

Scholastic Reader Level 3: Pony Mysteries

List of Wii games

Detn8 Games 2007-12-03NA Unreleased December 3, 2007 Unreleased Unreleased Ultimate I Spy Gusto Games Scholastic CorporationNA Majesco EntertainmentEU 2008-10-29NA - The Wii is Nintendo's fifth home video game console, released during the seventh generation of video games. It is the successor to the GameCube, and was first launched in North America on November 19, 2006, followed by a launch in Japan and PAL regions in December 2006.

This list of Wii games documents all games released for the Wii video game console. The list of GameCube games lists the GameCube games compatible with the Wii's backwards compatibility (although later Wii models removed the controller ports and memory card slots required to play GameCube games, they can be inserted back in through hardware modding) while the list of WiiWare games documents all of the smaller, digital only games released for the Wii. Any games originally released for other platforms that were re-released games under the Virtual Console banner are additionally documented at the List of Virtual Console games lists. Games that were announced or reported to be in development for the Wii, but never released, are documented at the list of cancelled Wii games list.

On November 19, 2006, the Wii launch was accompanied by 20 launch games. The last game releases for the Wii, Retro City Rampage DX+ and Shakedown: Hawaii, were released on July 9, 2020 exclusively in Europe. There are 1612 games on this list.

Harry Potter fandom

four films), Arthur A. Levine and Cheryl Klein (editors of the books at Scholastic), and Rowling herself. The two sites are friendly rivals and have aired - The Harry Potter fandom is the community of fans of the Harry Potter books and films who participate in entertainment activities that revolve around the series, such as reading and writing fan fiction, creating and soliciting fan art, engaging in role-playing games, socialising on Harry Potter-based forums, and more. The fandom interacts online as well as offline through activities such as fan conventions, participating in cosplay, tours of iconic landmarks relevant to the books and production of the films, and parties held for the midnight release of each book and film.

By the fourth Harry Potter book, the legions of fans had grown so large that considerable security measures were taken to ensure that no copy of book was leaked before the official release date. Harry Potter is considered one of the few four-quadrant, multi-generation spanning franchises that exist today, despite Rowling's original marketing of the books to tweens and teens.

List of Nintendo DS games (D–I)

June 5, 2008. Archived from the original on June 5, 2008. Retrieved December 3, 2023. "Homepage | Farm Life | Games For Everyone | Ubisoft". September 21 - This is a list of physical video games for the Nintendo DS, DS Lite, and DSi handheld game consoles. It does not include games released on DSiWare or the iQue DS. The last game for the Nintendo DS, Big Hero 6: Battle in the Bay, was released on October 28, 2014.

Father Knows Best

Gray Kathy "Kitten" Anderson: Lauren Chapin The series premiered on October 3, 1954, on CBS, where it aired Sundays at 10 p.m. (ET). Lorillard's Kent cigarettes - Father Knows Best is an American sitcom starring Robert Young, Jane Wyatt, Elinor Donahue, Billy Gray and Lauren Chapin. The series, which began on radio in 1949, aired as a television show for six seasons and 203 episodes. Created by Ed James, Father Knows Best follows the lives of the Andersons, a middle-class family living in the town of Springfield. The state in which Springfield is located is never specified, but it is generally accepted to be located in the Midwestern United States.

The television series debuted on CBS in October 1954. It ran for one season and was canceled by CBS but picked up by NBC, where it remained for three seasons. After cancellation by NBC in 1958, the series returned to CBS, where it aired until May 1960.

List of Nintendo DS games (J–P)

Jewel Quest Mysteries 2: Trail of the Midnight Heart Licensed 4U Licensed 4U 20111120111125November 25, 2011 (EU) Jewel Quest Mysteries 3: The Seventh - This is a list of physical video games for the Nintendo DS, DS Lite, and DSi handheld game consoles. It does not include games released on DSiWare or the iQue DS. The last game for the Nintendo DS, Big Hero 6: Battle in the Bay, was released on October 28, 2014.

Star Wars

evil Kylo Ren. Three series set in the prequel era were published by Scholastic for younger audiences: the 18-book Jedi Apprentice (1999–2002) chronicles - Star Wars is an American epic space opera media franchise created by George Lucas, which began with the eponymous 1977 film and quickly became a worldwide pop culture phenomenon. The franchise has been expanded into various films and other media, including television series, video games, novels, comic books, theme park attractions, and themed areas, comprising an all-encompassing fictional universe. Star Wars is one of the highest-grossing media franchises of all time.

The original 1977 film, retroactively subtitled Episode IV: A New Hope, was followed by the sequels Episode V: The Empire Strikes Back (1980) and Episode VI: Return of the Jedi (1983), forming the original Star Wars trilogy. Lucas later returned to the series to write and direct a prequel trilogy, consisting of Episode I: The Phantom Menace (1999), Episode II: Attack of the Clones (2002), and Episode III: Revenge of the Sith (2005). In 2012, Lucas sold his production company to Disney, relinquishing his ownership of the franchise. This led to a sequel trilogy, consisting of Episode VII: The Force Awakens (2015), Episode VIII: The Last Jedi (2017), and Episode IX: The Rise of Skywalker (2019).

All nine films, collectively referred to as the "Skywalker Saga", were nominated for Academy Awards, with Oscars going to the first three releases. Together with the theatrical live action "anthology" films Rogue One (2016) and Solo (2018), the combined box office revenue of the films equate to over US\$10 billion, making Star Wars the third-highest-grossing film franchise in cinematic history.

Regulations on children's television programming in the United States

NBC Universal, Ion Media Networks, Nelvana owner Corus Entertainment, Scholastic, and Classic Media. Qubo blocks aired on NBC, Telemundo, and Ion Television - The broadcast of educational children's programming by terrestrial television stations in the United States is mandated by the Federal Communications Commission (FCC), under regulations colloquially referred to as the Children's Television Act (CTA), the E/I rules, or the Kid Vid rules. Since 1997, all full-power and Class A low-power broadcast television stations have been required to broadcast at least three hours (or more if they operate digital subchannels) per-week of programs that are specifically designed to meet the educational and informative

(E/I) needs of children aged 16 and younger. There are also regulations on advertising in broadcast and cable television programming targeting children 12 and younger.

Early regulations on educational programming were implemented by the FCC in 1991, as ordered by the Children's Television Act—an Act of Congress passed in 1990. They included a requirement for television stations to publish reports on their efforts to carry programming that "furthers the positive development of children 16 years of age and under in any respect, including the child's intellectual/cognitive or social/emotional needs", and for the FCC to use these reports as a factor in license renewals. The Act also imposed limits on advertising during television programming targeting viewers 12 and younger, including limits on how many minutes of commercials may be aired per-hour, and prohibiting commercials that are related to the program currently airing. The FCC adopted a stronger regulation known as the Children's Programming Report and Order in 1996, which took effect in 1997: it requires all television stations to broadcast at least three hours of programming per-week that is specifically designed to educate and inform viewers aged 16 and younger, requires on-air identification of these programs, and has more stringent reporting requirements.

The regulations had a major impact on American television; there was an increased demand for compliant educational programming on the syndication market, while the Saturday-morning blocks traditionally aired by major networks began to increase their focus on educational programming. This factor, however, alongside the growth of platforms not subject to the regulations—such as children's cable channels and, later, internet video and streaming services—contributed to an overall decline in broadcast television airings of non-educational children's programming (such as cartoons). In the 2010s, the major networks gradually shifted to using factual and reality-style programs—declared as targeting teenagers—to fulfill their E/I obligations, since they are not subject to the same restrictions on advertising as programs targeting children 12 and under. ABC, CBS, NBC, and The CW all entered into agreements with Hearst Media Production Group (formerly Litton Entertainment) to program their E/I blocks, while Fox reached a similar agreement with Steve Rotfeld Productions.

The educational programming regulations have faced a mixed reception from the industry. There have historically been concerns over whether these mandates constitute a violation of broadcasters' rights to free speech. The FCC's initial regulations faced criticism for being too broad in its definition of children's educational programming, with stations attempting to classify various non-educational programs as containing educational elements. The amount of network television programming considered "highly educational" decreased after the implementation of the CTA, with the allowance for programming dealing with social issues (as opposed to programming dealing in traditional academic subjects) having been cited as a factor. The regulations were described by then-FCC commissioner Michael O'Rielly as "onerous" and outdated due to the cable and new media platforms that have emerged since their introduction, which led to changes in 2019 to provide more flexibility in compliance.

Body swap appearances in media

com. Retrieved January 27, 2014. "Anyone but Me by Nancy E. Krulik". Scholastic.com. Retrieved January 27, 2014. "Laughing Gas". wodehouse.ru. Retrieved - Body swaps, first popularized in Western Anglophone culture by the personal identity chapter of John Locke's Essay Concerning Human Understanding, have been a common storytelling device in fiction media. Novels such as *Vice Versa* (1882) and *Freaky Friday* (1972) have inspired numerous film adaptations and retellings, as well as television series and episodes, many with titles derived from "Freaky Friday". In 2013, Disney Channel held a *Freaky Freakend* with seven shows that featured body-swapping episodes. This list features exchanges between two beings, and thus excludes similar phenomena of body hopping, spirit possession, transmigration, and avatars, unless the target being's mind is conversely placed in the source's body. It also

excludes age transformations that are sometimes reviewed or promoted as body swaps, as in the movies *Big and 17 Again*; identity/role swaps, typically between clones, look-alikes, or doppelgängers; and characters with multiple personalities.

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