

A journey between two galaxies spans human history — and reveals the secrets of the cosmos!

Running time: 30:00 Grade level: 4-12 and general public audiences

Narrated by Michael Dorn
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Original artwork by Tim W. Kuzniar and Michael W. Carroll

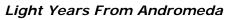
A beam of light leaves a star in the Andromeda Galaxy and travels across the void of intergalactic space. For much of its journey it traverses the nearly-empty realm between galaxies. In the meantime, on a planet located in a neighboring galaxy, intelligent life evolves.

As the light speeds across the light years over the course of many centuries, the primitives on the planet form cultures and civilizations — and begin to wonder about the universe surrounding them. Their awareness of the night sky increases as the beam of light draws nearer to their planet.



When the light reaches the Earth, some of the descendants of the early hunters have just escaped the bonds of their world's gravity, and visited the Moon. In modern times, scientific

study of space helps the planet's current inhabitants use light to explore the galaxy from which it came — and beyond.



teaches the concepts of light speed, and the light year and how astronomers use them to measure distances to some familiar celestial objects— the Moon, the Sun, the planets, nearby stars, and galaxies. The show briefly touches on the properties of light that help determine a star's age and temperature, and gives a fascinating look at how light and distance allow us to "look back" further in time as we gaze farther into space.









Science Education Content

Light Years from Andromeda focuses on light, with light, the concept of light speed, and the distance measurement unit of the light-year all as tools of astronomical exploration. These concepts are woven together along with historical and cultural perceptions of the sky and help relate the information presented in the show to the lives of students, families, and the general public.

Show content is relevant in the following subject areas:

Earth and Space Sciences:

- objects in the sky: Sun, Moon, stars, planets, galaxies, quasars, interstellar medium
- properties of stars
- creation of the universe (the Big Bang)

Physical Science:

• light, light speed, light-year as a measurement

Science as a human endeavor:

- early maps of the sky
- rise of scientific exploration of the universe
- missions to the Moon, solar system probes
- development of the modern science of astronomy
- early human history, cultures, and perceptions of the sky

This show adheres to principles put forth in the National Academy of Sciences' Education Standards published in 1996. For more details, visit the NAS Standards Web site at: http://books.nap.edu/html/nses/html/index.html.

Metric or English?

In some Loch Ness Productions shows, we've used English measurement units: 4-inch telescopes, 93 million miles, etc. People told us, "Why are you using English measurements? Don't you know that metric is the language of science?" In other shows, we've used metric measurements. People told us, "Why are you using metric measurements? My students don't think in kilometers." *Light Years From Andromeda* defines and discusses speeds -- of light and sound, and distances -- around the Earth, from the Earth to the Moon, Sun, etc. Naturally we have to use *some* form of measurements. So for this show, we provide both versions of the accompanying text/ graphics images; and there are two soundtracks on the CD: one that uses miles, the other kilometers. This way you can choose whichever is most appropriate for your audiences.

PRODUCT CODE	The <i>Light Years From Andromeda</i> show package includes:	PRICE
LYA-R	 Script/production notes book Soundtrack on audio CD Images/masks in TGA form on CD-R (you make your own slides) 	\$995

Please visit our Web site, where you can preview all the program's images, excerpts from the soundtrack, and sample script pages. You can also order online and find more information about optional products such as DigiDome®, narrationless soundtracks, programming cue files, replacement copies, alternate formats and more.

