151- 7 REALLY GROSS PROFIT   15520   3:16
      Frank Loyd Wrong and Igor discuss how much money   STU
      their restaurant has brought in, before they realize
      that they must pay bills that will leave them with a
      profit of 1 penny.

      GOAL 1:A C   GOAL 2:A1 B1 B4 D1 C2c   GOAL 3:B1   (R)
                          C3b

151- 8 PERPENDICULAR LINES   14120   2:05
      This rock video, colorized with computer graphics,   SON
      illustrates the various places we find perpendicular
      lines in the world.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:G6   (X)

151- 9 MATHNET:TRIAL OF GEORGE FRANKLY-1   11021   8:35
      The Mathnetters use a computer to access George's   NET
      bank records - in a futile attempt to prove that he
      did not deposit the money he had allegedly stolen.

      GOAL 1:-0-   GOAL 2:A1 B3   GOAL 3:-0-   (R)

152- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

152- 2 MIKE MERV SHOW   13070   4:29
      Mike Merv Show interviews Ali Haji-Sheikh, an NFL   STU
      place-kicker, who demonstrates the angles and
      parabolas involved in kicking a footaball.

      GOAL 1:A C   GOAL 2:A1 C1e C4a   GOAL 3:G6 F6   (R)

152- 3 AVERAGE AMERICAN   10220   2:16
      In this song, Larry sings about the statistical   SON
      averages for various American habits to show Cynthia
      just how much of an "Average American" he is.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:F2   (X)

152- 4 (BLACKSTONE) LEAD-IN & TAG   15540   :09
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

152- 5 BLACKSTONE: THE ELIMINATION GAME   13441   2:55
          With an even number of cards on the table, Blackstone   STU
          and a guest successively cover 2 cards, choosing 1 to
          eliminate. Blackstone never covers or points to the
          predicted card, so it stays on the table

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3   (X)

152- 6 MATHMAN: EVEN NUMBERS   15590   :58
          Mathman plays a video game in which he must eat only   ANI
          even numbers.

          GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

152- 7 LIFE RAFT   14160   3:30
          Regardless of how many people there are on a   STU
          liferaft, if there are zero biscuits, everyone will
          recive zero biscuits - because zero divided by any
          number is zero.

          GOAL 1:A C   GOAL 2:A1 B4 D1 D4   GOAL 3:B1   (R)

152- 8 EB: MULTIPLY BY ZERO   16310   :40
          This short animation illustrates the idea that any   ANI
          number multiplied by zero is zero.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B1 A1   (-)

152- 9 RAPPIN' JUDGE   14740   2:40
          A judge raps his decision that a girl on a skateboard   STU
          could not have committed the crime because she could
          not have travelled 8 miles in 2 hours if she were
          only going 3 miles per hour.

          GOAL 1:A C   GOAL 2:A1 B1 B3 B4 D1   GOAL 3:B5 C2 B1 (R)
                               C1a

152-10 MATHNET:TRIAL OF GEORGE FRANKLY-2   11022   8:52
        In their on-going attempt to clear George's name, the   NET
        Mathnetters compute mileage according to an odometer
        and estimate distance using rate and time.

        GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4
                                  C1a C4a C4b   GOAL 3:B4 B5 C2   (R)

153- 1 SHOW OPEN
        -0-   15950   :46
                                                                   BUM
        GOAL 1:-0-   GOAL 2:-0-
                                          GOAL 3:-0-   (-)

153- 2 WILLY GLUTTON BANK ROBBER   13730   7:56
        Because Willy Glutton and Itchy must physically   STU
        divide up $52,620 among 5 people, they keep on
        returning to the teller they held up earlier to get
        change.

        GOAL 1:A C   GOAL 2:A1 A2 B4 D1 C1e   GOAL 3:A2 B1 A1   (R)
                                C2c

153- 3 SHOW REMAINDER 3
        -0-   17702   :12
                                                                   BUM
        GOAL 1:-0-   GOAL 2:-0-
                                          GOAL 3:A4   (-)

153- 4 YOU CAN COUNT ON IT   16680   1:58
        This song presents various ways that math shows up in   SON
        the world.

        GOAL 1:A C   GOAL 2:-0-
                                          GOAL 3:C1   (X)

153- 5 BUT WHO'S MULTIPLYING: 11   16940   4:35
        Two contestants attempt to cover three numbers in a   GAM
        row by selecting factors of these numbers from the
        Factor Board - and calling out the resultant product.

        GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c   GOAL 3:B1 B2 D1   (R)
                                C2c   F4

153- 6 EB:_TETRAHEDRON   16420   :25
         This short animation illustrates how 4 triangles fold   ANI
         up into a tetrahedron.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:G1 G6   (-)

153- 7 ZERO PACS   14570   2:14
         In this mock commercial, Geraldine Jip offers the Jip   STU
         Miracle Zero, a device that enables one to multiply
         by 10 by shifting all the digits of that number to
         the left and tacking on the Miracle Zero.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:A2 B1   (X)

153- 8 MATHNET:TRIAL OF GEORGE FRANKLY-3   11023   9:24
         The Mathnetters search a database for all the people   NET
         George has arrested. They cannot find two who borke
         into a bank's computer system and manipulated the
         decimal points of their account balances.

         GOAL 1:A C   GOAL 2:A1 B1 B3 B4   GOAL 3:F4 A2   (R)

154- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

154- 2 (BOBOS DILEMMA) LEAD IN   15411   :07
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

154- 3 BOBO'S DILEMMA   15410   3:56
         Bobo, the circus clown, has two 6 1/2' boards, but he   STU
         must travel 7' from the rim of the ring to the center
         - and the boards can't touch the ground. A bit of
         creative problem-solving saves the day.

         GOAL 1:A B C   GOAL 2:A1 A2 A3 C1e C3c GOAL 3:G6 C2   (R)
                            C4a

154- 4 PERSON ON THE STREET: PALINDROME   13008   1:22
       The Person on the Street Interviewer asks several   LAF
       people if they know what a palindrome is.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:A2   (X)

154- 5 IT'S A PALINDROME   14110   2:53
       A tango dance serves as the backdrop for a song about   SON
       the definition and generation of palindromes --
       numbers that read the same backwards and forwards.

       GOAL 1:C   GCAL 2:-0-   GOAL 3:A2   (X)

154- 6 EB: PALINDROME   16320   :35
       This short animation illustrates how to make any   ANI
       two-digit number into a palindrome; simply reverse
       the digits and add and repeat this process until the
       sum is a palindrome.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:A2 D2 B1   (-)

154- 7 GROANING WALL V/B'STONE (PT 3 OF 3 PTS)   11875   :47
       Harry Blackstone and the cast tell each other riddles   STU
       that have a mathematical theme.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

154- 8 (BLACKSTONE) LEAD-IN & TAG   15540   :09
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

154- 9 BLACKSTONE: THE MAGIC SPELLS   15538   3:08
       A spectator cuts the deck, counts the number of   STU
       cards, adds the two digits of the answer together,
       counts the number from the bottom and remembers the
       card. After a 19-letter spell, the card appears.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2 B2   (X)

154-10 POS VS. NEG JOUSTS: THE ABYSS   15296   :30
   When three "negative" clay-mation creatures confront   ANI
   three "positive" clay creatures, no clay creatures
   remain.

   GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

154-11 MATHNET:TRIAL OF GEORGE FRANKLY-4   11024   13:26
   The pilot who allegedly flew George off the island to   NET
   rob the bank uses arithmetic to prove that George had
   the time to commit the crime. Much to George's
   surprise, the pilor also identifies him.

   GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B1   (R)

155- 1 SHOW OPEN   15950   :46
   -0-   BUM

   GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

155- 2 KING FOR A DAY   11260   5:49
   When a king wants to divide his trapezoidally-shaped   STU
   country into 3 pieces--2 of which are the same size
   but smaller than the third--he cuts off a triangle
   from each side, leaving a large rectangle.

   GOAL 1:A C   GOAL 2:A1 B6 C1e C2c   GOAL 3:G6   (R)

155- 3 SHOW REMAINDER 4 (____GONE ____TO COME)   17711   :10
   -0-   BUM

   GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5   (-)

155- 4 MATHMAN: MULTIPLES OF 4   15640   1:15
   Mathman plays a video game in which he must eat only   ANI
   multiples of four.

   GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

155- 5 PERSON ON THE STREET: QUADRILATERALS   13009   1:09
   The Person on the Street Interviewer asks several   LAF
   people if they know what a quadrilateral is.

   GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G6   (X)

155- 6 AN INTERESTING GAME OF FOOTBALL   14370   2:55
         In this animation, the small kids defeat the big kids   ANI
         at football by always choosing the largest goal line
         on the irregularly-shaped playing field.

         GOAL 1:A B C   GOAL 2:A1 B3 D4 C1b C3c   GOAL 3:C2 C3 G6   (R)
                                                            G4

155- 7 EB: QUADRILATERALS (2ND VERSION)   16361   :20
         This short animation illustrates a variety of   ANI
         different quadrilaterals.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G6   (-)

155- 8 FRACTION RAP, THE   16710   2:40
         Larry and Reg rap about fractions.   SON

         GOAL 1:A C   GOAL 2:A1 A3 B4 D4   GOAL 3:A3 B1   (R)

155- 9 ELEPHANTS IN PENS   15840   1:40
         Two cavemen try to figure out how to put 11 elephants   ANI
         in 4 pens - so that there is an odd number in each
         pen.

         GOAL 1:A C   GOAL 2:A1 A2 A3 B4 B6 GOAL 3:B3 C4   (R)
                               D1 D3 C1e C4a
                               C4b

155-10 STATION PROMO (CYNTHIA)   14269   :05
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

155-11 MATHNET:TRIAL OF GEORGE FRANKLY-5   11025   9:30
         Kate proves that George could not possibly have left   NET
         the island and committed the crime because weather
         conditions would not have allowed the plane to
         maintain its usual speed.

         GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4 GOAL 3:B5   (R)
                               C1a C1e C4a C4b

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156- 1 SHOW OPEN   15950   :46
     -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

156- 2 SPADE PARADE: FISHY ANCHOVY - 1   15891   4:55
     Georgia McBundy hires Spade Parade to determine which   STU
     one of the Andrews Brothers robbed her burger
     restaurant.

       GOAL 1:A C   GOAL 2:A1 B1 B3 C1c C2c GOAL 3:F6   (R)
                          C3b

156-   MORE THAN ONE WAY   17000   2:39
     This song takes a group of children on a camping trip   SON
     and encourages different approaches to solving
     problems.

       GOAL 1:A C   GOAL 2:B3 D3 D4 C1a C1b GOAL 3:-0-   (R)
                          C2b

156- 4 SPADE PARADE: FISHY ANCHOVY - 2   15892   2:42
     Spade Parade draws a chart and uses logic to   PAR
     determine which Andrews brother is which. He next
     determines that the brother who eats anchovies stole
     the money.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

156- 5 MATHMAN: FACTORS OF 18   15570   1:12
     Mathman plays a video game in which he must eat all   ANI
     numbers that are factors of 18.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

156- 6 GYPSY ROSE AMICABLE   13300   4:12
     A fortune teller determines that a young man and   STU
     woman will share happiness because the numbers of
     their street addresses, 220 and 284, are amicable:
     the factors of each number add up to the other.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:B2 B1   (X)

156- 7 VO: DON'T DESPAIR   17323   :06
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

156- 8 STICK SQUARES - 3   13953   :41
        Alison Smith demonstrates toothpick square tricks to   STU
        the viewing audience.

        GOAL 1:C   GOAL 2:A1 B4 D1 D2 C1e   GOAL 3:G6   (R)
                                C4a

156- 9 EB: PRIME COW #11   17150   :30
        This short animation illustrates the concept of prime   ANI
        numbers -- using 11 cows.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B2 G6   (-)

156-10 (BLACKSTONE) LEAD-IN & TAG   15540   :09
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

156-11 BLACKSTONE: CUPS   10371   3:05
        Blackstone performs a magic trick with cups and balls   STU
        before demonstrating a logic problem that depends on
        parity and observation. The point is to turn over 2
        cups at a time, ending with 3 face up.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3   (X)

156-12 MATHNET:PROBLEM OF THE DIRTY MONEY-1   11051   6:35
        The Mathnetters investigate three reports of dump   NET
        trucks mysteriously disappearing and reappearing
        before they realize that what is being stolen is the
        dirt!

        GOAL 1:-0-   GOAL 2:A1 C2a C4b   GOAL 3:-0-   (R)

157- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

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157- 2 SCALES ON THE BRAIN - 1   13471   3:23
        A patient overreacts when he views a magnified   STU
        version of his dandruff because he fails to account
        for the change in scale.

        GOAL 1:A C   GOAL 2:A1 B4 C1b C2a   GOAL 3:G4 B5 A3   (R)

157- 3 DRAW A MAP   16690   2:14
        In order for Luisa to reach Arthur's house, he gives   SON
        her instructions to make a map. He includes
        significant landmarks and uses a scale where 1 inch
        equals 1 mile.

        GOAL 1:A C   GOAL 2:A1 B1 B3 C1a   GOAL 3:G4 G4 C2   (R)·

157- 4 SCALES ON THE BRAIN - 2   13472   1:22
        In gratitude for the doctor's work, the patient wants   PAR
        to shake his hand 1000 times. Wary of the time
        involved, the doctor decides on a ratio where 1
        handshake represents 500 shakes.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

157- 5 BUT WHO'S MULTIPLYING: 12   16941   5:33
        Two contestants attempt to cover three numbers in a   GAM
        row by selecting factors of these numbers from the
        Factor Board and calling out the resultant product.

        GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 B2 D1   (R)
                         C2c   F4

157- 6 GINGERMAN SKETCH   12480   4:03
        Four gentlemen go to lunch where the bill is $24.00.   STU
        Since two of them do not have enough money, the other
        two pick up the difference. They must figure out who
        owes what to whom.

        GOAL 1:A C   GOAL 2:A1 B4 D1 D3 C2c   GOAL 3:B1 F2   (R)

157- 7 SODA SHOPPE   16100   :50
        Two customers use an easy way to compute a ten   LAF
        percent tip, which they then round up to the nearest
        ten cents.

        GOAL 1:A C   GOAL 2:A1 A2 B2 B4   GOAL 3:A5 A4 B4   (R)

157- 8 MATHNET:PROBLEM OF THE DIRTY MONEY-2   11052   9:24
       At the diner, the Mathnetters multiply to figure out   NET
       tax. They also discover a pattern in the numbers of
       the stolen vehicles. They use a map and compass to
       chart the possible distance & route.

       GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:A9 A3 G4   (R)
                               C1a C1d C3a C4a   B5 A5

158- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

158- 2 (CALLOUS-SURVEY) NEWSROOM INTERRUPT:30   15464   :20
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

158- 3 CALLOUS: THE SURVEY - 1   15461   2:06
       The bar chart sales chart for Callous Candy Gum Drops   STU
       show that the candy is not selling in J.B's hometown,
       and he wants to find out why.

       GOAL 1:A C   GOAL 2:A1 A2 A3 B1 B2   GOAL 3:F5 F6 A5   (R)
                               B3 B4 D1 C1c C1d   F4
                               C4a

158- 4 DATA HEADACHE I   14311   1:10
       A woman uses a bar chart to organize her monthly   STU
       expenses and rid herself of a data headache.

       GOAL 1:A   GOAL 2:-0-   GOAL 3:F6   (X)

158- 5 CALLOUS: THE SURVEY - 2   15462   3:57
       Sue Becky surveys the Women's Sewing Circle to   PAR
       determine why the Callous Candy Gum Drops are not
       selling - but J.B tells her that the sample is not
       fair because there were no men or children involved.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

158- 6 DATA HEADACHE II   14312   1:32
       A cab driver uses a pie chart to organize his   STU
       business expenses and rid himself of a data headache.

       GOAL 1:A   GOAL 2:-0-   GOAL 3:F6   (X)

158- 7 CALLOUS: THE SURVEY - 3   15463   2:57
       Sue Becky talks to a random sample of people and   PAR
       discovers that 58% of the people think that the gum
       drops are too sweet and sugary - because the town was
       founded by dentists.

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

158- 8 (MATHMAN FACTORS OF 12) LOGO   17800   :10
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

158- 9 MATHMAN: PERCENTAGES LESS THAN 1/2   15720   1:13
       Mathman plays a video game in which he eats   ANI
       percentages less than 1/2.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:A5 D1   (X)

158-10 SMOKESTACKS GO BOOM   12310   1:50
       In this live action film, a character starts out with   LAF
       3 smokestacks. The smokestacks explode one at a time;
       and he is left with 2/3, and then 1/3, and then 0/3
       the number he began with.

       GOAL 1:C   GOAL 2:-0-   GOAL 3:A3   (X)

158-11 SHOW REMAINDER 4 (____GONE ____TO COME)   17711   :10
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A5   (-)

158-12 COUNTING THE ELEPHANTS   15830   1:09
       In this animation, a caveman uses a broken line graph   ANI
       to chart the number of elephants he sees each week.

       GOAL 1:A C   GOAL 2:A1 B3 D1 C1d   GOAL 3:F5 F6   (R)

158-13 GRAPH OF LOVE   11700   2:58
    Beverly uses a broken line graph to rate her   SON
    boyfriend from September to May.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:F6 D1   (X)

158-14 DATA HEADACHE III   14310   1:10
    A corporate executive uses a line graph to organize   STU
    her expenses and rid herself of a data headache.

    GOAL 1:A   GOAL 2:-0-   GOAL 3:F6   (X)

158-15 MATHNET:PROBLEM OF THE DIRTY MONEY-3   11053   6:02
    The Mathnetters discover that a famous bank robber   NET
    once lived in the house that previously sat atop the
    land from where the dirt was stolen.

    GOAL 1:-0-   GOAL 2:A1 B1   GOAL 3:-0-   (R)

159- 1 SHOW OPEN   15950   :46
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

159- 2 (DUELIST) LEAD IN   14561   :06
    -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

159- 3 DUELISTS, THE   14560   5:54
    Using a grid of the area, two knights try to figure   STU
    out all the possible meeting points half-way between
    their two castles in order to avoid having to go out
    and fight the duel.

    GOAL 1:A C   GOAL 2:A1 B4 D2 C1e C3a GOAL 3:G4 C1 G6   (R)

159- 4 PHONER: CONSECUTIVE ODD NUMBERS   15990   2:04
    Arthur has a one-sided conversation in which he   STU
    discovers that if he begins with one, the sum of
    consecutive odd numbers will always equal a square
    number.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:B3 B2 B1   (X)

159- 5 SHAPE UP   15310   2:08
      Punning on gemetric terms, this music video   SON
      illustrates geometric shapes in this song about
      betrayed love.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:G6   (X)

159- 6 (BUT WHO'S COUNTING T.S.) LOGO   17540   :07
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

159- 7 BUT WHO'S COUNTING: 3   12113   6:52
      Contestants arrange 6 randomly chosen digits to   GAM
      create a 3 digit plus 3 digit addition problem. The
      largest sum wins. Contestants must apply some
      knowledge of place value and probability to play.

      GOAL 1:A C   GOAL 2:A1 B4 D2 C1b C2c   GOAL 3:A2 D1 F4   (R)

159- 8 POP UP BOOK   16230   1:35
      As a result of some computer graphics wizardry, a   ANI
      3-dimensional tourist discovers that he is touring a
      2-dimensional city in a pop-up book.

      GOAL 1:A   GOAL 2:-0-   GOAL 3:G1   (X)

159- 9 MATHNET:PROBLEM OF THE DIRTY MONEY-4   11054   7:56
      The Mathnetters do an analysis of the soil from the   NET
      Abandoned Gravel Pits and that of Mailbag's back
      yard.   They also determine that the footprints at the
      Pits and in Mailbag's garden are the same.

      GOAL 1:-0-   GOAL 2:A1 B1   GOAL 3:-0-   (R)

160- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

160- 2 POS VS. NEG JOUSTS: TAKING A BREAK   15293   :24
     When one "positive" clay-mation creature suddenly   ANI
     appears amongst 12 "negative" clay-mation creatures,
     11 "negative" creatures remain.

     GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

160- 3 LESS THAN ZERO   14150   2:05
     This song presents a diving, dance, skating, and   SON
     hammer-throw competition to show arithmetic
     realizations of negative numbers.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:A6 D1   (X)

160- 4 MILLION DOLLAR GIVEAWAY   13501   5:04
     Jed Clampon decides to give away $1,000,000 in $50   STU
     increments to 20,000 people. He determines that the
     line will stretch over 7 1/2 miles, and people at the
     end will have to stand more than 2 days.

     GOAL 1:A C   GOAL 2:A1 B4 C4a   GOAL 3:A1 C3 B1   (R)
                                                                  C1

160- 5 PERSON ON THE STREET: GOOGOL   13001   :54
     The Person on the Street Interviewer asks a variety   LAF
     of people what a googol is.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:A1   (X)

160- 6 GOOGOL   16110   :53
     Moon Unit Zappa discusses being presented with a   LAF
     number: one googol.

     GOAL 1:C   GOAL 2:-0-   GOAL 3:A1 B1   (X)

160- 7 (BLACKSTONE: MOVE THE CLIP INTRO) LOGO   17560   :05
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

160- 8 (BLACKSTONE) LEAD-IN & TAG   .   15540   :09
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

160- 9 BLACKSTONE: MOVE THE CLIP   15539   2:48
         Blackstone correctly identifies the number of paper   STU
         clips that have been moved as he notes the new
         position of the one clip that is oriented opposite
         the others.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:G2   (X)

160-10 GROANING WALL III/CEL   11873   2:51
         Freddy Kohler and the cast tell each other riddles   STU
         that have a mathematical theme.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

160-11 SET-UP (MANDRELL CONCERT)   15340   4:23
         This mini-documentary addresses the problem of   LAF
         setting-up for a Barbara Mandrell concert. There are
         also interviews with crew members who must read
         graphs and charts to do their jobs properly.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:D1   (X)

160-12 MATHNET:PROBLEM OF THE DIRTY MONEY-5   11055   8:41
         The Mathnetter use problem-solving skills as they   NET
         re-examine their hypothesis and calculate the weight
         of $1,000,000 in $1 or $5 bills.

         GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:A3   (R)

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161- 1 SHOW OPEN
          -0-   15950   :46
                                                                                              BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (=)

161- 2 PHOTOGRAPH ALL ABOUT IT   13570   4:20
          The more candidates who enter the race, the more   STU
          difficulty Arty Poll has predicting the possible
          order of finish. He uses pictures to illustrate the
          different ways for the candidates to finish.

          GOAL 1:A C   GOAL 2:A1 A2 B4 C1e C2a GOAL 3:E1 B1   (R)
                               C3a

161- 3 CHANGE YOUR POINT OF VIEW   16740   3:26
          In a Middle Eastern bazaar, two children meet up with   SON
          a wizard who helps them solve the mystery of the
          hieroglyphic. He stresses looking at the problem in a
          variety of different ways.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2   (X)

161- 4 MULTI-GLOVES   16490   1:49
          This animation takes a fingerless glove and   ANI
          demonstrates the 120 ways that 5 differently colored
          fingers could be arranged.

          GOAL 1:A C   GOAL 2:-0-   GOAL 3:E1   (X)

161- 5 EB: CONCENTRIC CIRCLES/FISH   14981   :16
          This short animation suggests the ripple effect in   ANI
          water and illustrates concentric circles.

          GOAL 1:B   GOAL 2:-0-   GOAL 3:G6   (-)

161- 6 BUT WHO'S ADDING: 6   16815   4:39
          Two contestants attempt to cover three numbers in a   GAM
          row by selecting addends of those numbers from the
          Addend board and calling out the resultant sum.

          GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                               C2c

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161- 7 EB: NUMBER PATTERN #1   15030   :27
        This short animation illustrates a number pattern   ANI
        beginning with 9 X 1 + 2 = 11 and continuing through
        9 X 123456789 + 10 = 111111111.

        GOAL 1:B   GOAL 2:-0-   GOAL 3:D2 B1   (-)

161- 8 SHOW REMAINDER 3   17702   :12
        -0-   BUM

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A4   (-)

161- 9 MATHMAN: DECIMALS LESS THAN .5   15690   1:19
        Mathman plays a video game in which he must eat only   ANI
        decimal fractions less than .5.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A4 D1   (X)

161-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-1   14081   10:18
        George calculates a batting average. A new client   NET
        enters and wants them to determine how many people
        can view the priceless Maltese Pigeon. The
        Mathnetters use a map of the museum and do
        arithmetic.

        GOAL 1:A   GOAL 2:A1 B2 B3 B4 C1a   GOAL 3:B1 D1 G4   (R)

162- 1 SHOW OPEN   15950   :46
        -0-   BUM

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

162- 2 SUPERGUY: FLYING DOWN TO FREEZO   13780   5:57
        When Superguy finds himself in Freezo, he must   STU
        convert his dollars to droobs in order to get his
        lightning bolt fixed. The going rate is five droobs
        to every dollar.

        GOAL 1:A C   GOAL 2:A1 B4 D1 C1c C2c   GOAL 3:B5 D2 B1   (R)
                             C3a

162- 3 JOHN MOSCHITA: ROBIN HOOD   17904   :60
        John Moschita speed-talks a summary of the Robin Hood   STU
        story, with a living graph charting his speed.

           GOAL 1:A   GOAL 2:-0-   GOAL 3:F5 F6 B5   (X)
                                                                  D2

162- 4 TRANSFORMER   18050   :10
        -0-   BUM

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

162- 5 PROBLEM SONG   10190   2:27
        Arthur solves the problem of how many apples he and   SON
        another character can peel in 3 hours by using
        addition, multiplication, and division.

           GOAL 1:A C   GOAL 2:A1 B4 C1e C2a   GOAL 3:B5 A3 B1   (R)
                                   C2c

162- 6 BUT WHO'S COUNTING: 4   12114   5:32
        Contestants arrange five randomly selected digits in   GAM
        an attempt to form a 2-digit and a 3-digit number
        with the largest possible sum. The players must apply
        some knowledge of place value & probability

           GOAL 1:A C   GOAL 2:A1 B4 B5 D1 D2   GOAL 3:A2 D1 F4   (R)
                                   C1b C2c

162- 7 MATHNET:MYSTERY OF THE MALTESE PIGEON-2   14082   10:59
        When the Pigeon is stolen, the Mathnetters suspect   NET
        Noel Nile and Kaspar Stoutman. Knowing Stoutman's
        license number, they search a DMV database to get his
        address.

           GOAL 1:-0-   GOAL 2:A1 A2 B1   GOAL 3:F4   (R)

163- 1 SHOW OPEN   15950   :46
        -0-   BUM

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

163- 2 CABOT & MARSHMALLOW: PROBABILITY - 1   15471   1:41
      Cabot and Marshmallow discuss the meaning of a   STU
      probability of one as Marshmallow creates a situation
      where any outcome results in a win for Cabot.

      GOAL 1:C   GOAL 2:A1 B1 B5 D1 C2a   GOAL 3:F1 D1   (R)

163- 3 GREMPOD AND BLOTMO: ALIENS VISIT CHRISTY   16720   2:50
      Grempod and Blotmo, the Rigelian Aliens, offer   STU
      Beverly a priceless treasure that is held in 2 of
      their 8 hands. Her chances of success improve because
      they give her 3 different tries to choose 1 hand.

      GOAL 1:C   GOAL 2:A1 A3 B5 B6   GOAL 3:F1 A3 D1   (R)

163- 4 MATHMAN: ODD NUMBERS   15580   1:12
      Mathman plays a video game in which he must eat only   ANI
      odd numbers.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

163- 5 CABOT & MARSHMALLOW: PROBABILITY - 2   15472   2:19
      Cabot and Marshmallow discuss the meaning of a   STU
      probability of zero after Cabot tricks Marshmallow by
      playing the shell and the pea game -- without the
      pea.

      GOAL 1:A C   GOAL 2:A1 A3 B5 D1 C1e   GOAL 3:F1   (R)

163- 6 GHOST OF A CHANCE   11950   4:20
      At a haunted house, a pizza delivery boy finds   SON
      himself in several threatening situations -- each of
      which has a different probability of escape.

      GOAL 1:A C   GOAL 2:A1 A2 B5 B6   GOAL 3:F1 F3   (R)

163- 7 (TUESDAY NOON FOOTBALL) LEAD IN   11922   :06
      -0-   BUM

      GOAL 1:-0-   GOAL 2: -0-   GOAL 3:-0-   (-)

163- 8 TUESDAY NOON FOOTBALL   11921   4:50
      When two football captains can't decide who will kick   STU
off, the referee brings out a variety of fair devices
to choose in which each team has a probability of
1/2.

    GOAL 1:A C   GOAL 2:B5 D1 C1b   GOAL 3:F1 A3   (R)

163- 9 TESSELLATION ANIMATION:QUILT   10750   1:11
      This animation shows geometric shapes tessellating   ANI
across the screen. The animated image transforms
itself into a quilt with the same tessellated pattern

    GOAL 1:A B   GOAL 2:-0-   GOAL 3:G3 G6   (X)

163-10 MATHNET:MYSTERY OF THE MALTESE PIGEON-3   14083   8:19
      When someone steals the real Maltese Pigeon from   NET
Stoutman, Noel Nile becomes the prime suspect - until
he pops a hole in Maureen O'Reilly's alibi, meaning
she lied about her whereabouts.

    GOAL 1:A   GOAL 2:A1 B1 C4a   GOAL 3:-0-   (R)

164- 1 SHOW OPEN   15950   :46
      -0-   BUM

    GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

164- 2 SPADE PARADE: MISSING MICHAEL ANGELO - 1   13991   4:35
      Dee Angelo wants Spade Parade to recover her   STU
kidnapped huband. She brings him a painted message
and manuscript as clues.

    GOAL 1:A C   GOAL 2:A1 A2 A3 B3 B4   GOAL 3:F4 F5 F6   (R)
                        B6 D1 C1d C2c
                        C3a C3b

164- 3 MATHEMATICS R US: WORDSWORTH TABLE - 1   11730   3:25
      Smilin' Al offers his customers a deal on a   STU
Wordsworth machine that assigns different monetary
values to the letters of the alphabet. Words become
worth the sum of their letters' value.

    GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2 B1   (X)

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164- 4 SPADE PARADE: MISSING MICHAEL ANGELO - 2   13992   6:35
     Spade Parade uses an alphabet frequency chart to   PAR
     decode Michael Angelo's code and discovers that
     Michael had been abducted by the art dealer, E.E.
     Heep.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

164- 5 MATHEMATICS R US: WORDSWORTH TABLE - 2   11731   :13
     Smilin' Al tells his viewers how much the word   PAR
     'quarter' is worth.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

164- 6 DANCE OF THE GEO SHAPES:TRIANGULAR PRISM   13604   :20
     Computer graphics illustrate and highlight a   ANI
     triangular prism as it rotates in space.

     GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1   (X)

164- 7 (SUPERSPY) PAINTBOX LEAD IN   12151   :19
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

164- 8 NEIGHBORHOOD SUPERSPY   12150   3:50
     A super spy sings about creating a code that assigns   SON
     a number to each letter of the alphabet. According to
     this code, a sequence of numbers would read as a
     word.

     GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2 D1   (X)

164- 9 (SUPERSPY) PAINTBOX OUTRO   12152   :12
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

164-10 DANCE OF THE GEO SHAPES:HEXAHEDRON   13605   :20
     Computer graphics illustrate and highlight a   ANI
     hexahedron as it rotates in space.

     GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G1   (X)

164-11 MATHNET:MYSTERY OF THE MALTESE PIGEON-4   14084   7:05
      The Mathnetters use a database to check for names   NET
      associated with the Maltese Pigeon. They then talk
      with an ice sculptor and surmise that the Pigeon
      could have been an ice sculpture that melted away.

      GOAL 1:A C   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:-0-   (R)
                                          C4b

165- 1 SHOW OPEN   15950   :46
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

165- 2 KUBRICK'S RUBE   15250   2:57
      In order to stop its incessant singing, Irving and   STU
      Dave give Hank the computer a program he can never
      finish: start with 3; add 4; stop if the sum is even;
      if not go back to step two.

      GOAL 1:A C   GOAL 2:A1 A2 A3   GOAL 3:D1 D2   (R)

165- 3 INFINITY (SONG)   10230   3:18
      The song introduces the idea that there is no largest   SON
      number. The graphics suggest several infinite
      collections to support the song.

      GOAL 1:B C   GOAL 2:-0-   GOAL 3:D1 B1   (X)

165- 4 (INFINITY) NEWSROOM INTERRUPT   16620   :10
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

165- 5 INFINITY (INFINITE REGRESS)   16250   :41
      The camera zooms in on Beverly sitting in a room with   ANI
      a picture of Beverly sitting in a room with a picture
      of Beverly sitting in a room -- to illustrate the
      idea of infinite regress.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:D1 G2   (X)

165- 6 ODD AND EVEN HANDS   13590   :35
    Two hands stick out different numbers of fingers, and   STU
    a voice calls out Odd or Even.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

165- 7 ODD PAIR   11660   4:14
    Felicia tells Oscarina that adding two odd numbers   STU
    always results in an even number, an odd and an even
    always equals an odd, and adding 2 evens results in
    an even number.

        GOAL 1:A C   GOAL 2:A1 B3 B4 D1 C2a   GOAL 3:B3 B1   (R)
                          C2c

165- 8 MOEBIUS TRIP BEVERLY   16820   1:11
    Beverly demonstrates how to make a moebius strip, a   STU
    strip of paper with only one side.

        GOAL 1:B C   GOAL 2:-0-   GOAL 3:G6 G7   (X)

165- 9 MOEBIUS TRIP   10700   :49
    This animation uses an automobile trip to illustrate   ANI
    the one-sidedness of the moebius strip.

        GOAL 1:B   GOAL 2:-0-   GOAL 3:G6 G7   (X)

165-10 INFINITY REPRISE: 1   10231   :02
    -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

165-11 BLACKSTONE: HEADS OR TAILS   15535   2:54
    After a spectator has turned over pairs of coins from   STU
    a pile of 10 dimes, Blackstone uses the principle of
    parity to correctly determine whether a covered coin
    is heads or tails.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3   (X)

165-12 MATHNET:MYSTERY OF THE MALTESE PIGEON-5   14085   9:27
        Thinking logically and mathematically, the   NET
        Mathnetters determine that Bridget stole the bird
        from Gutman - and they trap her into a confession.

        GOAL 1:A   GOAL 2:A1 B1   GOAL 3:-0-   (R)

166- 1 SHOW OPEN   15950   :46
         -0-   BUM

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

166- 2 HUNDRED SQUARE: COMMON MULTIPLE 8 - 12   14136   :12
         This animation takes a number chart through 100,   ANI
         highlights the multiples of 8, then highlights the
         multiples of 12, and finally highlights the multiples
         that they have in common.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:B2 D2   (X)

166- 3 MULTIPLE PIZZAS   10171   5:08
         A customer wants to order enough 8-slice pizzas so   STU
         that his 12 guests can each have the same number of
         slices. Instead of buying 12 pizzas, he sees that 3
         pizzas (24 slices) will give each guest 2.

         GOAL 1:A C   GOAL 2:A1 B4 D1 D4 C1c   GOAL 3:B2 A3   (R)

166- 4 HUNDRED SQUARE: COMMON MULTIPLE 8 - 12   14136   :12
         This animation takes a number chart through 100,   ANI
         highlights the multiples of 8, then highlights the
         multiples of 12, and finally highlights the multiples
         that they have in common.

         GOAL 1:B   GOAL 2:-0-   GOAL 3:B2 D2   (X)

166- 5 X...IT'S THE SIGN OF THE TIMES   13580   3:33
         The cast gives a Hispanic flavor to this song about   SON
         the multiplication symbol.

         GOAL 1:A C   GOAL 2:-0-   GOAL 3:B1   (X)

156- 6 EB: FACTOR TREE 300   17060   :30
         This short animation uses a factor tree to break down   ANI
         300 into its prime factors.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:B2 B1   (-)

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166- 7 FACTOR TREE   12350   5:33
        A customer visits the tree nursery of Dr. Pete Moss   STU
        who sells 'factor trees'. These trees illustrate the
        prime factor breakdown of different numbers.

        GOAL 1:B   GOAL 2:-0-   GOAL 3:B2 B1   (X)

166- 8 BUT WHO'S MULTIPLYING: 9   16808   3:46
        Two contestants attempt to cover three numbers in a   GAM
        row by selecting factors of these numbers from the
        Factor Board and calling out the resultant products.

        GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c   GOAL 3:B1 B2 D1   (R)
                               C2c   F4

166- 9 MATHMAN: MULTIPLES OF 6   15680   :57
        Mathman plays a video game in which he must eat only   ANI
        multiples of 6.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

166-10 MATHNET:PROBLEM OF THE TROJAN HAMBURG-1   11041   6:47
        The Mathnetters use a database to locate the   NET
        kidnapped Hans Ballpeen's abandoned car. They also
        investigate a gigantic hamburger made of wood.

        GOAL 1:A C   GOAL 2:A1 B3   GOAL 3:F4   (R)

167- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

167- 2 MATHWOMAN AND THE BOY NUMBER - 1   13831   5:14
        When Robert, the Boy Number, knocks over the Math   STU
        Bookcase, he and Mathwoman must figure out how many 9
        foot boards they must buy from Fred, if they need 5
        three foot boards and 4 five foot boards.

        GOAL 1:A C   GOAL 2:A1 A2 B3 B4 B6   GOAL 3:C2 B1 B2   (R)
                               D1 D2 C1a

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167- 3 EB: NUMBER PATTERN 37 (VERSION 1)   17190   :21
           This short animation illustrates a number pattern   ANI
           involving multiples of 3 and multiples of 37.

           GOAL 1:C   GOAL 2:-0-   GOAL 3:D2   (-)

167- 4 PERSON ON THE STREET: TESSELLATIONS   13006   1:04
           The Person on the Street Interviewer asks several   LAF
           people if they can define what tessellations are.

           GOAL 1:C   GOAL 2:-0-   GOAL 3:G3   (X)

167- 5 TESSELLATIONS   15810   3:15
           A boppy beach tune illustrates the concept of   SON
           tessellation as surfers cover their boards and the
           beach with repeating geometric shapes.

           GOAL 1:B   GOAL 2:-0-   GOAL 3:G3 G6   (X)

167- 6 MATHWOMAN AND THE BOY NUMBER - 2   13832   3:19
           Using the Mathcomputer, Mathwoman and Robert   PAR
           successfully determine how many 9 foot boards they
           should buy to get 5 three foot boards and 4 five foot
           boards with minimal amounts of waste.

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

167- 7 EB: NUMBER PATTERN 37 (VERSION 2)   17200   :21
           This short animation illustrates a number pattern   ANI
           involving multiples of 3 and multiples of 37.

           GOAL 1:C   COAL 2:-0-   GOAL 3:D2   (-)

167- 8 (BLACKSTONE) LEAD-IN & TAG   15540   :09
           -0-   BUM

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

167- 9 BLACKSTONE: MENTAL SPELLER   13442   2:02
           Blackstone asks the cast to choose an object on the   STU
           table and uses the number of letters in its name as a
           clue to identifying it.

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:D2   (X)

167-10 VO: HOW MUCH LEFT   17295   :06
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

167-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-2   11042   10:55
        The Mathnetters calculate how much a 7x7x4 ft oak   NET
        hamburger box would weigh. They return to the scene
        more quickly than expected, when Orson Kane discovers
        that someone has stolen the Despair Diamond.

        GOAL 1:A   GOAL 2:A1 A2 B1 B2 B3   GOAL 3:C2 B1 C3   (R)
                                   B4 C1b C2c C4a

168- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

168- 2 MATHEMATICS R US: FRACTION REDUCER   13680   3:54
        Smilin' Al offers his customers a Fraction Reducer, a   STU
        machine that automatically reduces fractions.
        Customers also receive a math scale to ensure that
        the original and reduced fraction balance.

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3 D1   (X)

168- 3 MATHMAN: EQUIVALENT FRACTIONS (1/3)   15650   1:24
        Mathman plays a video game in which he must eat only   ANI
        fractions equivalent to 1/3.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:A3   (X)

168- 4 SLOPPY KITCHEN COMMERCIAL   14580   2:45
        Sloppy Poppy demonstrates the Handy Dandy Cake Press,   STU
        a kitchen device that rearranges pieces of cake. The
        tool also illustrates that 3/15 is equivalent to 1/5.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:A3   (X)

168- 5 VO: HAS GONE BY   17301   :05
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

168- 6 STICK SQUARES - 2   13952   :42
         Alison Smith demonstrates toothpick square tricks to   STU
         the viewing audience.

         GOAL 1:C   GOAL 2:A1 B4 D1 D2 C1e   GOAL 3:G6   (R)
                           C4a

168- 7 ACTION AT THE FRACTION BAR   13250   2:24
         This music video takes place at the futuristic   SON
         Fraction Bar and uses vocabulary words associated
         with fractions. It also mentions the relation
         between fractions, decimals, and percents.

         GOAL 1:-0-   GOAL 2:-0-   GOAL 3:A3 A4 A5   (X) .

168- 8 BUT WHO'S ADDING: 4   16813   4:11
         Two contestants attempt to cover three numbers in a   GAM
         row by selecting addends of those numbers from the
         Addend board and calling out the resultant sum.

         GOAL 1:A C   GOAL 2:A1 B4 B6 C1b C1c GOAL 3:B1 D1   (R)
                           C2c

168- 9 EB: OVERLAPPING SQUARES   17180   :32
         This short animation demonstrates the different sized   ANI
         squares found in a 4 x 4 array of square blocks.

         GOAL 1:B C   GOAL 2:-0-   GOAL 3:C4 G6   (-)

168-10 CABOT & MARSHMALLOW: WHAT DAY IS IT?   14720   1:35
         Marshmallow has a Days Of The Week candy bar. It is   STU
         divided into 7 pieces, each corresponding to a
         different day of the week. He can tell what day it
         is by how many sevenths of the bar remain.

         GOAL 1:C   GOAL 2:-0-   GOAL 3:A3 B1   (X)

168-11 MATHNET:PROBLEM OF THE TROJAN HAMBURG-3   11043   9:01
         Continuing to recover the Diamond, the Mathnetters   NET
         calculate how much a carat weighs. They discover a
         piece of ballon canvas on the scene and discuss how
         far a helium ballon could travel. .

         GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B1 C1 C3 (R)
                           C3a C4a C4b

169- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

169- 2 ANGLE DANCE   10180   2:23
        The rock group Plane Geometry sings a song about   SON
        angles and uses body movement to illustrate angles,
        as well.

        GOAL 1:A C   GOAL 2:-0-   GOAL 3:G6   (X)

169- 3 HOW DOES YOUR GARDEN GROW?   11060   4:40
        When Arthur needs to buy grass seed for his lawn, the   STU
        clerk calculates the area of his yard. When he tells
        her he wants to plant a hedge around the yard, she
        sees they need to figure the perimeter.

        GOAL 1:A   GOAL 2:A1 B3 B4 D1 C1a   GOAL 3:C2 G4   (R)
                                 C4a

169- 4 BURGER PATTERN   12140   3:16
        The Fat Boys use hamburgers to illustrate a   SON
        triangular number pattern.

        GOAL 1:A   GOAL 2:A1 B4 D1 C1b C3a   GOAL 3:D2 D1 B1   (R)

169- 5 MCMATH   12190   7:06
        The witch sisters ask McMath to tell them the largest   STU
        dimensions possible for a rectangular garden
        surrounded by 48 feet of fence. He learns that a
        square will give him the largest area.

        GOAL 1:A C   GOAL 2:A1 A2 B4 B6 C1a   GOAL 3:C2 G6 B1   (R)
                                 C3a

169- 6 MATHMAN: EVEN NUMBERS   15590   :58
        Mathman plays a video game in which he must eat only   ANI
        even numbers.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B3   (X)

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169- 7 EB: PRIME COW #13   17160   :30
          This short animation illustrates the concept of prime   ANI
          numbers -- using 13 cows.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B2 G6   (-)

169- 8 MATHNET:PROBLEM OF THE TROJAN HAMBURG-4   11044   8:02
          Hans Ballpeen returns and tells the Mathnetters that   NET
          his kidnappers forced him to cut the diamond into 7
          pieces. They hypothesize that the burglar got in the
          house via burger and out via ballon.

          GOAL 1:-0-   GOAL 2:A1 B1   GOAL 3:-0-   (R)

170- 1 SHOW OPEN   15950   :46
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

170- 2 SPADE PARADE: FOUL BALL - 1   13221   3:56
          When a baseball flies through Spade Parade's window,   STU
          it contains cryptic clues to a baseball scandal and
          scam.

          GOAL 1:A C   GOAL 2:A1 A2 B1 B3 B4   GOAL 3:B3 B2   (R)
                           D1 C1b C2a C2c
                           C3b C3c

170- 3 PERCENTS   15380   2:25
          This glitzy song expresses the relations among   SON
          percents, fractions, and decimals.

          GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 A3 A4   (X)

170- 4 SPADE PARADE: FOUL BALL - 2   13222   4:40
          Parade uses his knowledge of mathematics to break the   PAR
          code written on the baseball and discover the
          evil-doers.

          GOAL 1:-0-   GOAL 2:-0-   GOAL ? 0-   (-)

170- 5 VO: HOW MUCH LEFT   .   17293   :06
          -0-   BUM

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

170- 6 HARRY'S HAMBURGER HAVEN   14240   2:27
      As the characters attempt to shoot a commercial for   STU
      Harry's Hamburger Haven, they note the equivalence of
      decimal, fraction, and percent.

      GOAL 1:C   GOAL 2:-0-   GOAL 3:A4 A5 A3   (X)

170- 7 MATHNET:PROBLEM OF THE TROJAN HAMBURG-5   11045   12:08
      When a half cup of coffee suddenly becomes full, the   NET
      Mathnetters know that a solid must have displaced the
      coffee. They recognize that Hans dropped the diamond
      in the cup and caused the liquid to rise

      GOAL 1:-0-   GOAL 2:A1 B1 B2 C4b   GOAL 3:-0-   (R)

171- 1 SHOW OPEN   15950   :46
           -0-   BUM

           GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

171- 2 OOPS! RULER   16780   1:11
           A confused character causes a great accident when he   STU
           fails to line up his ruler properly.

           GOAL 1:A   GOAL 2:A1 A2 B3 D1   GOAL 3:C2   (R)

171- 3 MATHEMATIC R US: METER TAPE MEASURE   15880   3:17
           Smilin' Al offers his customers a Perimeter Measuring   STU
           Evaluator that will accurately measure the perimeter
           of any shape up to one meter in length.

           GOAL 1:A C   GOAL 2:-0-   GOAL 3:C2 C1 G6   (X)

171- 4 METRIC ELECTRIC LOVER   12730   3:20
           A heavy metal rock band sings a song about the   SON
           different vocabulary used in the Metric and English
           measurement system.

           GOAL 1:C   GOAL 2:-0-   GOAL 3:C1   (X)

171- 5 SYMMETRY PATTERNS   12850   1:03
           This animation takes a shape, repeats it   ANI
           symmetrically, and continues to repeat each new
           design symmetrically - until the final design is
           sophisticated, and symmetrical.

           GOAL 1:B   GOAL 2:-0-   GOAL 3:G2 G6   (X)

171- 6 COUNTING THE HOUSE   12000   4:27
           Donna Who interviews a famous theater usher who once   STU
           miscounted seats in the theater. Two people had to
           count 3 sections. Because they each counted the
           middle section, the total was off.

           GOAL 1:A C   GOAL 2:A1 A2 A3 B4 C1b   GOAL 3:C4 B1   (R)
                                    C4a

171- 7 BUT WHO'S ADDING: 7   16816   4:33
        Two contestants attempt to cover three numbers in a   GAM
        row by selecting addends of these numbers from the
        Addend Board and calling out the resultant sum.

        GOAL 1:A C   . GOAL 2:A1 B4 B6 C1b C1c   GOAL 3:B1 D1   (R)
                                      C2c

171- 8 MATHNET:TRIAL OF GEORGE FRANKLY-1   11021   8:35
        The Mathnetters use a computer to access George's   NET
        bank records - in a futile attempt to prove that he
        did not deposit the money he had allegedly stolen.

        GOAL 1:-0-   GOAL 2:A1 B3   GOAL 3:-0-   (R)·

172- 1 SHOW OPEN   15950   :46
        -0-   BUM

        GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (=)

172- 2 MATHMAN: FACTORS OF 18   15570   1:12
        Mathman plays a video game in which he must eat all   ANI
        numbers that are factors of 18.

        GOAL 1:C   GOAL 2:-0-   GOAL 3:B2   (X)

172- 3 HARRY & ELMO   12800   5:37
        Harry and Elmo must count out 360 cubes and put them   STU
        in crates. They keep losing count. They realize that
        because each crate holds 24 cubes, they can fill'em
        and multiply the number of crates x 24.

        GOAL 1:A C   GOAL 2:A1 A3 B4 D1 C2c   GOAL 3:C2 B1   (R)
                          C3a C4a C4b

172- 4 THINK ABOUT THE PROBLEM   16990   2:56
        This song offers advice to a boy who is confused   SON
        about which bike to buy. The music video stresses
        stepping back from a problem and looking at it from
        another angle.

        GOAL 1:A C   GOAL 2:A1 A2 B3 C1e C4a   GOAL 3:D1   (R)

172- 5 BERT AND ERNIE: DOG   14190   2:34
      Bert and Ernie learn that the cost of a puppy just   STU
      begins with the initial purchase.

      GOAL 1:C   GOAL 2:A1 B2 B3 B4 D2   GOAL 3:B4 B2   (R)
                         C3b

172- 6 (B & E DOG) NEWSROOM INTERRUPT:25   14191   :08
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

172- 7 POS VS. NEG JOUSTS: TWO ON ONE   15292   :33
      When six "negative" clay-mation creatures attack   ANI
      three "positive" clay creatures, three "negative"
      creatures remain.

      GOAL 1:A   GOAL 2:-0-   GOAL 3:A6 B1   (X)

172- 8 (BLACKSTONE) LEAD-IN & TAG   15540   :09
      -0-   BUM

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

172- 9 BLACKSTONE: MIRASKILL-CANDIES   15550   3:03
      Blackstone has an even number of candies, 1/2 red,   STU
      1/2 green. The spectator places the candy, 2 at a
      time, in piles according to color. Blackstone
      predicts that there will be 2 fewer candies in 1 pile

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B3 A2   (X)

172-10 PLANT A SPOON - 1   13841   1:42
      This commercial offers a Plant-A-Spoon seed kit that   ANI
      contains seeds which sprout spoons of 2 different
      colors. Planting 3 seeds guarantees a matching pair.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:D2   (X)

172-11 MATHNET:TRIAL OF GEORGE FRANKLY-2   11022   8:52
          In their on-going attempt to clear George's name, the   NET
          Mathnetters compute mileage according to an odometer
          and estimate distance using rate and time.

          GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B4 B5 C2   (R)
                                     C1a C4a C4b

173- 1 SHOW OPEN   15950   :46
          -0-   BUM

          GOAL 1:-C-   GOAL 2:-0-   GOAL 3:-0-   (-)

173- 2 SPADE PARADE: DES MOINES DUCK - 1   12361   5:20
          Nora Nouveau visits Spade Parade because someone has   STU
          tried to steal her priceless Des Moines Duck. After
          Parade hears her story (told via flashback), he can
          identify the unsuccessful thief.

          GOAL 1:A C   GOAL 2:A1 A2 A3 B1 B3   GOAL 3:F6   (R)
                                     D1 C1c C2c C3a
                                     C3c

173- 3 EB: PRIME COW #7   17140   :30
          This short animation illustrates the concept of prime   ANI
          numbers -- using 7 cows.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:B2 G6   (-)

173- 4 SPADE PARADE: DES MOINES DUCK - 2   12362   3:49
          Spade Parade creates a chart that identifies which   PAR
          guests were wearing gloves and carrying luggage. By
          orgainizing his information, he can successfully
          finger the thief.

          GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

173- 5 SALE, THE   14060   1:09
          Two girls figure out what twenty percent off a thirty   LAF
          dollar dress is.

          GOAL 1:A C   GOAL 2:A1 A2 B4 C2c   GOAL 3:A5 B1 A3   (R)

173- 6 (8% OF MY LOVE) LEAD IN   11481   :04
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

173- 7 EIGHT PERCENT OF MY LOVE   11480   2:47
       Cris uses percentages to sing about the various ways   SON
       his love is divided. As Cris mentions a percentage, a
       drummer displays the corresponding wedge of a pie
       chart.

       GOAL 1:A C   GOAL 2:-0-   GOAL 3:A5 F6   (X)

173- 8 SINBAD AND THE TWENTY COINS   14930   3:10
       In order to get to the priceless Thingamajig, Sinbad   STU
       must determine how many dimes and nickels the genie
       has if she has $1.20 in change.

       GOAL 1:A C   GOAL 2:A1 A2 A3 B4 B6   GOAL 3:B3   (R)
                        D1 D4 C1c C3a

173- 9 (SINBAD) NEWSROOM INTERRUPT:28   14931   :08
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

173-10 MATHNET:TRIAL OF GEORGE FRANKLY-3   11023   9:24
       The Mathnetters search a database for all the people   NET
       George has arrested. They cannot find two who borke
       into a bank's computer system and manipulated the
       decimal points of their account balances.

       GOAL 1:A C   GOAL 2:A1 B1 B3 B4   GOAL 3:F4 A2   (R)

174- 1 SHOW OPEN   15950   :46
       -0-   BUM

       GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

174- 2 VERY NICE
                                                 14550   3:57
      This logic problem involves splitting up pails of   STU
      milk among 3 farmers so that each farmer carries the
      same amount of liquid and number of pails.

      GOAL 1:A C   GOAL 2:A1 B1 B4 B6 D1   GOAL 3:A3 B1   (R)
                             D3 C1e C2c

174- 3 GROANING WALL III/CEL
                                               11873   2:51
      Freddy Kohler and the cast tell each other riddles   STU
      that have a mathematical theme.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

174- 4 EB: PERPENDICULAR LINES
                                               16300   :23
      This short animation illustrates the difference   ANI
      between parallel and perpendicular lines.

      GOAL 1:B   GOAL 2:-0-   GOAL 3:G6   (-)

174- 5 PERPENDICULAR LINES
                                             14120   2:05
      This rock video, colorized with computer graphics,   SON
      illustrates the various places we find perpendicular
      lines in the world.

      GOAL 1:A C   GOAL 2:-0-   GOAL 3:G6   (X)

174- 6 GROANING WALL III/CEL
                                               11873   2:51
      Freddy Kohler and the cast tell each other riddles   STU
      that have a mathematical theme.

      GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

174- 7 CAT, BIRD, KIBBLE - 1
                                               16501   2:25
      In this animation, a girl must solve the problem of   ANI
      how to carry her bird, cat, and bird seed to an
      island. She can't leave the cat alone with the bird
      nor the bird alone with the seed.

      GOAL 1:A C   GOAL 2:A1 B1 B5 D1 C1e   GOAL 3:E3   (R)
                             C2c C4b

174- 8 JOHN MOSCHITA: PETER PIPER S, M, F   17907   :10
     John Moschita does 3 different versions of the "Peter   STU
     Piper" tongue twister - slow, medium, and fast. A
     graph illustrates the different rates as well.

     GOAL 1:A   GOAL 2:-0-   GOAL 3:F5 F6 B5   (X)
                                                                                                    D2

174- 9 CAT, BIRD, KIBBLE - 2   16502   1:42
     In this continuation of the animation, the young girl   PAR
     successfully solves the problem of getting the cat,
     bird, and kibble to the island -- without the cat
     eating the bird or the bird eating the seed.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

174-10 GROANING WALL III/CEL   11873   2:51
     Freddy Kohler and the cast tell each other riddles   STU
     that have a mathematical theme.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (X)

174-11 TRANSFORMER   18050   :10
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

174-12 MATHNET:TRIAL OF GEORGE FRANKLY-4   11024   13:26
     The pilot who allegedly flew George off the island to   NET
     rob the bank uses arithmetic to prove that George had
     the time to commit the crime. Much to George's
     surprise, the pilot also identifies him.

     GOAL 1:A   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B1   (R)

175- 1 SHOW OPEN   15950   :46
     -0-   BUM

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

175- 2 HOLD IT NOBODY EAT - 1   12281   2:30
     When three cast members order a slice of pizza and   STU
     Arthur orders half a pie, Cris cuts the pie in
     eighths. Since he has a slice left over, he returns
     the pie to have it recut.

     GOAL 1:A C   GOAL 2:B4 D1   GOAL 3:A3   (R)

175- 3 FIVE-NINETEEN BLUES   16170   1:20
     This song shows that you can round off a lot of   LAF
     numbers but not the time the train leaves.

     GOAL 1:A ^   GOAL 2:-0-   GOAL 3:B4   (X)

175- 4 HOLD IT NOB   . .   12282   1:05
     Cris ret.   .i a pizza cut in sixths - a slice for   PAR
     three .i.   .ers and half a pie for Arthur - but
     must ret..   .t to ba recut when Luisa arrives ans
     wants a slice.

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

175- 5 DROPPED COIN   14040   1:34
     A boy and a girl use subtraction to figure out how   LAF
     much money the boy dropped down a street grate, if he
     started with $1.69 and now has $1.44.

     GOAL 1:A C   GOAL 2:A1 B4 C1e   GOAL 3:B1   (R)

175- 6 HOLD IT NOBODY EAT - 3   12283   :40
     Cris returns yet again with a pizza cut in eighths -   PAR
     a slice for four cast members and half a pie for
     Arthur. But what are they going to do when Reg
     arrives?

     GOAL 1:-0-   GOAL 2:-0-   GOAL 3:-0-   (-)

175- 7 EB: NUMBER PATTERN SQUARE NUMBERS   17220   :20
     This short animation illustrates a number pattern   ANI
     involving square numbers: square numbers are the sum
     of consecutive odd numbers starting with 1.

     GOAL 1:B   GOAL 2:-0-   GOAL 3:D2 B2   (-)

175- 8 ARTHUR BENJAMIN: SQUARING II   16002   4:05
        Arthur Benjamin, a mathematician from Johns Hopkins   STU
        University, can perform complicated calculations in
        his head. He demonstrates short-cuts for squaring 2
        and 3-digit numbers to a group of children.

        GOAL 1:A B   GOAL 2:-0-
                                                    GOAL 3:B1 A1   (X)

175- 9 COUNTIN' OUT THE RHYTHM   11670   2:58
        This song, staged in a very urban setting,   SON
        illustrates that there are 4 beats to every musical
        measure. The song also stresses the idea of
        subdividing each measure into 8 and 16 beats as well.

        GOAL 1:-0-   GOAL 2:-0-
                                                    GOAL 3:D2 B1   (X)

175-10 SALE!   14390   2:13
        Using only the digits 3,5,6,and 9, a clerk must   STU
        create the lowest possible total price for a set of
        stereos and speakers.

        GOAL 1:A C   GOAL 2:A1 A2 A3 B4 B6   GOAL 3:A2 B1   (R)
                                 D1 C1e C2a

175-11 MATHNET:TRIAL OF GEORGE FRANKLY-5   11025   9:30
        Kate proves that George could not possibly have left   NET
        the island and committed the crime because weather
        conditions would not have allowed the plane to
        maintain its usual speed.

        GOAL 1:A B   GOAL 2:A1 B1 B2 B3 B4   GOAL 3:B5   (R)
                                 C1a C1e C4a C4b