

October 6, 2008

Dear Affiliate Partner:

To assist you in complying with the reporting requirements for children's television and the requirement that stations air "core" children's programming, we are providing you with episode-specific descriptions (for QUBO Kids on NBC) as set forth in the attached Community Relations Quarterly Children's Programming Report for 3rd quarter 2008. The report includes information to help prepare FCC Form 398. Please note that we have not included the specific dates and times for each of the programs as that may be station-specific.

This report is divided into the following categories:

1. Programming information for those stations airing NBC Weather Plus children's educational and informational programming and episode numbers.
2. Educational Objectives: QUBO for both the 3rd quarter 2008 and 4th quarter 2008.
3. Core programming: Regularly scheduled programming furnished by the NBC Network that is specifically designed to serve the educational and informational needs of children 16 and under. Please note that the age target for QUBO programming on NBC is 4-8 years old. Each of these programs is identified on-air as educational and informational with the "E/I" icon, and is similarly identified to the national listing services. To assist stations with the preemption report section of the new FCC Form 398, we have added specific episode numbers.
4. Other programming: Programming furnished by the NBC Network that contributes to the educational and informational needs of children 16 and under, but is not specifically designed to meet the educational and informational needs of children.
5. Public service announcements targeted to children 16 and under.
6. Non-broadcast efforts that enhance the educational and informational value of NBC Network programming to children.
7. Network on-air promotional efforts, which include a schedule of QUBO programming on NBC on-air promos.

The regularly-scheduled children's programming and promotional content furnished to you by the NBC Network during the 3rd quarter of 2008 complied with the commercial limits of the Children's Television Act, provided that you broadcast and distributed such programming as furnished to you by NBC, and did not add any promotional or advertising content there to other than as directed by NBC via weekly postings on APT.

If you have any questions about these reporting requirements, please feel free to call us.

Loretta Alden
NBC Universal
Affiliate Relations, Director
212-664-2928
loretta.alden@nbcuni.com

NBC Weather Plus Children's Programming and FCC Form 398

Stations that are airing NBC Weather Plus's children's educational and informational programming will likely want to note that programming on the station's Form 398. The FCC has released its new Form 398 to enable stations to better detail children's programming for its digital multicast channels. Stations should use the new form in filing the Form 398 for the second quarter. Here are the descriptions for Weather Plus children's programming for your assistance in completing Question 10 on the new Form 398.

Title of Program #1 Weather Plus U. (Digital Multicast Only)		Origination NBC Weather Plus Network (digital)	
Days/Times Program Regularly Scheduled	Total Times Aired at Regularly Scheduled Time	Number of Preemptions	If preempted, complete Preemption Report
Sat/Sun - 1, 3, 5PM	13	0	
Length of Program: 30 (minutes)			
Age of Target Child Audience: from 13 to 16 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.			
<p>Weather Plus U., a program available on the Station's digital multicast "NBC Weather Plus" channel, offers teenagers a closer look at the weather and earth sciences and how they can and do affect their lives. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.</p>			
Does the program have educating and informing children ages 16 and under as a significant purpose?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
If Yes, does the licensee identify each program at the beginning of its airing consistent with 47 C.F.R. Section 73.673?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
If Yes, does the licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	

Title of Program #2: Weather Plus U. (Digital Multicast Only)		Origination NBC Weather Plus Network (digital)	
Days/Times Program Regularly Scheduled	Total Times Aired at Regularly Scheduled Time	Number of Preemptions	If preempted, complete Preemption Report
Length of Program: 30 (minutes)		Age of Target Child Audience: from 13 to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.			
<p>Weather Plus U., a program available on the Station's digital multicast "NBC Weather Plus" channel, offers teenagers a closer look at the weather and earth sciences and how they can and do affect their lives. Each episode is an entertaining combination of taped vignettes and timely segments relating to current weather events, with targeted topics geared toward teens aged 13 and older. The segments include regular features like "Weather in the News," "Weather Plus on Location," "Weather Plus Experiments," "Weather Plus in the Classroom" and "Weather Plus Interacts." Together, the segments highlight how and why the weather changes and how forecasters try to predict the weather, the nature and scope of significant weather events, and how teens can better understand or react to weather, both in their hometown and around the world.</p>			
Does the program have educating and informing children ages 16 and under as a significant purpose?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
If Yes, does the licensee identify each program at the beginning of it's airing consistent with 47 C.F.R. Section 73.673?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	
If Yes, does the licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?		<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	

And so on -- each of the six half-hour weekly episodes of "Weather Plus U." may want to be separately listed on the report (albeit each may have the same description) in order to facilitate any possible preemptions or schedule changes in the future.

Weather Plus University Episode Grid 2008

Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 79-08	5-Jul	1p			
Episode 79-08	5-Jul		3p		
Episode 80-08	5-Jul	5p			
Episode 80-08	6-Jul		1p		
Episode 81-08	6-Jul	3p			
Episode 81-08	6-Jul		5p		
Episode 82-08	12-Jul	1p			
Episode 82-08	12-Jul		3p		
Episode 83-08	12-Jul	5p			
Episode 83-08	13-Jul		1p		
Episode 84-08	13-Jul	3p			
Episode 84-08	13-Jul		5p		
Episode 85-08	19-Jul	1p			
Episode 85-08	19-Jul		3p		
Episode 86-08	19-Jul	5p			
Episode 86-08	20-Jul		1p		
Episode 87-08	20-Jul	3p			
Episode 87-08	20-Jul		5p		
Episode 88-08	26-Jul	1p			
Episode 88-08	26-Jul		3p		
Episode 89-08	26-Jul	5p			
Episode 89-08	27-Jul		1p		
Episode 90-08	27-Jul	3p			
Episode 90-08	27-Jul		5p		

Weather Plus University Episode Grid 2008

Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 91-08	2-Aug	1p			
Episode 91-08	2-Aug		3p		
Episode 92-08	2-Aug	5p			
Episode 92-08	3-Aug		1p		
Episode 93-08	3-Aug	3p			
Episode 93-08	3-Aug		5p		
Episode 94-08	9-Aug	1p			
Episode 94-08	9-Aug		3p		
Episode 95-08	9-Aug	5p			
Episode 95-08	10-Aug		1p		
*Special Note: E/I bug was not on orginial broadcast of Episode 95 - 08 and the re-air					
Episode 95 - 08 was retransmitted with E/I bug Sep 28th @ 2p & 4P east coast time					
Episode 96-08	10-Aug	3p			
Episode 96-08	10-Aug		5p		
Episode 97-08	16-Aug	1p			
Episode 97-08	16-Aug		3p		
Episode 98-08	16-Aug	5p			
Episode 98-08	17-Aug		1p		
Episode 99-08	17-Aug	3p			
Episode 99-08	17-Aug		5p		
Episode 100-08	23-Aug	1p			
Episode 100-08	23-Aug		3p		
Episode 101-08	23-Aug	5p			
Episode 101-08	24-Aug		1p		
Episode 102-08	24-Aug	3p			
Episode 102-08	24-Aug		5p		
Episode 103-08	30-Aug	1p			
Episode 103-08	30-Aug		3p		
Episode 104-08	30-Aug	5p			
Episode 104-08	31-Aug		1p		
Episode 105-08	31-Aug	3p			
Episode 105-08	31-Aug		5p		

Weather Plus University Episode Grid 2008

Episode #'s	Air Date	First Air	Re-Air	Pre-empted	Reason
Episode 106-08	6-Sep	1p			
Episode 106-08	6-Sep		3p		
Episode 107-08	6-Sep	5p			
Episode 107-08	7-Sep		1p		
Episode 108-08	7-Sep	3p			
Episode 108-08	7-Sep		5p		
Episode 109-08	13-Sep	1p		YES	Hurricane Ike
Episode 109-08	13-Sep		3p		
Episode 110-08	13-Sep	5p			
Episode 110-08	14-Sep		1p		
Episode 111-08	14-Sep	3p			
Episode 111-08	14-Sep		5p		
*Special Note: E/I bug was not on original broadcast of Episode 111- 08 and the re-air					
Episode 111-08 was retransmitted with E/I bug Sep 27th @ 2p & 4P east coast time					
Episode 112-08	20-Sep	1p			
Episode 112-08	20-Sep		3p		
Episode 113-08	20-Sep	5p			
Episode 113-08	21-Sep		1p		
Episode 114-08	21-Sep	3p			
Episode 114-08	21-Sep		5p		
Episode 115-08	27-Sep	1p			
Episode 115-08	27-Sep		3p		
Episode 116-08	27-Sep	5p			
Episode 116-08	28-Sep		1p		
Episode 117-08	28-Sep	3p			
Episode 117-08	28-Sep		5p		

“QUBO ON NBC” EDUCATIONAL OBJECTIVES

For 3rd Quarter 2008

EDUCATIONAL OBJECTIVES

In compliance with the Children’s Television regulations that became effective January 2, 1997, the **QUBO Programming Block on NBC** features an on-air icon indicating that each program is “educational and informational” for children. This icon is displayed at the beginning of each broadcast. Also, in compliance with the regulations, the following document, which includes “educational and informational” objectives of **QUBO on NBC**, must be placed in your public file.

Each of the programs listed below, which make up the **QUBO** programming block, is specifically designed to serve the “educational and informational” needs of children ages 4-8. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

There are four returning shows from last quarter, one returning show from the 3rd quarter of 2007, and one new show for the 3rd quarter of 2008. All shows were developed specifically for a target audience composed of children 4-8 years of age. Three of the shows are book-based series. The five returning shows contain important social-emotional messages for the target audience, whereas the new show communicates science and astronomy messages. All educational and informational messages are delivered through an animated narrative format.

Set in medieval times, “**Jane and the Dragon**” is an animated show that hails from Martin Baynton’s best-selling book about a middle-class girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane’s best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King’s Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

Based on the book series by Deborah Manchester, “**The Zula Patrol**” teaches science and astronomy facts to a target audience of children 4-8 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his “Multo-Moments” or summary of scientific facts from the story. Typically the stories also provide a social-emotional tag based on tolerance and non-violent conflict-resolution.

“**3-2-1 Penguins!**” features two children—Jason and Michelle—whose vacation at their grandmother’s cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral dilemma for one of the siblings that affects his/her relations with the

other, and ends after the children have learned an important social-emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.

“**VeggieTales**” is a show that draws upon characters from stories, which use both long and short form material to provide social-emotional messages to children. The children’s series features animated vegetables who teach life lessons through stories. Hosted by Bob the Tomato and Larry the Cucumber, each episode begins by establishing the problem, uses short stories to parallel the situation with a problem and solution, and ends by reiterating the proposed solution and the life lesson learned through the experience. The show communicates social-emotional messages based upon the core values of honesty, kindness, forgiveness, and appreciation for all, using music, unusual characters, and allegorical storylines.

Based on the books by Laurent de Brunhoff, “**Babar**” is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people’s privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

“**My Friend Rabbit**” is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.

4th Quarter 2008 Educational Objectives

There is one new show for the 4th quarter 2008.

“**Turbo Dogs**” is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs.

All shows were developed for a target audience composed of children 4-8 years of age. Three of the shows are book-based series. The five returning shows contain important social-emotional messages for the target audience, whereas the new show communicates science and astronomy messages. All educational and informational messages are delivered through an animated narrative format.

3RD QUARTER SHOW SUMMARIES

JANE AND THE DRAGON is a coming-of-age story about a middle-class, medieval girl who lives in the Royal Court with her family. As an only child, Jane is raised to be a Lady-in-Waiting but through her determination and a stroke of luck, she ends up being trained as a Knight in the King’s Guard. Accompanied by her best friend, a giant green Dragon that lives in her backyard, Jane experiences a series of adventures that test her character and her skills as a young knight in a castle full of friends and foes. Each episode in the show takes us through the problems and challenges Jane encounters and the process she goes through to find the solutions for them.

THE ZULA PATROL is an animated show about six extraterrestrial characters—Captain Bula, his copilot Zeeter, Professor Multo, their pet, Gorgo, and their flying dictionaries Wizzy and Wig—who learn key science concepts as they explore the galaxy through space missions. Often, the group encounters the evil Dark Truder and his talking toupee minion, Traxie, and must thwart Truder’s poorly planned schemes to take over the universe. Each character exhibits unique abilities and traits that, combined with their new knowledge, helps them problem-solve their way through their journeys. Using an integrated approach to target diverse learning styles, the show communicates its educational messages through narratives and a two-part information segment at the end of each story.

3-2-1 PENGUINS! draws upon characters from two stories and uses both long and short form material involving these characters to provide social-emotional messages to children. The show features two children, Jason and Michelle, whose vacation at their grandmother’s cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an intergalactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important social-emotional message through their adventure with the Penguins.

VEGGIETALES is a show that draws upon characters from stories, which use both long and short form material to provide social-emotional messages to children. Narrated by animated veggies, Bob the Tomato and Larry the Cucumber, the show teaches life lessons through wit and humor. Each episode contains one

or two short animated stories that illustrate core values to children in an entertaining way. Stories are interrupted with silly songs, usually sung by Larry the Cucumber, that contain whacky lyrics in a catchy tune. Each episode ends with Bob and Larry reinforcing the lesson learned through the stories.

BABAR is a series about a young elephant who returns to the jungle where he builds the city of Celesteville and is crowned King of the Elephants. A dedicated ruler and family-elephant, Babar experiences many challenges as he journeys through life, and learns to rise above them through strength and optimism. Each episode begins with a look into Babar's present life, primarily in his role as a father who teaches his children the value of people, things and relationships through his own experience from the jungle to the city. Each episode in the show carries with it a social-emotional message that is established at the end of Babar's story.

MY FRIEND RABBIT models constructive problem-solving for young children, ages 4-8. In each episode, the story characters find themselves facing a different dilemma that is drawn from a typical childhood experience. Rabbit and Mouse usually lead us through creative problem-solving, which involves tenacity and working in teams. The group may figure out how to make the most of a bad situation, invent toys from everyday objects, solve some of nature's riddles, respect their differences, or take care of others who need a little extra help. The characters specialize in converting a challenge into a social activity filled with optimism, creativity and humor. The series helps children learn to "think out of the box" by showing viewers how the characters work together to come up with possible solutions, and persist with new ideas when one solution fails.

4TH QUARTER SHOW SUMMARIES

TURBO DOGS is a show about six canine friends—Dash, GT, Clutch, Stinkbert, Strut, and Mags—who have their own distinct characteristics but share a common love of racing cars. The fastest dogs in Racerville, the turbo dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the turbo dogs encountering a problem that must be resolved while preparing to compete. Usually, the turbo dog learns his/her lesson through experience and accountability for negative behavior. Social-emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode.

“CORE PROGRAMMING”
PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY
DESIGNED TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF CHILDREN
16 AND UNDER
(AGE TARGET 4-8)
JULY–SEPTEMBER 2008

Airdate: 07/05/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

JESTER JUSTICE (JAD201)

Sir Ivan catches Jester imitating him in public and challenges him to a duel for dishonoring him. Jane pleads Jester's case to Sir Theodore and requests that Jester be excused for his jokes. Sir Theodore refuses in accordance with the Knight's Code of Conduct, which allows Sir Ivan to defend his honor. He also reminds Jane that she cannot amuse herself at someone else's expense. While Jane vows to prepare Jester for the duel, Jester tries to get out of it—until he learns that the Knight's Code allows him to choose his own weapon. Jester decides to keep this knowledge to himself and rebuffs Jane's efforts to help him. On the day of the duel, Jester surprises everyone by choosing “wit” as his weapon. Though he outwits Sir Ivan through clever poetry and riddles, Jester apologizes to Sir Ivan for dishonoring him and lets Sir Ivan win.

[Educational Message: You should never amuse yourself at someone else's expense. If you do, you should apologize to the one you've hurt with your jokes.]

Airdate: 07/05/2008

Time:

Duration: 30:00

THE ZULA PATROL

THIS LOOKS LIKE A JOB FOR THE ZULA DUDES (ZUL101)

The Zula Patrollers camp out on Planet Zula as a meteor streaks by. Multo uses the Multopedia to explain to his friends that some space rocks are called asteroids, most of which go around the sun in the asteroid belt between Jupiter and Mars. When a piece of the rock falls off and flies through space near a planet, it creates a streak of light or a meteor. Dark Truder listens in and devises a plan to trick all the asteroids in the asteroid belt to head toward Zula, despite the asteroids' warning that once they start they won't be able to stop. As the asteroids head for Zula, Surfer Asteroid makes a distress call to The Zula Patrol to warn them. The Zula Patrol saves their planet by using Multo's newest invention to send the asteroids back into space, thwarting Dark Truder's plans.

[Educational Message: Some of the rocks in space are known as asteroids. Most asteroids go around the sun in a path known as the asteroid belt. When a piece of asteroid falls off and travels through space near a planet, it creates a streak of light known as a meteor.]

COMET'S TAIL (ZUL101)

Multo and his friends see a comet passing over Zula. Using the Multopedia, they learn that a comet is made of dust and ice, and has a long tail. Seeing how fast the comet goes, Zeeter decides to race it; Wizzy and Wigg join her. As she races the comet, the spaceship begins freezing, goes out of control, and crashes on the comet. Multo suggests asking the comet to spin fast, so it could throw the spaceship off itself into space and they can return home. The comet is hesitant to let them go at first, because he enjoys their company. But after Wizzy and Wigg make a snowman for the comet, to give him company, he agrees. They return to

their ship and the comet spins fast. The Zula spaceship finally gets thrown off the comet into space, and Zeeter returns them home.

[Educational Message: Comets consist of ice and dust, and some have tails. They spin really fast, often tracing the same path repeatedly.]

Airdate: 07/05/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMEDY OF ERRORS (PEN207)

Michelle asks Jason not to reveal her embarrassing secret when Jason finds her hiding behind a couch, singing a silly song to comfort herself after watching a scary movie. Though Jason doesn't understand the seriousness of not divulging someone's secret, he learns his lesson after his own embarrassing secret is revealed. After Sol allows Jason to fill in for the ventriloquist at the Comet Lounge, Jason's friends help him prepare his comedy act with funny jokes. Instead, Jason humiliates his friends by revealing their secret habits. His routine is successful at the expense of his friends' feelings, and he's asked to perform in a bigger act. Right before the performance, however, he's caught sucking his thumb. Embarrassed, he realizes how his friends must have felt. So, he decides to expose his own secret to everyone and apologize to his friends for sharing their private habits in public.

[Educational Message: When your friend tells you not to share something that's private and that may be embarrassing, you should respect his/her feelings and privacy.]

Airdate: 07/05/2008

Time:

Duration: 30:00

VEGGIETALES

MINNESOTA CUKE AND THE SEARCH FOR SAMSON'S HAIRBRUSH (VEG102)

When Minnesota Cuke learns of the legendary hairbrush of Samson that promises special powers, he goes on a hunt to retrieve it before Professor Rattan and the other bullies get to it. Minnesota realizes that once he gets his hands on the hairbrush he will have the powers to defeat Rattan. He goes on an adventure to seek the hairbrush and is led into an underground cave. He finds the legendary brush just as Professor Rattan gets there with a hostage. Minnesota is forced to choose between the hairbrush, which gives him the power to retaliate, or to save his friend. He chooses his friend and learns that the hairbrush does not have any powers after all. The more powerful thing, he learns, is the ability to stop yourself from retaliating when you're dealing with a bully because it doesn't solve the problem. He decides to be nice to Professor Rattan and finds his former enemy willing to be reformed.

[Educational Message: No matter how much you are tempted, resist the urge to retaliate when someone bullies you. It is better to try and work things out with people than to use force.]

Airdate: 07/05/2008

Time:

Duration: 30:00

BABAR

NO PLACE LIKE HOME (BAR108)

When he goes to the circus, Babar befriends a young circus performer and lets his new friend stay in the palace with him. Life in the palace does not feel as good as it looks for the young circus boy. He doesn't fit in with the royal folks and he soon begins to regret his decision. Before he can return to the circus, however, Babar and the circus boy learn that Lord Rataxes has captured the circus performers. With each

other's help, Babar and his friend find a way out for the boy and the rest of the performers so they can all return home to the circus. Babar ends up having to say goodbye to his new friend, but he learns that what makes him happy isn't what makes others happy, too.

[Educational Message: Sometimes the one thing that we think will make another person happy turns out not to be such a good idea after all.]

Airdate: 07/05/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

BRANCHING OUT (MFR108)

A fallen tree obstructs Rabbit's entrance to his sleeping hole. Mouse helps him move it, but it's too big. The Gobble-Goose Girls try politely asking it to move, then tickling it; but nothing works. Hazel suggests they move the branch blocking the doorway instead of the tree itself. When that fails, they try chewing through it. They finally suggest Rabbit find a new sleeping spot and offer to share their space with him. Rabbit takes up his friends' offers, but is unable to find a comfortable spot to get a good night's sleep. When he returns to his sleeping hole the next morning, he realizes he can dig his way under the tree rather than move it. His friends help him dig a new entrance and a backup one. By working together, they create two new doorways for Rabbit and a sleeping space big enough for all of them.

[Educational Message: When you're faced with a difficult problem, the best way to solve it is by working together with your friends, taking their advice and suggestions, and using their help.]

WILLOW POND WACKADOO (MFR 108)

Rabbit and his friends wish it would rain so the weather can cool down. To distract them, Jasper shares a story about the "Willow Pond wackadoo" who grants wishes when it's tapped. When the story ends everyone feels hot, again. They decide to confirm if the wackadoo is real and can grant their wish to cool down. They head to the pond where they hear a strange noise by the pond and see something that looks like the wackadoo. So, they hop-think of ways to tap it. They finally decide to trick it into coming out of the water by piling onto each other and pretending to be a wackadoo, too. When it comes out of the water, they discover the wackadoo is actually Edweena. As she showers them with her trunk to cool them off, they realize they were so occupied with the wackadoo, they forgot about the heat.

[Educational Message: Distracting yourself with different activities can help get your mind off a problem you can't solve immediately.]

Airdate: 07/12/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

ALL FOOL'S DAY (JAD202)

After Dragon owns up to the pranks he's been playing, Jane suspects Jester is plotting something bigger for All Fool's Day. When Dragon asks Jane to help him play a good trick, Jane decides to plan something to outsmart Jester. Jane and Dragon pretend to figure out the symbols on the dragon stones. They tell everyone that a dragon migration is heading toward them. Jester is not convinced. Dragon covers himself in berry juice and makes up a chant and dance to welcome the migration. Jane joins in and the others follow. After awhile, Jester discovers he's the only one doing the chant and dance, and seems to realize it's a harmless All Fool's Day joke. When Jane returns to her room later with Jester's juggling stones, she notices they form the pattern of his hat. Jane realizes that Jester made a fool of everyone by pretending to be fooled.

[Educational Message: There's nothing wrong with joking with people as long as everyone is included in the joke and nobody gets hurt.]

Airdate: 07/12/2008

Time:

Duration: 30:00

THE ZULA PATROL

DAY FOR NIGHT (ZUL102)

Bula and Gorga wake up one morning to find that it's still night when Dark Truder announces that unless they accept him as their leader, he won't return daytime to them. To find a solution, Multo uses the Multopedia and learns that daytime occurs when one side of the planet is facing the sun and nighttime happens when the planet faces the dark. When Bula, Zeeter and Gorga leave in search of Dark Truder, Multo discovers that day and night change when planets rotate toward or away from the sun. He realizes that Dark Truder must have stopped Zula's rotation, so each side is stuck in day or night. Together, the team prevents Dark Truder's "Planetary Paralyzer Ray" from zapping their planet so it can keep turning, and return daylight to their planet.

[Educational Message: All planets rotate around the sun, but the sun stays still. Daytime occurs when one side of the planet is facing the sun and receiving sunlight. Nighttime occurs on the other side of the planet that is not facing the sun and is in the dark.]

BULA'S SPIN PARTY (ZUL102)

Multo tests his "rotasters" that spin on their axes during a barbeque with his friends. Using the Multopedia, Multo explains that an axis is an imaginary line on which the Earth rotates over twenty-four hours or one day. Bula then decides to host a spinning contest for everyone. To prepare, Bula practices his moves using Multo's planet models. Multo advises Bula that he should find his own spinning style just like the planets, which spin in their own way. At the party, Bula's friends pair up with the planets and practice their spinning moves. Dark Truder, disguised as a planet, interrupts Bula's party. Unlike the other planets, however, Dark Truder spins in too many directions. When Bula catches him, Dark Truder challenges Bula to a spinning contest. Instead, he ends up spinning out of control. Bula learns that he too can spin in his unique way just like the planets.

[Educational Message: Each planet rotates on its axis around the sun in its own unique way. All planets revolve around the sun and have day and night. Some planets rotate faster than others, so their days and nights are shorter.]

Airdate: 07/12/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMPASSION CRASHIN' (PEN208)

Michelle's feeling down because she doesn't have anyone with whom to play. Grandmum asks Jason to show Michelle compassion, but he remains oblivious. When Michelle can't cheer up even after the Penguins throw her a party, Jason tells them he's supposed to demonstrate compassion. They try being more compassionate through the modifier. That doesn't work. Suddenly, the spaceship runs into an asteroid belt and crash-lands on a different planet. There, Michelle's abducted by some aliens who make her their queen. Jason and the Penguins are led to her eventually, but find her unwilling to leave because she enjoys the company of the girl-Lobes who explain what compassion means--listening and understanding what's bothering someone. Realizing he hasn't been very compassionate with Michelle, he asks her to share what's bothering her and promises to listen to her next time. Seeing how compassionate her friends are, Michelle finally agrees to return home.

[Educational Message: When someone's feeling down, you should show the person some compassion by listening to what's bothering them and treating them with understanding.]

Airdate: 07/12/2008

Time:

Duration: 30:00

VEGGIETALES

THE ASPARAGUS OF LA MANCHA (VEG103)

When a big, new restaurant opens across the street and threatens to take him out of business, Don Quixote decides he must do what he can to save his smaller, older restaurant. As he slowly loses his customers and his workers, Don begins to behave irrationally and tries to confront the competition in a futile attempt to take down the bigger restaurant. Just when he thinks he has lost everything, Poncho, his best friend and restaurant server, reminds him of what he does have—loyalty and friendship. Together, they put their energies into their friendship and saving the restaurant rather than fighting the competition. They are successful.

[Educational Message: Loyalty and friendship can get you through tough times.]

Airdate: 07/12/2008

Time:

Duration: 30:00

BABAR

TO DUET OR NOT TO DUET (BAR111)

Babar is scheduled to perform a duet with a great pianist at a concert; but instead of admitting that the piece of music is too hard for him, he procrastinates. He does everything but practice his piano playing and eventually the guilt begins to affect him and his job as King. Before he knows it, the day of the duet has arrived. With the help of Madame, Babar learns that procrastination does not help the situation, so he works extra hard to practice. His hard work pays off when his duet is a success. Babar realizes that if he had worked diligently from the beginning he could have done a better job with less work.

[Educational Message: Delaying your work will only make the work harder.]

Airdate: 07/12/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

MY NAME IS RABBIT (MFR109)

Rabbit thinks he has found a new friend with the same name when he calls out into the valley and hears a voice call back. When Mouse and Thunder accompany him to meet his new friend, also named Rabbit, they hear two new voices with the same names as theirs. They look for their friends everywhere but they can't find them. Hazel, the Gobble-Goose Girls and Edweena join them in their search, but end up meeting more new friends with the same names and voices. They try different ways of meeting their new friends until Mouse questions if they're just hearing their own voices bounce back. Rabbit suggests they try finding them by meeting them in the middle. Instead, they find Jasper who explains what they're actually hearing. Rabbit and his friends finally understand that what they're hearing is an echo, which is their own voices bouncing back to them.

[Educational Message: Sometimes, when you call out into an open space you hear an echo, which is your own voice bouncing back to you.]

BOGGED IN FOG (MFR 109)

Rabbit and Mouse can't see through the fog on their way to visit Jasper at the pond. So, they decide to feel

their way there. Using the grass to guide them, they head toward the pond and notice things they've never noticed before. The Gobble-Goose Girls join them and they use a vine to help them stay together. The grass ends across the creek, where they meet Hazel. She suggests sniffing their way to the pond. When the pollen in the air begins to make them sneeze, Rabbit suggests using their ears to guide them. They concentrate until they hear frogs croaking, and follow the sounds to the pond where Jasper awaits them with their surprise--the taste of new berries. Rabbit and his friends realize that even though they couldn't see where they were going, they could use their other senses to find their way to the pond.

[Educational Message: When we are unable to use one or more of our senses, we can rely on our other senses to find our way and understand our environment.]

Airdate: 07/19/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

KNIGHT LIGHT (JAD203)

Jane discovers she's afraid of the dark and asks her friends to keep her secret from Gunther so he doesn't use it against her. Jester advises Jane to face her fears, but nothing they try helps. Gunther ends up discovering Jane's secret and threatens to reveal it to the court. When Sir Ivan and Sir Theodore inform them of a test that requires them to find their way through a maze, Gunther asks them to do it at night so it's more challenging. Jane realizes that to pass the test she must face her fears. Before their test, however, they learn that the princess is lost in the maze and there are wolves lurking nearby. When Gunther leaves her in the maze without a torch, Jane is forced to confront the dark. Jane rescues the princess and realizes that in doing so she has also managed to overcome her fear.

[Educational Message: You cannot let your fears overcome you and prevent you from doing what you need to do. If you confront what makes you fear something, you'll find that it isn't so scary anymore.]

Airdate: 07/19/2008

Time:

Duration: 30:00

THE ZULA PATROL

SHADOW PLAY (ZUL103)

Gorga mistakes a possum's shadow for a monster until the others follow him and discover his mistake. To explain why the possum's shadow appeared so large, Multo uses the example of a tree and his hand to demonstrate how shadows form when an object blocks light, and how shadows look bigger or smaller depending on the time of day. Using the Multopedia, Multo also shows his friends how shadows appear larger at morning and at night, and smaller during midday. Back at home, they notice something blocking the sun and realize it's a monster. They learn of Dark Truder's plan to destroy their spaceship by ordering the monster to eat the largest spaceship-shaped donut it can find. So, they bake a giant donut just like their spaceship and create a shadow of the spaceship to trick the monster into going after the donut replica, instead.

[Educational Message: Shadows are caused when an object blocks light, both outdoors and indoors. Shadows also change their size depending upon the time of day; they appear larger in the morning, smaller in the day, and larger again at night. Shadows can appear on any surface that gets light, including the surfaces of planets and moons.]

JEALOUS MOON (ZUL103)

A total solar eclipse occurs while everyone is practicing the performances for the sun festival. Through the Multopedia, Multo explains that an eclipse occurs when the moon passes between a planet and the sun,

blocking the sun to create dark shadows on the planet's surface. Sometimes the moon covers the sun completely for a few minutes, causing a total solar eclipse. The problem Zula faces is that its total solar eclipse lasts too long, because the moon won't unblock the sun unless it gets the same attention. While Bula and his friends find ways to convince the moon that it matters too, Dark Truder tries to ruin their festival. Finally, Bula, Gorga, Wizzy, and Wigg perform especially for the moon, as Zeeter holds off Dark Truder. Realizing how silly it was to feel jealous of the sun, the moon eventually moves to let the sun shine on the planet.

[Educational Message: A solar eclipse happens when the moon covers the sun as it passes between the sun and the earth, creating a shadow on earth's surface. A total solar eclipse occurs when the moon blocks the sun completely.]

Airdate: 07/19/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WIKI TIKI (PEN209)

Jason and Michelle race to get their chores done and make a mess because they do them in a rush. Grandmum advises them to take the time to listen and do it right, but Jason still doesn't understand. Jason learns his lesson after Captain Strap sends them on a mission to Planet Wiki Tiki to save it from erupting in a volcano. In a rush to return to the Comet Lounge for their special punch, the Penguins rush through solutions to save the planet and don't listen to King Wiki Tiki's instructions. When the volcano finally erupts, Zidgel realizes he should have listened to the King before rushing to solve the problem. He apologizes to the King and follows his instructions, taking the time to do it right this time. When they return home, Jason realizes how big of a mess he can create if he does things in haste.

[Educational Message: Rushing to do anything can create a bigger mess, because you haven't taken the time to do it right. You should pay attention and listen to instructions, then do your chores, so you get it right the first time.]

Airdate: 07/19/2008

Time:

Duration: 30:00

VEGGIETALES

LYLE, THE KINDLY VIKING (VEG104)

While the other Vikings sail the seas pillaging and robbing other people, Lyle stays home making crafts and disappearing to unknown places. Olaf, the Viking leader, finally sends two envoys after him to see where he goes. The two Vikings find Lyle giving away his crafts and sharing his portion of the stolen goods with the monks that the Vikings have just robbed, but decide to keep it a secret. Just when Olaf finds out and confronts Lyle about his behavior, a storm hits and both their boats capsize. The Vikings see the rewards of Lyle's kindly behavior when the monks immediately rush to help Lyle, and later help the rest of the Vikings as well. They decide to follow in Lyle's footsteps and share rather than steal from others.

[Educational Message: Sharing is not only the right thing to do, but you will find others are willing to share with you, especially when you need their support.]

Airdate: 07/19/2008

Time:

Duration: 30:00

BABAR

THE MISSING CROWN AFFAIR (BAR112)

Babar's crown goes missing one day, and no matter how much he searches for it he can't seem to find it. Amateur sleuth and friend, Zephir, decides to help Babar solve the mystery of the crown and retrieve it. As they work through each puzzle, they realize that the clues keep pointing to Babar's closest friends. Both Babar and Zephir get panicked as they wonder if one of his friends stole the crown in order to take over his kingdom. Babar finds his crown and it turns out that his friends are not behind the missing crown after all. Babar learns a lesson in suspecting people without being certain they are the culprits.

[Educational Message: Don't accuse people of taking your things if you are not certain of it.]

Airdate: 07/19/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STRANGE BEE-HAVIOR (MFR110)

Mouse tries to tell his friends a story, but he's interrupted by Edweena and the swarm of bees that keep buzzing around her. No matter where they go, the bees follow Edweena. She finally sits away from them so her friends can hear Mouse's story, but her friends invite her back. They think of different ways to get the bees to stay quiet but nothing works. Mouse finally realizes he must think like a bee to understand why they bees won't leave Edweena. They eventually figure out that the bees are attracted to Edweena's flowery smell. They suggest she bathe to rid herself of the smell. When she does, the bees leave and Mouse is able to complete his story. Mouse realizes that it's only when they started thinking differently about the reason for the bees' attraction to Edweena that they were able to get rid of them.

[Educational Message: Sometimes you have to look at things in a different way and think of the reason for a problem in order to solve it.]

THE FLIGHTY FLY (MFR 110)

Rabbit invents a "flighty fly," but Mouse can't fly it because he's too small and he keeps getting carried away with the wind. Not wanting to leave him out, Mouse's friends try different ways of keeping him on the ground. They cover him with honey, tie him to some grass, and then to a rock. Nothing works. The wind is too strong, the "flighty fly" is too big, and Mouse is too small. When the "flighty fly" flies away in the wind with Mouse, he realizes it's just as fun to ride on the device. So, Rabbit adds a stick to the "flighty fly" for Mouse to ride on. As he's riding in the sky, Mouse realizes that being small shouldn't prevent him from flying the "flighty fly" if there was one small enough for him. So, his friends make him a smaller one, which he can enjoy flying, too.

[Educational Message: Don't let your size and build stop you from doing the things you enjoy. You can always find a way to work around your problem and turn a disadvantage into an advantage.]

Airdate: 07/26/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

STRAWBERRY FOOL (JAD204)

Seeing how pleased the princess feels after eating the strawberries Jane brings her, the King gives Jane the responsibility of keeping up the princess's morale while she's sick. After consulting her friends, Jane decides that a show might help the princess. While her friends prepare for the event, Jane searches for more strawberries with Dragon to replace the ones Prince Cuthbert stole from Pepper. Soon, everything starts to go awry. Jane can't get the strawberries, so Pepper makes turnips for the princess instead. Dragon burns Rake's vegetable puppets. Then, Jester disappears after losing his nerve when he struggles with his routine. Determined to do her best for Princess Lavinia, Jane searches for Jester while the others try entertaining the

royal family. Jane finally finds Jester in the woods and returns with him just in time. She also brings back more strawberries, which the princess enjoys along with the show.

[Educational Message: No matter how hard you try, sometimes things still don't go the way you planned. What matters is that you do your best and everything will work out the way it should, even if it's not perfect.]

Airdate: 07/26/2008

Time:

Duration: 30:00

THE ZULA PATROL

SUN DAY (ZUL104)

While everyone prepares to celebrate the sun's birthday, Dark Truder plans to get rid of the sun so he can take her place. He tricks the delivery comet into giving him the sun's gifts, which he then hides. Meanwhile, Multo teaches Wizzy and Wigg that the sun—made up of hot gases and dust—is a star that's one thousand times the Earth's size. Just then, they hear the sun throwing fireballs in her anger, because she thinks nobody remembered her birthday. When she threatens to take a break, the Zula Patrollers try unsuccessfully convincing her that she's needed—to continue providing them with heat and light. Dark Truder's behind the trouble, they search him out and find him with the sun's gifts. They beat him to the gifts' hiding place, retrieve the presents, and return them to the sun who promises to continue to give them sunlight and sunshine.

[Educational Message: The sun is a star that's made of hot gases and dust. It is one thousand times the size of the earth. When looking at the sun, it's important to use proper eyewear otherwise you could go blind, because it's so powerful.]

TIME OUT (ZUL104)

When Dark Truder stops all the clocks from working, The Zula Patrollers realize they can't tell time in order to stop incoming asteroids from hitting them. Multo suggests they use the sun to get a general idea of the time. Seeing their shadow change lengths and direction under the sun helps them figure out the time. They notice that their shadows move along with the sun: stretching and staying on one side in the morning; shortening and moving below them at midday; and elongating again while moving to the opposite side, as it gets dark. Suddenly, Dark Truder blocks the sun with sunblock to prevent them from telling time. Zeeter follows him, and manages to stop him and deflect the asteroids, which crash into Dark Truder's clock-stopper and break it. The clocks start again and everyone returns to their schedules, using their clocks to know the exact time.

[Educational Message: The length and movement of a shadow can give a general idea of the time of day, as the shadow changes shape and moves in the direction of the sun. In the morning, the shadow is long and appears on one side. At noon, the shadow shortens and appears right below the person/object. As it turns dark, the shadow moves to the other side and lengthens, again.]

Airdate: 07/26/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

INVASION OF THE BODY SWAPPERS (PEN210)

Michelle feels unattractive, so Grandmum reassures her that what matters more is her personality and character. Unconvinced, Michelle seeks approval from the Penguins. She realizes that beauty on the inside is what counts most after she has to put appearances aside to save Kevin from Cavitus. When Fidgel accidentally switches Zidgel's and Kevin's bodies while testing the modifier, Zidgel is devastated. He has to give the keynote address at the Miso-Guapo Convention as their physically perfect spokesperson. They

head to the convention where Michelle gets a makeover and Kevin takes Zidgel's place. Kevin ends up confusing everyone, including Cavitus who steals Miso-Guapo products and captures Kevin. Michelle seeks Mister Guapo's help to save Kevin, but he's more concerned with everyone's appearances. Michelle transforms herself back, convinces everyone that appearances don't matter if you don't do the right thing, and finally gets Mister Guapo's help to rescue Kevin.

[Educational Message: Looking good isn't nearly as important as being a good person and doing good things. It's your character and personality that are most important.]

Airdate: 07/26/2008

Time:

Duration: 30:00

VEGGIETALES

DR. JIGGLE AND MR. SLY (VEG105)

Dr. Jiggle is a portly scientist-veggie with a lifelong dream of being able to dance. Despite taking dancing lessons, Dr. Jiggle feels unable to realize his dream because he thinks people will make fun of him if they see him dancing with his jiggling belly. Spurred by his intense desire to dance, Dr. Jiggle makes a potion that turns him into a slick, disco-dancing bean. Every night, Dr. Jiggle appears on the streets of his town as the mysterious dancer, Mr. Sly, who draws in the crowds with his white polyester suit, his boom box, and his cool disco moves. Intrigued, some of his neighboring friends decide to crack the mystery and follow Mr. Sly back to his home, where they discover that he is really Dr. Jiggle in disguise. Confronted, Dr. Jiggle confesses that he dreams of being a great dancer but is embarrassed about being overweight. He realizes that he needs to get over his fears and stop hiding his identify. People like his dancing no matter what his size. **[Educational Message: You don't have to be so ashamed of your physical appearance that you hide your talents from others. People should appreciate you for who you are as a person and have the opportunity to admire your abilities.]**

Airdate: 07/26/2008

Time:

Duration: 30:00

BABAR

THE PHANTOM (BAR113)

Everyone is afraid of the Phantom in the abandoned and broken-down old theater. When Babar enters the theater one day, he comes face to face with the Phantom who roams the empty hallways and plays melancholy tunes on his piano. It turns out the Phantom is actually an old musician who used to perform in the theater many years ago. He warns Babar to keep his secret or else. Babar decides to help him come out of his seclusion. But, the Phantom resents meddling and scares Babar's friends away. Tired of maintaining the old theater, the city finally decides to tear it down. Babar realizes he must do something to stop them from destroying the Phantom's home. He convinces the Phantom to come out of hiding. Seeing how well the old musician still performs, the city decides to renovate the theater and the Phantom returns to the Opera.

[Educational Message: Even when people resist your help, it's still important to try because they will appreciate what you do for them.]

Airdate: 07/26/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S VOICE (MFR111)

When Hazel is unable to talk because of a sore throat, she uses charade-like gestures to communicate with Rabbit and Mouse. First, she asks Rabbit to find Edweena and Mouse to find the Gobble-Goose Girls for her. She then asks Edweena to sniff out chamomile flowers since she's got a stuffy nose and the Gobble-Goose Girls for some slippery elm tree bark. After seeing Hazel so tired after all the activity, Rabbit and Mouse search for an easier way for Hazel to communicate. Rabbit finds a hollow stick that she can blow into to make sounds. When Edweena and the Gobble-Goose Girls return, Hazel asks for one last thing--honey. After Rabbit returns with the honey, Hazel uses all the ingredients to create a salve for her throat. Even though she can't talk, Hazel finds different ways to communicate her needs to her friends and feels better through their help.

[Educational Message: If you lose your voice and can't talk, don't worry. There are other ways to communicate your needs to others and get the help you need to feel better.]

THE PERFECT ROCK (MFR111)

Thunder mistakenly picks up a heron's egg when he's searching for rocks and learns that it's not a rock but a bird's egg. Jasper asks Thunder and Edweena to care for the egg while he searches for its mother. Meanwhile, Rabbit and Mouse help Harriet Heron search for her missing egg by floating and following a milkweed pod along the river to see where the egg went. With everyone busy searching, Thunder and Edweena keep the egg warm and safe by singing it a lullaby, having Edweena breathe on it, and building it a nest. Eventually, they decide to tuck it into Edweena's trunk for safety and warmth. Rabbit, Mouse and Harriet Heron finally run into Jasper who leads them to the egg. Seeing how well Thunder and Edweena have cared for her egg, Harriet Heron lets Thunder have the egg shells when it hatches and names her baby, Thundereena.

[Educational Message: If you see a baby animal in need of caring and you cannot find its mother, make sure it's warm and safe in order to protect it while you seek help.]

Airdate: 08/02/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

GO WEST YOUNG GARDENER (JAD205)

After riding with Jane and Dragon over the kingdom, Rake realizes how small his garden is compared to the rest of the world. Pepper reminds him what his garden means to him, but Rake isn't satisfied. He gets his chance to leave his garden again, after Pepper tells him she needs new herbs and spices. Rake promises to return with something new and sets off with Jane and Dragon. While he explores the woods, Jane and Dragon fall asleep. Rake continues his search for new plants but ends up getting lost. In the process, he finds a new plant, but when he reaches for it, he gets stuck in a log. Jane and Dragon finally rescue him and carry him back to the kingdom. Although he kept his promise to Pepper and found her a new herb, Rake realizes he's happier being home where he's surrounded by everything he loves.

[Educational Message: Exploring the world is exciting because there's so much to see, but nothing compares to your own home where you're surrounded by everything you love.]

Airdate: 08/02/2008

Time:

Duration: 30:00

THE ZULA PATROL

THE PROBE WHO CAME TO DINNER (ZUL105)

Multo discovers a new planet through a telescope. Before Zeeter and the others begin to leave for the planet, Multo warns them not to go unless they're sure the environment's conducive for them. He suggests sending a space probe, instead, to explore the planet and gather information about it. Although he knows most probes only go one way and transmit the information they gather instead of returning, Multo sends his

space probe, Spacius, to explore the new planet. While Spacius leaves, a probe from the new planet visits Zula to investigate it. Initially, the alien probe seems unfriendly and Bula is suspicious of it. As he gets better acquainted with the probe, Bula realizes he's misjudged it. Just when the probe warms up to Bula and his friends, it's summoned back to its planet. Spacius finally sends a transmission showing life on the other planet.

[Educational Message: Space probes help scientists learn about places in space they cannot go themselves. The probes can go only one way usually, so they send back information from their location.]

FORGET-ME-NAUT (ZUL105)

Bula patrols on his own for the first time, but when he returns he doesn't remember anything about himself. Not knowing that Dark Truder has captured the real Bula and this is a Bula-bot, Bula's friends decide to remind their friend of his identity. They teach Bula-bot about astronauts using the Multopedia. Bula-bot learns that astronauts live in space stations doing tests and experiments. He also begins astronaut training to work and live without gravity. After Bula-bot's training, The Zula Patrol picks up a radio signal from an asteroid, but Dark Truder orders Bula-bot to put them off. Wizzy and Wigg suspect something and see Dark Truder instructing Bula-bot. After they tell the others, The Zula Patrollers trick Bula-bot and head to the asteroid. When they get there, Dark Truder captures them all. But Bula-bot ends up helping them instead after remembering everything he learned about being a real astronaut.

[Educational Message: Astronauts explore space and live there in space stations and spacecrafts where they conduct experiments.]

Airdate: 08/02/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

GIT ALONG LITTLE DOGGIES (PEN211)

When she catches them arguing, Grandmum reminds Michelle and Jason that they should speak nicely to each other even when the other person's being nasty. They continue arguing on their way to their mission with the Penguins to retrieve Wild Bill's cows from Gopher Gus and his gang. When they meet Wild Bill, they find him rude and mean, even when he's being helped. The kids remember Grandmum's advice and suggest speaking nicely to Wild Bill even if he's mean. Zidgel disagrees and argues with Wild Bill. Just then, Gopher Gus and his gang arrive and steal more cows. Finally, Kevin tells his friends that Wild Bill needs to be nicer. Defeated, Wild Bill confronts Gopher Gus and forces himself to speak nicely. Gopher Gus relents, returns the cows, and promises not to fight. The children return home realizing the importance of speaking kindly to others despite how they're treated.

[Educational Message: Fighting does not resolve anything. If you speak to others nicely and show kindness despite being treated badly, you'll see that the other person will reciprocate your niceness.]

Airdate: 08/02/2008

Time:

Duration: 30:00

VEGGIETALES

BULLY TROUBLE (VEG106)

Junior Asparagus is confronted by Gordon, a big bully at the playground, who scares him and his friends away. Upset at the thought of letting himself be harassed and unable to stand up for himself, Junior refuses to play with his friends or return to the playground. Alone in his backyard, he imagines himself as a hero who's not afraid of anyone and is brave enough to defend himself and others. But, when his friends ask him

to return to the playground, Junior gets in more trouble by acting tough. After talking to his dad, he realizes that it probably is better to stand up to Gordon and face his fears rather than to always be afraid. Junior goes back to the playground and stands up to Gordon with his friends. Bored, now that Junior isn't afraid anymore, Gordon leaves the playground and Junior leaves his fears behind.

[Educational Message: The best way to handle your fears is to face them and be brave.]

Airdate: 08/02/2008

Time:

Duration: 30:00

BABAR

BETWEEN FRIENDS (BAR116)

Zephir and Celeste have an accident when Zephir's car and Celeste's bike run into each other out on the streets. Instead of accepting their own mistakes, the two friends decide to take the matter to court where they battle it out in a trial. Babar gets caught in the middle and is forced to judge who caused the accident. Tired of taking sides, Babar decides to give them a taste of their own medicine. In their efforts to solve another conflict, Zephir and Celeste realize that each of them played a role in causing the accident. The matter is dismissed in court and the two friends apologize to each other and make up.

[Educational Message: When you see two friends at odds with each other, try to help them see how each may have contributed to the conflict so they learn to accept responsibility for their own actions.]

Airdate: 08/02/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

THUNDER THE POET (MFR112)

Thunder makes up a poem about spring, but before he can share it with Rabbit and Mouse, he forgets it. Rabbit and Mouse help Thunder by making sure his "rememberer" isn't broken and by feeding him nuts, but that doesn't help. Then, they head to the meadow where Thunder made up his poem to help him retrace his steps. The visual clues help Thunder recall the beginning of his poem. Rabbit suggests adding a reminder in a memory-keeper to store the poem as he recalls every line. Thunder continues to use visual clues, then seeks Robin's help when he remembers she heard him recite his poem. To remember the poem's last line, Rabbit and Mouse help Thunder through the rhyming method. He finally remembers the entire poem, and uses all the ways that helped him refresh his memory to remember his poem and make up new ones.

[Educational Message: There are many different ways of refreshing your memory when you've forgotten important information, especially when you have your friends there to help you remember.]

THE STRAWBERRY PATCH (MFR 112)

Rabbit's search for strawberries is interrupted when Thunder reminds Rabbit of the promise he made to play a game with him. Seeing how much Rabbit wants the strawberries, Mouse decides to surprise Rabbit with them. While Rabbit tries to focus on playing instead of thinking about the strawberries, Mouse enlists Hazel's help for the task. From the treetop, Hazel spots a strawberry patch behind some thistle. As they start devising ways to get through the thistle, Mouse gets distracted by thoughts of what Rabbit would do instead. When nothing works, Mouse realizes he needs to focus on the problem instead of worrying about Rabbit. It works, and Mouse is able to pick the strawberries by sliding on a rope above the thistle. Mouse surprises Rabbit with the strawberries, and realizes that clearing his mind of distractions and concentrating on the task is what helped him figure out a solution.

[Educational Message: When you concentrate on your task and clear your mind of unnecessary distractions, you can find a solution for the problem.]

Airdate: 08/09/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON'S EGG (JAD206)

Jane and Dragon learn that the Merchant has imported a dragon's egg. While Jane remains skeptical about the egg's authenticity, Dragon wonders if it's real and whether it can provide a clue to his own beginnings. Despite her suspicions, Jane agrees to help him petition the King for the egg. When the King refuses, Dragon tries stealing the egg before Jane stops him, reminding him that stealing isn't the answer. Refusing to listen to Jane, Dragon exchanges his tooth for the Merchant's egg. Unable to reason with Dragon, Jane seeks the truth herself and discovers the similarity between the egg and the gravel from the quarry. After finding the egg's true origin, Jane reveals the truth to Dragon. When Dragon realizes that the Merchant's egg is just another rock from the quarry, he understands that Jane was right in looking out for him and trying to protect him from harm.

[Educational Message: When you see someone taking advantage of your friends, you should look out for them and protect them from doing something that might bring them hurt or harm.]

Airdate: 08/09/2008

Time:

Duration: 30:00

THE ZULA PATROL

SMALL IS BEAUTIFUL (ZUL106)

The planets compete for the title of the "Planet of the Year" while the Zula Patrollers judge them. Wizzy and Wigg ask to join, but Bula tells them they're too small to wear the judges' hats. Multo uses the Multopedia to judge the planets in the order of size beginning with Jupiter, Saturn, Uranus, Neptune, Earth, Venus, Mars, Mercury, and Pluto. As the planets prepare, Dark Truder hides behind the curtains and shrinks them and Multo. The Zula Patrol try to help, but Dark Truder captures them. Wizzy escapes the net because she's so small, and tracks Dark Truder. Then, Wigg leads the others to him. Meanwhile, the planets free themselves by standing on one another according to size. Though Pluto feels he's too small to try, he eventually climbs to the top. Then, Multo gets out and helps them. Using Dark Truder's machine, they return to their normal sizes.

[Educational Message: The largest planets in the solar system are Jupiter, Saturn, Uranus, and Neptune—the Gas Giants. Earth, Venus and Mars are approximately the same size. Mercury and Pluto are the smallest planets in the solar system.]

CASE OF THE MISSING RINGS (ZUL106)

The Zula Patrol gets a call about missing rings. They interview Jupiter whose rings, made of dust, disappeared while he napped. They check the Multopedia to learn about planetary rings, which surround planets and consist of ice, dust and rocks. The four giant gas planets—Jupiter, Saturn, Uranus, and Neptune—have rings. Jupiter's rings are mostly dust. Uranus' and Neptune's rings are dust and rocks. Saturn's rings have dust, rocks and ice. The Zula Patrol learns that Neptune's rings are stolen, too. While they question the other planets, Uranus' rings are also taken. All the other suspects point to Mr. I-Am-Guilty. So, they interview him. Then, they stake out Saturn who still has his rings. But they are tricked into leaving and Saturn's rings are also stolen. They finally follow the clues to Mr. I-Am-Guilty who's Dark Truder in disguise, and retrieve all the stolen rings.

[Educational Message: Jupiter, Saturn, Uranus, and Neptune are the four giant gas planets who have rings. Jupiter's rings are mostly dust. Saturn's rings are dust, ice and rocks. Uranus' and Neptune's rings are dust and rocks.]

Airdate: 08/09/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WISE GUYS (PEN212)

Jason ignores Grandmum's advice to use a dimmer light for the lamp, saying he knows what he's doing. She reminds him to listen to her advice, because she has more experience. Jason doesn't understand until his mistakes almost cost him his future. On their way to solve a dispute on Planet Obstantinople, Jason discovers a broken time machine. He tries fixing it, ignoring Fidget's advice and the instructions, and the machine sends them into the future. There, they meet their old selves whose advice they ignore while fixing their spaceship. It's only after all their attempts fail that they realize they should've listened to their older and more experienced selves. They take the old Penguins' advice, fix the spaceship and time machine, and return to their own time. Back home, Jason realizes the wisdom in listening to voices of experience and promises Grandmum he'll take her advice next time.

[Educational Message: Listen to your elders and pay attention to advice and instructions from those who know more, because they have more experience than you do and can help you solve problems that you can't solve yourself.]

Airdate: 08/09/2008

Time:

Duration: 30:00

VEGGIETALES

SUMO OF THE OPERA (VEG107)

Larry the Cucumber stars as a pro-wrestling goof called the Italian Scallion, who never finishes what he starts because he fears that he doesn't have the ability to do the things he undertakes. So, he clowns around to make people laugh and, eventually, quits when things start to look too challenging. When he lands in the sumo wrestling ring with champion wrestler, Apollo Gourd, he realizes that the time for jokes is up. Motivated by the idea of winning the Tiger Bike, he focuses on training hard for the big championship with his coach, a former sumo champion himself. On the day of the championship, the Italian Scallion faces off with Apollo Gourd. Despite the odds, the Scallion refuses to give up and the match ends with a tie between the two. Even though he doesn't win, the Italian Scallion realizes that he does have the ability to finish what he starts and learns that perseverance has its own rewards.

[Educational Message: When you finish what you start, you always come out a winner just for trying.]

Airdate: 08/09/2008

Time:

Duration: 30:00

BABAR

THE INTRUDER (BAR124)

Babar becomes really overwhelmed with his work one day, which worries his children. To help him overcome his problem, they decide to tell him a story about a time when they were left with the responsibility of being in charge of each other, and how overwhelming it became when they thought there was a monster in the palace. The children recall how scared they were about something they hadn't even seen. The monster turned out to be only Lord Rataxes, who had come looking for something he wanted. The children help their father understand that everyone gets overwhelmed sometimes when they're in charge of something and it doesn't go as planned. So, it's better to just keep working the way you are and avoid worrying about things that you can't control.

[Educational Message: Being in charge is hard work but if you keep at it, you'll be just fine; so, don't let it overwhelm or worry you.]

Airdate: 08/09/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STICKY SITUATION (MFR113)

Rabbit and Mouse's "hop-over" pole gets stuck in a tree. When they pull it out, they find themselves glued to the sticky substance on it. Washing it doesn't work, so the Gobble-Goose Girls offer their help. They suggest pulling it off, breaking it so they're not stuck to each other, or scraping it off with a shell. Seeing how well the Gobble-Goose Girls function together, Rabbit and Mouse decide they'll remain stuck together. They try doing different things together, but they soon learn that even though they enjoy doing things differently, they need more coordination and cooperation. They finally decide to make one final attempt to free themselves. With the Gobble-Goose Girls' help, they finally manage to pull themselves apart. Now apart, Rabbit and Mouse realize that by trying new approaches and working together they're able to solve any problem.

[Educational Message: You can solve most problems by approaching them in different ways and working together with your friends.]

LADYBUG DAY (MFR113)

Mouse and his friends prepare for the Ladybug Day party. But as he's painting his picture of a ladybug, Mouse accidentally falls into a gourd of raspberry juice and is stained red. Jasper tells Mouse that the stain won't come off until his fur grows out, which upsets Mouse. Seeing Mouse sad, his friends decide to cheer him up by suggesting the benefits of being red and helping him see the problem in a different light. Mouse finally decides that being red isn't so bad when he uses his color to blend into his environment during hide and seek. While returning to the party with some raspberry juice, Mouse ends up attracting the ladybugs with his red paint. Now happy with his color, Mouse realizes that even though he couldn't fix the accident, once he changed the way he thought about it he was able to deal with it better.

[Educational Message: Sometimes, when you can't fix an accident, changing the way you view it can help you deal with it more positively and make the best of what you can't control.]

Airdate: 08/16/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

KING'S KNIGHT (JAD207)

Jane finds a secret map of the catacombs hidden in the tapestry while cleaning it. She and Jester follow the map and discover King Caradoc's tomb, which places doubt on the current king's identity who has the same name. Jane and Jester try searching the royal archives but are unable to learn more. Caught in a moral dilemma during the oath ceremony, Jane decides she cannot pledge her allegiance to the King without verifying his identity. When she refuses to explain her reasons to the court, Jane is asked to leave the kingdom. Before she leaves, however, the King asks Jane to explain herself to him privately. After Jane discloses what she knows, the King reveals that he hid the map as a child to remember his dead brother whose name he later adopted and whose tomb Jane discovered. After learning the truth, Jane gives her oath to the King.

[Educational Message: Always verify your information and check your facts before committing yourself to something, so when you do commit you are sure that it's the right thing to do.]

Airdate: 08/16/2008

Time:

Duration: 30:00

THE ZULA PATROL

BLUE MOON (ZUL107)

Wizzy and Wigg argue about what the moon is made of. Wizzy thinks the moon is made of cheese. Wigg thinks the moon is actually a man. They ask Multo who uses his Multopedia to show them Earth's moon. After dinner, Multo uses his Multoscope to show them the surface of Earth's moon, which is smooth and rocky with craters. While they observe the moon, Wizzy and Wigg decide to head to there to find out what it's made of. Gorga tells the others that Wizzy and Wigg have gone to the moon. They find they're both wrong—there's no man or cheese—but they realize they're lost. The Zula Patrol searches for Wizzy and Wigg on the moon's surface. After they're found, Multo tells them that even if they were wrong, their exploration led them to answering their questions and discovering something new.

[Educational Message: The surface of the Earth's moon has smooth and rocky parts. It also has grooves called "craters" on it.]

GOING THROUGH A PHASE (ZUL107)

Bula begins to turn into a Zulean weremouse when he's exposed to a plant that turns Zuleans into weremouses during the new moon phase. If he doesn't find a cure before the next new moon arrives, Bula will remain a weremouse. Multo checks the Multopedia to show the different moon phases. He explains that half the moon is lit by the sun, but when it revolves around earth, only parts of that half are seen—the parts are called "phases." So, the moon appears to change shape. The four moon phases are new moon, crescent moon, quarter moon, and full moon. Wizzy and Wigg keep track of the moon phases while Multo tries to find a cure for Bula. As it gets closer to a new moon, Bula turns fully into a weremouse. Multo uses the same pollen that turned Bula into a weremouse to turn him back into himself.

[Educational Message: The moon's shape appears to change. Actually, the moon is experiencing each of its four phases—full, crescent, quarter, new—which occur over a month.]

Airdate: 08/16/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

HOGS AND KISSES (PEN213)

Feeling badgered by Grandma's constant advice, Jason refuses to understand that it's for his own good. When he joins the Penguins for a new mission, he finds them doing the same thing. He complains to Sol about everyone's behavior, but Sol reminds him that his family and friends advise him because they care. Unconvinced, Jason returns to the Rockhopper and secretly runs away. The Lizard King discovers him in his ship and decides to return him to the Rockhopper. On their way, Cavitus captures them and tries manipulating Jason into helping Cavitus smash the piggybank cruiser with his persuasive and comforting words. Though he ignores the Lizard King's warnings initially, Jason eventually realizes that Cavitus' words cannot be trusted. He escapes with the Lizard King, saves the piggybank cruiser, and returns to the Rockhopper where he apologizes to his friends for not understanding that their advice was for his benefit.

[Educational Message: Even if the advice of your loved ones hurts you, it's for your own benefit. Those who don't care for you, however, may say things that sound nicer but they end up hurting you more.]

Airdate: 08/16/2008

Time:

Duration: 30:00

VEGGIETALES

MADAME BLUEBERRY (VEG108)

Madame Blueberry has everything she needs and more, but she is not thankful for any of it. Always comparing what she has with her friends and neighbors, she constantly feels blue. She thinks that if she has more things, she'll feel much better. When two sales-veggies show up at her door and tempt her, she rushes to their store for more things that she really doesn't need. On her way there, she sees a little girl sitting under a tree with her parents. They have very little food for themselves, but they seem happy with what they do have. At the store, Madame Blueberry sees a little boy who happily settles on something his dad can get him rather than cry about what he can't have. Seeing the children so content and grateful, Madame Blueberry realizes that she doesn't need so many things because her needs are already met by what she has.

[Educational Message: When you compare your possessions to those who have less, you realize that simply having more things is not what provides happiness.]

Airdate: 08/16/2008

Time:

Duration: 30:00

BABAR

CONGA THE TERRIBLE (BAR125)

When they play hide 'n' seek together, Alexander, Flora and Pom underestimate Cornelius because of his age. So, Babar tells them a story about a time when Cornelius proved otherwise. The story follows young Babar and his crew on their maiden voyage to Skull Island – home of the legendary ape, Conga the Terrible. They get shipwrecked on the island after Cornelius steers them into a storm. Cornelius advises them that Conga may not be so terrible. Still, everyone remains scared. Feeling guilty, Cornelius volunteers to watch for Conga at night, but he falls asleep and Conga destroys their ship. Cornelius finally decides to confront Conga in his cave. Conga returns to the crew, with Cornelius on his shoulders, and explains that he only pretends to be scary to avoid capture. After hearing about Cornelius' courage, Alexander, Flora and Pom realize they have misjudged him, too.

[Educational Message: Don't underestimate or make judgments about someone because of his/her age. Most people have abilities you would never expect them to have.]

Airdate: 08/16/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

NEST QUEST (MFR107)

The Gobble-Goose Girls' nest is destroyed by the big splash Thunder makes when he jumps into the pond. Thunder apologizes, but now they don't know where they'll sleep. They hop-think with Rabbit and Mouse about where they can sleep. Hazel and Rabbit offer their sleeping spaces, but neither sounds comfortable. Then, Rabbit suggests building a new nest with everything they want, so it's even better than their old one. Each Gobble-Goose Girl wants something different, so they decide to build their own nests exactly as they want. They pair up with a helper-friend and build their ideal nests. When they prepare to sleep in their nests, however, they realize what's missing—each other. Mouse suggests making pretend sisters and Thunder suggests sharing a nest, but neither suggestion seems practical. The Girls finally decide to join their nests to make a big one, so they're comfortable; but more importantly, they're together.

[Educational Message: Even when you create your own individual space for yourself, you can be together by sharing each other's company and allowing one another to do the things you like to do.]

BOUNCY BOG (MFR107)

Rabbit and Mouse are afraid they won't find their way back to the bouncy bog if they leave to get Thunder. After trying different ways to help them return to the bog, they decide to create an acorn trail with the acorns they find near a bush. Meanwhile, Hazel uses the Gobble-Goose Girls' word game method to recall where she stored her missing acorns. As she searches for the bush under which she placed her acorns, she stumbles upon the acorn trail and collects the acorns. When she runs into Rabbit, Mouse and Thunder, she realizes she picked the acorns from their trail and now they can't return to the bog. Everyone finally finds what they're looking for by thinking calmly and working together. Rabbit and Mouse find the bog through Thunder's help and Hazel discovers that the acorns Rabbit and Mouse found actually belong to her.

[Educational Message: Thinking calmly, working together with your friends, and using different methods of recalling what you've lost can help you find whatever you're missing.]

Airdate: 08/23/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

FOR CRYING OUT LOUD (JAD208)

The knights are invited to join the royal hunt with the King. After seeing how scared the wild boar looks in his cage, Dragon asks Jane to stop the hunt. Jane reasons with Sir Theodore that the boar belongs in the wild, but to no avail. So, Jane and Dragon work together to prevent the others from finding the boar once it's released. Though they try to protect the boar, they realize how dangerous it is when it heads toward the open where the Queen is enjoying a picnic with her children. Jester distracts the boar with his hat until Jane and Dragon come to their rescue. After a brief confrontation, Dragon captures the boar under his paws. When the hunters reach the picnic in search of the boar, the children point them in a different direction. As the hunters leave, Jane and Dragon return the boar into the wild.

[Educational Message: It is better to leave wild animals in the wild because they are untamed and they can be very dangerous to people.]

Airdate: 08/23/2008

Time:

Duration: 30:00

THE ZULA PATROL

GIANT LITTERBUGS FROM SPACE (ZUL108)

When Bula suggests they hike up to Mt. Zula, Multo recommends using a simple machine, like the mountain path, which is an inclined plane that leads up to the mountain. Reaching the top, they see a large cup being dumped on their spaceship. They lift the cup off their spaceship with a lever, which they make with a straw placed on a rock that moves to balance their weight. They also use the lever to lift the cup upright after they notice a slimy creature inside it, tugging on their spaceship. Then, they follow the litterbugs, the Zlogs, to stop them from littering. Catching up to the litterbugs, they learn that Dark Truder is placing signs above Zula to trick others into dumping trash on the planet. They stop Dark Truder from dumping more trash on Zula, and return to Zula where the Zlogs are reunited with their slime pet.

[Educational Message: Simple machines, like the inclined plane and the lever, are used to make work easier to do. An inclined plane is a flat surface that makes going up and down easier. The lever is a bar placed on a fulcrum that shifts back and forth to balance the weight on top and it's used to lift heavy objects.]

RV OF THE GIANTS (ZUL108)

Zeeter's chair gets loose and she can't fly properly, so Multo suggests using a simple machine like a wedge to fix the chair. Multo explains that a wedge—a slanted object with a point—moves things or pushes them apart by being forced between them. He also shows them the pulley—a rope over a wheel that moves things to hard-to-reach places and pulls heavy objects. So, they wedge an old cake-piece under Zeeter's chair to fix it. Then, they head to Zula where they meet the Zlogs enjoying a picnic. As they leave, the Zlogs' slime pet, Glopey, grabs their spaceship, thinking it's a toy. When he gets a drink of water, Glopey drops the spaceship in the water bowl. The Zula Patrollers get out, but Glopey leaves with the spaceship, and Dark Truder comes after it. So, the Zula Patrol makes a pulley to get down the table and a wedge to pry the door open and get outside. They command Glopey to fetch the ship

[Educational Message: Simple machines like wedges and pulleys can help make your work a lot easier. A wedge is a slanted object with two surfaces that meet at a sharp point, whereas a pulley is a rope over a wheel that is used to lift things and move objects to places that are difficult to reach.]

Airdate: 08/23/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

PRACTICAL HOAX (PEN206)

Jason and Middel play pranks on their friends, which nobody finds amusing. Michelle points out that pranks are hurtful, not funny, but Jason and Middel think nobody has a sense of humor. They realize how hurtful pranks can be when they substitute-teach a group of unruly students, led by Cavitus, who create trouble for them at the Federation Academy. After being humiliated by a series of pranks their students play on them, Jason and Middel realize they cannot make others laugh at the expense of embarrassing or upsetting someone. Finally, one student stands up for them and reminds the others that jokes are funny but not when they hurt people. The students apologize to Middel and Jason, and Cavitus' plan's thwarted. Back at the Comet Lounge, Jason apologizes to Michelle for playing pranks on her, understanding that what may be funny to one person may not be funny to another.

[Educational Message: Joking with your friends is very different from playing pranks on them, which are embarrassing or hurtful. You shouldn't try to make people laugh at the expense of other people's feelings.]

Airdate: 08/23/2008

Time:

Duration: 30:00

VEGGIETALES

A SNOODLE'S TALE (VEG109)

Born in the small town of Snoodlesburg in the land of Galoots, little Snoodle Doo learns early on that he cannot measure up to the other snoodles that seem to be nothing like him. Not only is he too small, he cannot play his horn, fly, or paint like everyone else. Sad and dejected, little Snoodle Doo decides to go away where he can find something he can do that doesn't make him look silly and worthless. When he comes across a large mountain, he uses all his strength and will to climb it so he can see what lies beyond. Instead, he meets the artist who made him. Seeing himself through his creator's eyes helps Snoodle Doo realize that he is capable of much more than he thinks. He just has to believe in himself and not let others define him.

[Educational Message: Believe in yourself before you accept as truth all the hurtful things others may say about you.]

Airdate: 08/23/2008

Time:

Duration: 30:00

BABAR

SPECIAL DELIVERY (BAR127)

Babar and Celeste welcome a new baby into their family, and that does not sit well with the rest of the children, especially Flora. The parents spend all their time tending to the needs of the new baby sister, Isabelle. The other kids try to have fun with Isabelle, but she is too small and all she does is cry. Feeling unwanted by her parents, Flora decides to run away from home. Instead of going out in the rain, she climbs into an old attic that nobody uses. When Babar and Celeste notice her missing, they get very worried and Babar goes out to search for Flora in the storm. Pom and Alexander finally discover Flora hiding in the attic, scared and alone. Flora returns to her parents who help her understand that even though the new baby needs them, they will always love her, too.

[Educational Message: New babies need your parents more because they're so small, but your parents still love you the same as they did before the baby arrived.]

Airdate: 08/23/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

BRANCHING OUT (MFR108)

A fallen tree obstructs Rabbit's entrance to his sleeping hole. Mouse helps him move it, but it's too big. The Gobble-Goose Girls try politely asking it to move, then tickling it; but nothing works. Hazel suggests they move the branch blocking the doorway instead of the tree itself. When that fails, they try chewing through it. They finally suggest Rabbit find a new sleeping spot and offer to share their space with him. Rabbit takes up his friends' offers, but is unable to find a comfortable spot to get a good night's sleep. When he returns to his sleeping hole the next morning, he realizes he can dig his way under the tree rather than move it. His friends help him dig a new entrance and a backup one. By working together, they create two new doorways for Rabbit and a sleeping space big enough for all of them.

[Educational Message: When you're faced with a difficult problem, the best way to solve it is by working together with your friends, taking their advice and suggestions, and using their help.]

WILLOW POND WACKADOO (MFR108)

Rabbit and his friends wish it would rain so the weather can cool down. To distract them, Jasper shares a story about the "Willow Pond wackadoo" who grants wishes when it's tapped. When the story ends everyone feels hot, again. They decide to confirm if the wackadoo is real and can grant their wish to cool down. They head to the pond where they hear a strange noise by the pond and see something that looks like the wackadoo. So, they hop-think of ways to tap it. They finally decide to trick it into coming out of the water by piling onto each other and pretending to be a wackadoo, too. When it comes out of the water, they discover the wackadoo is actually Edweena. As she showers them with her trunk to cool them off, they realize they were so occupied with the wackadoo, they forgot about the heat.

[Educational Message: Distracting yourself with different activities can help get your mind off a problem you can't solve immediately.]

Airdate: 08/30/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

THE LAST OF THE DRAGONSLAYERS (JAD209)

While cleaning Sir Theodore's swords, Jane discovers a sword identical to her own in his trunk. She asks Sir Theodore for an explanation, but he reprimands her instead. To confirm whether the markings indicate that the sword belonged to dragonslayers, Jane tests her sword on Dragon's finger. When the sword cuts him, they realize it's a dragonslayer sword. Dragon concludes that both swords are dragonslayer swords, which makes Sir Theodore a dragonslayer. Upset, Dragon retreats to his cave and Jane determines to find the truth. Before she can, however, she sees Sir Theodore heading toward Dragon's cave. Thinking he may harm Dragon, Jane follows him. Upon reaching the cave, she finds Sir Theodore in a confrontation with Dragon. She stands up to Sir Theodore in Dragon's defense; but when she learns that Sir Theodore just wants Dragon's forgiveness for his dragonslayer forefathers, Jane convinces Dragon to accept Sir Theodore's apology.

[Educational Message: When you see two friends in a disagreement, don't be afraid to defend what is right and help them make up and resolve their differences.]

Airdate: 08/30/2008

Time:

Duration: 30:00

THE ZULA PATROL

CHILLI COOK-OFF (ZUL109)

Bula creates a new dish called the "galactic goo" and uses a thermometer to take the stew's temperature. Multo explains that temperature is measured in degrees, which is represented by the lines on a thermometer—in Fahrenheit or Celsius. Using the Multopedia to fact-check, Multo also tells his friends that when the temperature of something reaches the freezing point—thirty-two degrees Fahrenheit or zero degrees Celsius—it turns to ice. He then measures his goo and takes it off the stove to cool down, because it'll freeze if placed in the freezer. After everyone leaves, Bula enters the kitchen and places the goo in the freezer to hasten the cooling process. The goo reaches freezing point, freezes the kitchen, and creates a small tornado. Everyone rushes back to help. Gorga finally uses his snout to suck the tornado in and Bula reverses the temperature to warm it back up.

[Educational Message: Temperature is measured in degrees using a thermometer. The lines of a thermometer indicate the temperature of something, in Fahrenheit or Centigrade. When something gets too cold, it reaches the freezing point, which is at thirty-two degrees Fahrenheit or zero degrees Celsius.]

TREASURE IN THE CLOUDS (ZUL109)

Seeing the clouds upon waking reminds Multo of the golden cloud he saw above Mt. Zula as a child. Although the golden cloud isn't real, Multo tells his friends about real clouds that are made of water and dust. Checking the Multopedia, Multo explains that clouds are formed when water evaporates into the sky, becomes cold enough to form water drops, and mixes with dust. He shows them the different cloud types: the low-lying cumulus clouds; the gray cumulonimbus clouds and the gray, blanket-like stratus clouds that bring rain; and the high cirrus clouds made of ice crystals. After Multo leaves, Wizzy and Wigg go up the mountain with Gorga to surprise Multo with the golden cloud. Along the way, they encounter the four different clouds who guide the trio and keep Dark Truder away. Upon reaching the top, they see the golden cloud but find that it's only the Zula spaceship behind the cloud.

[Educational Message: Clouds are made of water and dust. They are formed when water evaporates in the sky to become water vapor, turns into water drops when it's cold, and mixes with dust. The four types of clouds are cumulus clouds, cumulonimbus clouds, stratus clouds, and cirrus clouds.]

Airdate: 08/30/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMEDY OF ERRORS (PEN207)

Michelle asks Jason not to reveal her embarrassing secret when Jason finds her hiding behind a couch, singing a silly song to comfort herself after watching a scary movie. Though Jason doesn't understand the seriousness of not divulging someone's secret, he learns his lesson after his own embarrassing secret is revealed. After Sol allows Jason to fill in for the ventriloquist at the Comet Lounge, Jason's friends help him prepare his comedy act with funny jokes. Instead, Jason humiliates his friends by revealing their secret habits. His routine is successful at the expense of his friends' feelings, and he's asked to perform in a bigger act. Right before the performance, however, he's caught sucking his thumb. Embarrassed, he realizes how his friends must have felt. So, he decides to expose his own secret to everyone and apologize to his friends for sharing their private habits in public.

[Educational Message: When your friend tells you not to share something that's private and that may be embarrassing, you should respect his/her feelings and privacy.]

Airdate: 08/30/2008

Time:

Duration: 30:00

VEGGIETALES

BABYSITTER IN DE-NILE (VEG110)

Little Miriam is forced to look after her baby brother while her parents and older brother go off to work. Despite being annoyed at having a new baby that takes away all her parents' attention from her, Miriam baby-sits her brother as promised. She even follows her parents' special instructions to protect him from the pharaoh's guards. Still, she's not too happy about being a big sister and doing so much work. When Miriam sees how her older brother comes to her defense to protect her from the pharaoh's guards, Miriam finds the courage to do the same for her baby brother when he gets discovered floating in the Nile by the queen and her guards. The queen compares him to baby Moses, warns her guards to not harm Miriam or the baby, and allows Miriam's parents to stay home to care for him.

[Educational Message: Loving your family means being there for them and helping them when they're in need.]

Airdate: 08/30/2008

Time:

Duration: 30:00

BABAR

THE CELESTEVILLE ENQUIRER (BAR128)

Seeing how talented Flora is in photography, Babar suggests she start her own newspaper using the palace printing press, and advises the children to report the news as it happens. Thinking that real news looks very boring, Flora and her brothers decide to take candid pictures of their family and give their readers a look inside palace life. Flora publishes a preview of her newspaper that embarrasses Cornelius and worries everyone in the palace. Instead of punishing Flora, Babar asks her if she's left anything out. Following the voices she hears at night, Flora understands what Babar meant. She sees a very different side to the people

in the palace who are hard at work late, while everyone sleeps. Flora realizes that there are two sides to a story and decides to publish her newspaper with both sides of the story, showing both the silly and distinguished sides of palace life.

[Educational Message: If you want to give people the truth, make sure to give both sides of the story.]

Airdate: 08/30/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

MY NAME IS RABBIT (MFR109)

Rabbit thinks he has found a new friend with the same name when he calls out into the valley and hears a voice call back. When Mouse and Thunder accompany him to meet his new friend, also named Rabbit, they hear two new voices with the same names as theirs. They look for their friends everywhere but they can't find them. Hazel, the Gobble-Goose Girls and Edweena join them in their search, but end up meeting more new friends with the same names and voices. They try different ways of meeting their new friends until Mouse questions if they're just hearing their own voices bounce back. Rabbit suggests they try finding them by meeting them in the middle. Instead, they find Jasper who explains what they're actually hearing. Rabbit and his friends finally understand that what they're hearing is an echo, which is their own voices bouncing back to them.

[Educational Message: Sometimes, when you call out into an open space you hear an echo, which is your own voice bouncing back to you.]

BOGGED IN FOG (MFR 109)

Rabbit and Mouse can't see through the fog on their way to visit Jasper at the pond. So, they decide to feel their way there. Using the grass to guide them, they head toward the pond and notice things they've never noticed before. The Gobble-Goose Girls join them and they use a vine to help them stay together. The grass ends across the creek, where they meet Hazel. She suggests sniffing their way to the pond. When the pollen in the air begins to make them sneeze, Rabbit suggests using their ears to guide them. They concentrate until they hear frogs croaking, and follow the sounds to the pond where Jasper awaits them with their surprise—the taste of new berries. Rabbit and his friends realize that even though they couldn't see where they were going, they could use their other senses to find their way to the pond.

[Educational Message: When we are unable to use one or more of our senses, we can rely on our other senses to find our way and understand our environment.]

Airdate: 09/06/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

THE OFFER (JAD210)

Dragon gets in the way of everything with his huge, hulking self. The castle staff finally admits to Jane that Dragon is quite a nuisance. Upset at her friends' admission, Jane tells them that she and Dragon will leave to another kingdom that has made an offer inviting them to move there. Though Jester suspects that the kingdom and the offer are made up, the others fall for Jane's story. While Jane is secretly convinced that her friends will beg her to stay back, her friends believe that she wants to leave with Dragon. Out of ideas, Jane and Dragon prepare to carry out their journey to the made-up kingdom. Dragon advises her to return back to everyone and confess that she made it all up, but Jane feels she cannot tell them that she lied. After the going-away party that her friends throw for her and Dragon, Jane sets off on Dragon for the made-up castle.

But, when Gunther is accidentally buried under a pile of bricks they return to save him and Jane confesses that she lied.

[Educational Message: You cannot make up a lie to test your friends' loyalty to you just because you are upset at them for admitting how they feel about something.]

Airdate: 09/06/2008

Time:

Duration: 30:00

THE ZULA PATROL

STAR CROSSED (ZUL110)

Wizzy and Wigg interrupt Multo as he looks at the constellation—groups of stars that sometimes form images in the sky and help guide people. Using the Multopedia, he explains that constellations were named by what they looked like, characters in stories and myths, or in honor of something. Suddenly, they hear a distress call. The Zula Patrol uses the constellations to navigate their way to the location. Meanwhile, Dark Truder steals all the constellations and imprisons them, so the stars get confused and lose their shapes. When The Zula Patrol reaches the location, they realize it's a decoy. Unable to return home without the constellations to guide them, they stop for directions and notice a strange new group of constellations. The constellations work together to create images, pointing to Dark Truder, who tries to escape. The Zula Patrol frees the constellations who help them chase Dark Truder away.

[Educational Message: Stars are grouped in constellations. Sailors and explorers used them to know which direction they were headed. The constellations were often named by what they looked like, characters in stories, or in honor of something.]

NIGHT OF THE FWEEBES (ZUL110)

During the Night of the Fweebes, The Zula Patrollers watch the fweebes begin their yearly migration to the North Pole using the North Star or Polaris as their guide. Through the Multopedia, Multo explains that Polaris—the brightest star at the tip of the Little Dipper—is located above the North Pole and is the only star that doesn't seem to move in the sky. The Zula Patrol returns to watch the fweebes migrating, but Multo notices they're heading in the wrong direction. After ushering them out of their spaceship, they realize the fweebes can't find the Polaris because it's missing. When Multo catches Polaris moving in a different direction, they follow it using a wormhole to travel the long distance. Reaching Polaris, they discover that Dark Truder is stealing the star. Bula reasons with Truder, showing him the tiny fweeb. Truder relents and returns Polaris to its location, so the fweebes can continue their journey.

[Educational Message: The North Star or Polaris is right above the North Pole, and is used as a landmark for travelers. Polaris is located at the tip of the Little Dipper, which can be found by following the last two points of the Big Dipper.]

Airdate: 09/06/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

COMPASSION CRASHIN' (PEN208)

Michelle's feeling down because she doesn't have anyone with whom to play. Grandmum asks Jason to show Michelle compassion, but he remains oblivious. When Michelle can't cheer up even after the Penguins throw her a party, Jason tells them he's supposed to demonstrate compassion. They try being more compassionate through the modifier. That doesn't work. Suddenly, the spaceship runs into an asteroid belt and crash-lands on a different planet. There, Michelle's abducted by some aliens who make her their queen. Jason and the Penguins are led to her eventually, but find her unwilling to leave because she enjoys the company of the girl-Lobes who explain what

compassion means—listening and understanding what’s bothering someone. Realizing he hasn’t been very compassionate with Michelle, he asks her to share what’s bothering her and promises to listen to her next time. Seeing how compassionate her friends are, Michelle finally agrees to return home.

[Educational Message: When someone’s feeling down, you should show the person some compassion by listening to what’s bothering them and treating them with understanding.]

Airdate: 09/06/2008

Time:

Duration: 30:00

VEGGIETALES

DUKE AND THE GREAT PIE WAR (VEG111)

Duke Duke learns an important lesson about love when he meets a young rhubarb named Sweet Petunia. With her husband and father-in-law creamed in the Great Pie War between the Rhubarbarians and the Kingdom of Scone, Sweet Petunia accepts living in abject poverty with her mother-in-law, Nona, out of devotion to her. Though Nona appreciates Sweet Petunia’s sacrifice, it makes her sad to have lost everything they owned. To make matters worse, Otis the Elevated, a treacherous knight, has usurped all their wealth and taken over their home. When Nona brings Sweet Petunia and Duke Duke together, through Nona’s urging, Duke Duke decides to challenge Otis to a joust. The winner gets to keep the second half of the golden duck with the key to Sweet Petunia’s vault. Surprising everyone, Duke Duke wins the challenge and Sweet Petunia’s hand in marriage.

[Educational Message: When you truly love someone, you will do everything you can to help him/her.]

Airdate: 09/06/2008

Time:

Duration: 30:00

BABAR

TO TELL OR NOT TO TELL (BAR129)

To make up for breaking the tusk of a wooden elephant, Alexander and Pom volunteer to baby-sit Isabelle. Isabelle proves to be quite a handful, and the boys have difficulty keeping track of her. Each time the boys get her cleaned up and back to bed so they can fix the elephant, Isabelle keeps disappearing and making another mess. Tired, the boys lock her inside her room and return to the wooden elephant. When they check up on her later, she has disappeared. Instead of telling their parents, the boys go on a wild goose chase to look for their sister who has been hiding in the closet the entire time. After being chased by a guard-hog and not finding Isabelle, the boys realize they need to tell their parents the truth. When they return home, they find that Isabelle is safe and sound in her bed, and they confess.

[Educational Message: Covering up your mistake with a lie is a lot more work than just telling the truth.]

Airdate: 09/06/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STRANGE BEE-HAVIOR (MFR110)

Mouse tries to tell his friends a story, but he’s interrupted by Edweena and the swarm of bees that keep buzzing around her. No matter where they go, the bees follow Edweena. She finally sits away from them so her friends can hear Mouse’s story, but her friends invite her back. They think of different ways to get the bees to stay quiet but nothing works. Mouse finally realizes he must think like a bee to understand why the bees won’t leave Edweena. They eventually figure out that the bees are attracted to Edweena’s flowery

smell. They suggest she bathe to rid herself of the smell. When she does, the bees leave and Mouse is able to complete his story. Mouse realizes that it's only when they started thinking differently about the reason for the bees' attraction to Edweena that they were able to get rid of them.

[Educational Message: Sometimes you have to look at things in a different way and think of the reason for a problem in order to solve it.]

THE FLIGHTY FLY (MFR 110)

Rabbit invents a "flighty fly," but Mouse can't fly it because he's too small and he keeps getting carried away with the wind. Not wanting to leave him out, Mouse's friends try different ways of keeping him on the ground. They cover him with honey, tie him to some grass, and then to a rock. Nothing works. The wind is too strong, the "flighty fly" is too big, and Mouse is too small. When the "flighty fly" flies away in the wind with Mouse, he realizes it's just as fun to ride on the device. So, Rabbit adds a stick to the "flighty fly" for Mouse to ride on. As he's riding in the sky, Mouse realizes that being small shouldn't prevent him from flying the "flighty fly" if there was one small enough for him. So, his friends make him a smaller one, which he can enjoy flying, too.

[Educational Message: Don't let your size and build stop you from doing the things you enjoy. You can always find a way to work around your problem and turn a disadvantage into an advantage.]

Airdate: 09/13/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

TESTS AND JESTS (JAD211)

Jane is preparing for a "damsel in distress" test as a step in her apprenticeship to become a knight. She is anxious about it and worries that she might not pass, despite encouragement from her friends. In the meantime, the little Prince Cuthbert is making Pepper, the castle cook, a nervous wreck by taking food from the kitchen, causing spills, and otherwise ordering her around with impunity. Jane wants to help Pepper and, in a moment of daring, proposes to the King that if she passes her test Cuthbert will have to work in the kitchen. If she fails she will renounce her knight's apprenticeship. After a little boost in encouragement from her friends, Jane aces the test, despite Cuthbert's efforts at sabotage. Jane proves that confidence is a big part of winning and the King sent his son to work without complaint in Pepper's kitchen.

[Educational Message: If you believe in yourself and practice, you can accomplish whatever you set out to do.]

Airdate: 09/13/2008

Time:

Duration: 30:00

THE ZULA PATROL

MUTUAL DISTRACTION (ZUL111)

Wizzy and Wigg get magnetized after unknowingly running into a magnet that Dark Truder hides in a cloud. Watching them stick together and to metals, Multo realizes Wizzy and Wigg are magnetized, because they have iron in their shells. Wizzy and Wig remember contacting something in the cloud, but aren't sure what it was. Using the Multopedia, Multo and the others learn that magnets attract or repel metal through their north or south poles; opposite poles attract and like poles repel each other; and all planets have magnetic poles. After Multo tries to unsuccessfully demagnetize Wizzy and Wigg, Dark Truder lures them to him and throws their spaceship into the cloud. Their magnetized ship spirals toward a vortex, which Bula and Gorga help them avoid. Then, Multo figures out how to demagnetize their spaceship and Wizzy and Wigg through heat, while Dark Truder runs into his own magnet.

[Educational Message: Magnets are metal objects that attract or repel other metals through their north or south poles. Opposite poles attract each other while like poles repel one another. Planets have north and south poles, and are therefore, magnetic. But it's gravity that keeps planets' shapes and holds everything together.]

WHAT GOES UP MUST COME DOWN (ZUL111)

When Wigg wonders why they don't fall off the South Pole, Multo explains it's due to gravity—the invisible force that pulls everything toward the planet's center. Through the Multopedia, Multo demonstrates how gravity forces a ball to fall no matter the distance from which it's dropped, and how mass affects gravity by comparing Earth's mass to that of Mercury. Back home, the Zulas encounter the Polkadotians whose spaceship crashes onto Zula after being pulled down by an unknown force. Multo explains that Zula's gravity is what pulled down the Polkadotians, because Zula has more mass than Polkadotia. Zula's increased gravity is also what's causing the Polkadotians to move too slowly to fix their spaceship. To solve the problem, the Zula Patrol takes the aliens to Mercury, which has the same mass and gravity as Polkadotia. There, the Polkadotians are able to move normally, fix their spaceship, and return home.

[Educational Message: Gravity is an unseen force that pulls everything to the planets' center. Mass, or the space taken up by things, affects gravity. The more mass something has the more its gravity. Earth has more mass than some other planets, so it also has more gravity.]

Airdate: 09/13/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

WIKI TIKI (PEN209)

Jason and Michelle race to get their chores done and make a mess because they do them in a rush. Grandmum advises them to take the time to listen and do it right, but Jason still doesn't understand. Jason learns his lesson after Captain Strap sends them on a mission to Planet Wiki Tiki to save it from erupting in a volcano. In a rush to return to the Comet Lounge for their special punch, the Penguins rush through solutions to save the planet and don't listen to King Wiki Tiki's instructions. When the volcano finally erupts, Zidgel realizes he should have listened to the King before rushing to solve the problem. He apologizes to the King and follows his instructions, taking the time to do it right this time. When they return home, Jason realizes how big of a mess he can create if he does things in haste.

[Educational Message: Rushing to do anything can create a bigger mess, because you haven't taken the time to do it right. You should pay attention and listen to instructions, then do your chores, so you get it right the first time.]

Airdate: 09/13/2008

Time:

Duration: 30:00

VEGGIETALES

KING GEORGE AND THE DUCKY (VEG112)

King George is a very selfish king. He has a neat little castle in a wonderful little kingdom, but he is still not content. He ignores his responsibilities and spends most of his time playing with a rubber ducky in his bathtub. One day, King George notices that the little boy living across from him also has a rubber ducky that looks a lot like his. So, he orders the boy to be sent into the frontlines of battle, just so he can get his ducky. The little boy returns home injured, but King George is unconcerned. When a wise man visits the king, he teaches him how always

putting yourself before others is very hurtful. King George realizes that when he gets what he wants, others don't get anything and may even lose something as a result.

[Educational Message: Being selfish always hurts someone else because one person gets what he or she wants at the expense of someone else not having it.]

Airdate: 09/13/2008

Time:

Duration: 30:00

BABAR

UNCLE ARTHUR & THE PIRATES (BAR132)

Uncle Arthur is visiting again, bringing souvenirs and stories from his exciting sea adventures. Even grocery-shopping turns into an exciting adventure when Uncle Arthur convinces the children that a band of pirates is after them. When they run into real seafarers who look and sound like pirates, the children are sure that pirates are following them. At home, Babar warns Arthur that the kids are taking his game too seriously. But before he can put an end to it, the kids discover their uncle is missing and insist on finding him. Following the pirates, using clues and secret codes, Babar and the kids board the ship where they find Arthur. When the pirates discover them onboard, Babar calls in the cavalry. Uncle Arthur finally steps in and clarifies that the "pirates" really are just his sailor friends. Babar realizes that he has let his imagination run wild, too.

[Educational Message: Imagination sparks creativity and drama, and is great for storytelling. But, you should follow the facts, not your imagination, whenever it appears that a serious problem is at hand.]

Airdate: 09/13/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S VOICE (MFR111)

When Hazel is unable to talk because of a sore throat, she uses charade-like gestures to communicate with Rabbit and Mouse. First, she asks Rabbit to find Edweena and Mouse to find the Gobble-Goose Girls for her. She then asks Edweena to sniff out chamomile flowers since she's got a stuffy nose and the Gobble-Goose Girls for some slippery elm tree bark. After seeing Hazel so tired after all the activity, Rabbit and Mouse search for an easier way for Hazel to communicate. Rabbit finds a hollow stick that she can blow into to make sounds. When Edweena and the Gobble-Goose Girls return, Hazel asks for one last thing--honey. After Rabbit returns with the honey, Hazel uses all the ingredients to create a salve for her throat. Even though she can't talk, Hazel finds different ways to communicate her needs to her friends and feels better through their help.

[Educational Message: If you lose your voice and can't talk, don't worry. There are other ways to communicate your needs to others and get the help you need to feel better.]

THE PERFECT ROCK (MFR111)

Thunder mistakenly picks up a heron's egg when he's searching for rocks and learns that it's not a rock but a bird's egg. Jasper asks Thunder and Edweena to care for the egg while he searches for its mother. Meanwhile, Rabbit and Mouse help Harriet Heron search for her missing egg by floating and following a milkweed pod along the river to see where the egg went. With everyone busy searching, Thunder and Edweena keep the egg warm and safe by singing it a lullaby, having Edweena breathe on it, and building it a nest. Eventually, they decide to tuck it into Edweena's trunk for safety and warmth. Rabbit, Mouse and Harriet Heron finally run into Jasper who leads them to the egg. Seeing how well Thunder and Edweena have cared for her egg, Harriet Heron lets Thunder have the egg shells when it hatches and names her baby, Thundereena.

[Educational Message: If you see a baby animal in need of caring and you cannot find its mother, make sure it's warm and safe in order to protect it while you seek help.]

Airdate: 09/20/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON'S EGG (JAD206)

Jane and Dragon learn that the Merchant has imported a dragon's egg. While Jane remains skeptical about the egg's authenticity, Dragon wonders if it's real and whether it can provide a clue to his own beginnings. Despite her suspicions, Jane agrees to help him petition the King for the egg. When the King refuses, Dragon tries stealing the egg before Jane stops him, reminding him that stealing isn't the answer. Refusing to listen to Jane, Dragon exchanges his tooth for the Merchant's egg. Unable to reason with Dragon, Jane seeks the truth herself and discovers the similarity between the egg and the gravel from the quarry. After finding the egg's true origin, Jane reveals the truth to Dragon. When Dragon realizes that the Merchant's egg is just another rock from the quarry, he understands that Jane was right in looking out for him and trying to protect him from harm.

[Educational Message: When you see someone taking advantage of your friends, you should look out for them and protect them from doing something that might bring them hurt or harm.]

Airdate: 09/20/2008

Time:

Duration: 30:00

THE ZULA PATROL

DOG GONE GORGA (ZUL112)

Gorga overhears his friends talking and thinks they're discussing him. Feeling unwanted, Gorga leaves Zula. Bula and his team discover Gorga missing and don't know where to look in space, so they turn to the Multopedia for answers. They learn that the solar system consists of planets, asteroids, comets, and dust particles that orbit the sun, and that the planets orbit in a particular order. So, they decide to search for Gorga in the planetary order. Meanwhile, Gorga explores space and befriends new celestial bodies until the Intergalactic Pet Catcher captures him. After asking the last planet, Pluto, for Gorga, The Zula Patrol spots the Intergalactic Pet Catcher, and chases after it. They still don't find Gorga. Dejected, they reminisce fondly about their pet. Gorga overhears them and realizing his owners do want him, he returns to them.

[Educational Message: The solar system is made up of the sun, the planets, asteroids, and dust particles. The planets include Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, and Pluto. All the planets and the other celestial bodies travel in orbits around the sun.]

THE MILKY WAY GALAXY GAMES (ZUL112)

Bula announces to his friends that they've been selected to participate in the Milky Way galaxy games, in which the galaxy's best athletes compete. The games are held at the planetary stadium located on the other side of the solar system, where the Milky Way Galaxy is located. Using the Multopedia, Multo shows his friends what the galaxy looks like. They discover that the galaxy consists of stars, planets, dust, gas, and other elements, and that an invisible force called gravity holds it all together. They also learn that galaxies have different shapes and the Milky Way appears as a spiral, with Earth's solar system being in the Orion arm of the spiral. After learning about the Milky Way, The Zula Patrol heads to the games. On their way, they meet an asteroid, a comet, and the black hole. They get past the black hole using Multo's flower invention and make it to the games on time.

[Educational Message: The galaxy is made up of many celestial bodies, including stars, planets, dust, comets, and asteroids. The solar system in which Earth is located is in the Orion belt of the Milky

Way galaxy. Everything in the Milky Way galaxy is held together by an invisible force known as gravity.]

Airdate: 09/20/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

INVASION OF THE BODY SWAPPERS (PEN210)

Michelle feels unattractive, so Grandmum reassures her that what matters more is her personality and character. Unconvinced, Michelle seeks approval from the Penguins. She realizes that beauty on the inside is what counts most after she has to put appearances aside to save Kevin from Cavitus. When Fidgel accidentally switches Zidgel's and Kevin's bodies while testing the modifier, Zidgel is devastated. He has to give the keynote address at the Miso-Guapo Convention as their physically perfect spokesperson. They head to the convention where Michelle gets a makeover and Kevin takes Zidgel's place. Kevin ends up confusing everyone, including Cavitus who steals Miso-Guapo products and captures Kevin. Michelle seeks Mister Guapo's help to save Kevin, but he's more concerned with everyone's appearances. Michelle transforms herself back, convinces everyone that appearances don't matter if you don't do the right thing, and finally gets Mister Guapo's help to rescue Kevin.

[Educational Message: Looking good isn't nearly as important as being a good person and doing good things. It's your character and personality that are most important.]

Airdate: 09/20/2008

Time:

Duration: 30:00

VEGGIETALES

DAVE AND THE GIANT PICKLE (VEG113)

Dave is a very little shepherd boy who feels too small to take on a big job. His brothers don't make him feel any better when they give him the smaller tasks while taking on the heavier load themselves. When his big brothers head off to defend their land, little Dave is left behind to tend to the sheep. Though his brothers and others doubt his abilities because of his small size, Dave gets a chance to show his courage by fighting the enemies of his tribal group. He faces off with a giant, nine-foot pickle when nobody else has the courage to fight. Little Dave defeats the giant pickle and realizes that his size does not determine what he can do.

[Educational Message: Achieving your goals is usually not determined by your size, but by your strategy and courage to take on difficult tasks.]

Airdate: 09/20/2008

Time:

Duration: 30:00

BABAR

TALE OF TWO SIBLINGS (BAR136)

Alexander and Isabelle are camping with their family, but they cannot agree on how to spend their trip. Annoyed with Isabelle, Alexander refuses to play with her. Finally, he agrees to tell her a story about Favorite Son who saves his family from a monster. When the story becomes too scary, Isabelle takes over. Just as they are finishing their story, Alexander and Isabelle realize they have gotten lost. Upset at first, when Alexander sees how frightened Isabelle is, he promises to take care of her as they search for the way back to their family. Comforting her, Alexander continues the story about the monster, allowing Isabelle to chime in when she wants. Together, the two siblings find their way back to the campsite where they hear

their family calling for them. Alexander realizes that having a baby sister is not so bad after all.

[Educational Message: Having a younger brother or sister can be annoying, but if you give him/her a chance, you'll find that the two of you can be close and have fun together.]

Airdate: 09/20/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

THUNDER THE POET (MFR112)

Thunder makes up a poem about spring, but before he can share it with Rabbit and Mouse, he forgets it. Rabbit and Mouse help Thunder by making sure his "rememberer" isn't broken and by feeding him nuts, but that doesn't help. Then, they head to the meadow where Thunder made up his poem to help him retrace his steps. The visual clues help Thunder recall the beginning of his poem. Rabbit suggests adding a reminder in a memory-keeper to store the poem as he recalls every line. Thunder continues to use visual clues, then seeks Robin's help when he remembers she heard him recite his poem. To remember the poem's last line, Rabbit and Mouse help Thunder through the rhyming method. He finally remembers the entire poem, and uses all the ways that helped him refresh his memory to remember his poem and make up new ones.

[Educational Message: There are many different ways of refreshing your memory when you've forgotten important information, especially when you have your friends there to help you remember.]

THE STRAWBERRY PATCH (MFR 112)

Rabbit's search for strawberries is interrupted when Thunder reminds Rabbit of the promise he made to play a game with him. Seeing how much Rabbit wants the strawberries, Mouse decides to surprise Rabbit with them. While Rabbit tries to focus on playing instead of thinking about the strawberries, Mouse enlists Hazel's help for the task. From the treetop, Hazel spots a strawberry patch behind some thistle. As they start devising ways to get through the thistle, Mouse gets distracted by thoughts of what Rabbit would do instead. When nothing works, Mouse realizes he needs to focus on the problem instead of worrying about Rabbit. It works, and Mouse is able to pick the strawberries by sliding on a rope above the thistle. Mouse surprises Rabbit with the strawberries, and realizes that clearing his mind of distractions and concentrating on the task is what helped him figure out a solution.

[Educational Message: When you concentrate on your task and clear your mind of unnecessary distractions, you can find a solution for the problem.]

Airdate: 09/27/2008

Time:

Duration: 30:00

JANE AND THE DRAGON

KING'S KNIGHT (JAD207)

Jane finds a secret map of the catacombs hidden in the tapestry while cleaning it. She and Jester follow the map and discover King Caradoc's tomb, which places doubt on the current king's identity who has the same name. Jane and Jester try searching the royal archives but are unable to learn more. Caught in a moral dilemma during the oath ceremony, Jane decides she cannot pledge her allegiance to the King without verifying his identity. When she refuses to explain her reasons to the court, Jane is asked to leave the kingdom. Before she leaves, however, the King asks Jane to explain herself to him privately. After Jane discloses what she knows, the King reveals that he hid the map as a child to remember his dead brother whose name he later adopted and whose tomb Jane discovered. After learning the truth, Jane gives her oath to the King.

[Educational Message: Always verify your information and check your facts before committing yourself to something, so when you do commit you are sure that it's the right thing to do.]

Airdate: 09/27/2008

Time:

Duration: 30:00

THE ZULA PATROL

MATTER MATTER EVERYWHERE (ZUL113)

Wizzy and Wigg find that their toy spaceship's landing-pad has disappeared and left a puddle of water.

Multo clarifies that since the landing-pad was made of snow, a solid, the sun's heat melted it into water, a liquid. He explains that everything is made up of matter, which has three forms—solids, liquids and gases. Solids are everything that has shape, liquids mold to the shape of their container, and gases are unseen but also assume their container's shape. Suddenly, a meteorite crashes down nearby. The Zula Patrol discovers Long John Jupiter's treasure map inside. When they open it, Long John himself appears and tells them about a hidden treasure that can be found using clues about matter. The team begins their search, identifying and changing matter along the way, to overcome obstacles. They finally reach a place where they find all three forms of matter and the treasure.

[Educational Message: Everything in the universe is made of matter, which comes in three forms—solids, liquids and gases. Solids turn to liquids and liquids turn to gases through heat. Liquid change to solids and solids change to gas through freezing.]

FAMILY FUED (ZUL113)

Earth calls on The Zula Patrol to find her missing parts, which Multo realizes are all water. Using the Multopedia and a microscope, Multo explains that everything's made of molecules and atoms. Water molecules are made of two hydrogen atoms and one oxygen atom, bonded together. When Multo uses the Multoscope to examine the water molecules on Earth, he discovers that the hydrogen and oxygen atoms have separated. Bula and Zeeter head to Earth where they discover that the two groups of atoms are not bonding, because they're upset that it takes two hydrogen atoms but only one oxygen atom to make a water molecule. When a pair of hydrogen atoms and one oxygen atom get stuck on an island, the two groups realize they must join together to save their friends. With the atoms bonded together again, water fills up Earth again and she finds her missing parts returned.

[Educational Message: Molecules make up everything in the universe. Atoms make up molecules. Water molecules are the most common, because most things are made of them, including people.]

Airdate: 09/27/2008

Time:

Duration: 30:00

3-2-1 PENGUINS!

GIT ALONG LITTLE DOGGIES (PEN211)

When she catches them arguing, Grandmum reminds Michelle and Jason that they should speak nicely to each other even when the other person's being nasty. They continue arguing on their way to their mission with the Penguins to retrieve Wild Bill's cows from Gopher Gus and his gang. When they meet Wild Bill, they find him rude and mean, even when he's being helped. The kids remember Grandmum's advice and suggest speaking nicely to Wild Bill even if he's mean. Zidgel disagrees and argues with Wild Bill. Just then, Gopher Gus and his gang arrive and steal more cows. Finally, Kevin tells his friends that Wild Bill needs to be nicer. Defeated, Wild Bill confronts Gopher Gus and forces himself to speak nicely. Gopher Gus relents, returns the cows, and promises not to fight. The children return home realizing the importance of speaking kindly to others despite how they're treated.

[Educational Message: Fighting does not resolve anything. If you speak to others nicely and show kindness despite being treated badly, you'll see that the other person will reciprocate your niceness.]

Airdate: 09/27/2008

Time:

Duration: 30:00

VEGGIETALES

ESTHER... THE GIRL WHO BECAME QUEEN (VEG204)

Bob and Larry get a letter from Elise who doesn't know how to stand up to bullies when she tries doing what's right. Bob helps Elise understand that she can find the strength to stand up, just like Esther, who faces her bullies when they try to hurt her people. Despite being unhappy with her new role as Queen, Esther enters the King's good graces after she and her cousin, Mordecai, save the King's life. The King's right-hand man, Haman, fears Mordecai may jeopardize Haman's position with the King. So, he tricks the King into signing a law that banishes Mordecai and his people from the kingdom. Esther feels she lacks the courage to stand up to the King, but when the time nears for her people to leave, Esther not only finds the courage to do what's right, she also stands up to the King and exposes Haman's plot.

[Educational Message: It takes courage to do what's right and stand up to those who are bigger than you; but you can find the strength you seek if you look deep inside yourself.]

Airdate: 09/27/2008

Time:

Duration: 30:00

BABAR

THE UNSALTED SEA SERPENT (BAR137)

While sailing, Babar's ship runs into what Babar thinks is a sea serpent. When the kids return to the lagoon later that night, they see the sea serpent clearly and rush to tell Babar. Babar asks the kids to keep it a secret and calls on Jacques, an underwater explorer, to help him search for the serpent. Underwater, they find a mother sea serpent with her baby, and realize that she is not harmful, just protecting her child. Meanwhile, Victor, Alexander's friend, spills the beans to his father, Rataxes, who sets out to capture the monster. He captures the baby instead, but Babar sets it free. Refusing to listen to Babar, Rataxes goes after the sea serpents. It is only after Victor falls into the lake accidentally and the mother sea serpent saves him, that Rataxes understands that she is doing what any parent would do to protect his/her child.

[Educational Message: Just because something looks scary doesn't mean it's bad or vicious. Learn something about others before you prejudge their true character.]

Airdate: 09/27/2008

Time:

Duration: 30:00

MY FRIEND RABBIT

STICKY SITUATION (MFR113)

Rabbit and Mouse's "hop-over" pole gets stuck in a tree. When they pull it out, they find themselves glued to the sticky substance on it. Washing it doesn't work, so the Gobble-Goose Girls offer their help. They suggest pulling it off, breaking it so they're not stuck to each other, or scraping it off with a shell. Seeing how well the Gobble-Goose Girls function together, Rabbit and Mouse decide they'll remain stuck together. They try doing different things together, but they soon learn that even though they enjoy doing things differently, they need more coordination and cooperation. They finally decide to make one final attempt to free themselves. With the Gobble-Goose Girls' help, they finally manage to pull themselves apart. Now apart, Rabbit and Mouse realize that by trying new approaches and working together they're able to solve any problem.

[Educational Message: You can solve most problems by approaching them in different ways and working together with your friends.]

LADYBUG DAY (MFR113)

Mouse and his friends prepare for the Ladybug Day party. But as he's painting his picture of a ladybug, Mouse accidentally falls into a gourd of raspberry juice and is stained red. Jasper tells Mouse that the stain won't come off until his fur grows out, which upsets Mouse. Seeing Mouse sad, his friends decide to cheer him up by suggesting the benefits of being red and helping him see the problem in a different light. Mouse finally decides that being red isn't so bad when he uses his color to blend into his environment during hide and seek. While returning to the party with some raspberry juice, Mouse ends up attracting the ladybugs with his red paint. Now happy with his color, Mouse realizes that even though he couldn't fix the accident, once he changed the way he thought about it he was able to deal with it better.

[Educational Message: Sometimes, when you can't fix an accident, changing the way you view it can help you deal with it more positively and make the best of what you can't control.]

For 4th Quarter 2008

OTHER PROGRAMMING FURNISHED BY THE NBC NETWORK THAT CONTRIBUTES, AS PART OF NBC'S
OVERALL PROGRAMMING, TO SERVE THE EDUCATIONAL AND INFORMATIONAL NEEDS OF
CHILDREN 16 AND UNDER

July-September 2008

THERE WAS NO OTHER PROGRAMMING FOR 3RD QUARTER 2008 THAT CONTRIBUTED, AS
PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATION AND INFORMATIONAL
NEEDS OF CHILDREN 16 AND UNDER.

Network Public Service Schedule July 2008 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	PRODUCT TITLE	TOPIC
8p BABYBORROW	7/2/2008	20:53:06	0:10	ZNBC7113	PS	MYK/MORE KNOW	READING
JANE/DRAG	7/5/2008	4:27:10	0:20	XNPI252920	PS		AD COUNCIL
JANE/DRAG	7/5/2008	4:27:21	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
ZULAPATROL	7/5/2008	4:46:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	7/5/2008	4:57:08	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
PENGUINS	7/5/2008	5:26:42	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	7/5/2008	5:27:02	0:10	ZNBC7138H	PS	MYK/MORE KNOW	DIVERSITY
PENGUINS	7/5/2008	5:28:48	0:30	QOPSA002	PS		AD COUNCIL
VEGGIE	7/5/2008	5:56:48	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	7/5/2008	5:57:08	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
BABAR	7/5/2008	6:14:11	0:30	QOPSA003	PS		AD COUNCIL
BABAR	7/5/2008	6:26:28	0:20	XNPI252920	PS		AD COUNCIL
BABAR	7/5/2008	6:26:48	0:10	ZNBC7134H	PS	MYK/MORE KNOW	ENVIRONMENT
RABBIT	7/5/2008	6:44:06	0:30	QPSRIF003	PS		AD COUNCIL
RABBIT	7/5/2008	6:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	7/5/2008	6:56:38	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
HD SWIMMING	7/5/2008	20:53:51	0:10	ZNBC7135H	PS	MYK/MORE KNOW	ENVIRONMENT
FAM FEUD	7/8/2008	20:54:35	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
8p OUTRAGEOUS	7/11/2008	20:26:08	0:10	ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/DRAG	7/12/2008	10:27:04	0:20	XNPI252920	PS		AD COUNCIL
JANE/DRAG	7/12/2008	10:27:24	0:10	ZNBC7138H	PS	MYK/MORE KNOW	DIVERSITY
ZULAPATROL	7/12/2008	10:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	7/12/2008	10:57:08	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
PENGUINS	7/12/2008	11:26:48	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	7/12/2008	11:27:08	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
VEGGIE	7/12/2008	11:56:57	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	7/12/2008	11:57:17	0:10	ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT
BABAR	7/12/2008	12:15:03	0:30	QOPSA003	PS		AD COUNCIL
BABAR	7/12/2008	12:26:28	0:20	XNPI252920	PS		AD COUNCIL
BABAR	7/12/2008	12:26:48	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
RABBIT	7/12/2008	12:44:06	0:30	QPSRIF003	PS		AD COUNCIL
RABBIT	7/12/2008	12:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	7/12/2008	12:56:38	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
FAM FEUD	7/15/2008	20:54:08	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
8p OUTRAGEOUS	7/18/2008	20:25:55	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/DRAG	7/19/2008	10:27:02	0:20	XNPI252920	PS		AD COUNCIL
JANE/DRAG	7/19/2008	10:27:22	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
ZULAPATROL	7/19/2008	10:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	7/19/2008	10:57:08	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
PENGUINS	7/19/2008	11:26:48	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	7/19/2008	11:27:08	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
VEGGIE	7/19/2008	11:56:33	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	7/19/2008	11:56:53	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
BABAR	7/19/2008	12:14:37	0:30	QOPSA001	PS		AD COUNCIL
BABAR	7/19/2008	12:26:28	0:20	XNPI252920	PS		AD COUNCIL
BABAR	7/19/2008	12:26:48	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
RABBIT	7/19/2008	12:44:06	0:30	QPSRIF003	PS		AD COUNCIL
RABBIT	7/19/2008	12:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	7/19/2008	12:56:38	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
8p EARL	7/19/2008	20:29:06	0:10	ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT

7:30p OUTRAGEOUS	7/20/2008	19:56:02	0:10 ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PYSICAL ACTIVITY
FAM FEUD	7/22/2008	20:54:14	0:10 ZNBC7135H	PS	MYK/MORE KNOW	ENVIRONMENT
8p BABYBORROW	7/23/2008	20:49:20	0:10 ZNBC7113	PS	MYK/MORE KNOW	READING
8p OUTRAGEOUS	7/25/2008	20:25:13	0:10 ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/DRAG	7/26/2008	10:26:57	0:20 XNPI252920	PS		AD COUNCIL
JANE/DRAG	7/26/2008	10:27:17	0:10 ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
ZULAPATROL	7/26/2008	10:56:48	0:20 XNPI252920	PS		AD COUNCIL
ZULAPATROL	7/26/2008	10:57:08	0:10 ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
PENGUINS	7/26/2008	11:26:48	0:20 XNPI252920	PS		AD COUNCIL
PENGUINS	7/26/2008	11:27:08	0:10 ZNBC7113H	PS	MYK/MORE KNOW	READING
VEGGIE	7/26/2008	11:56:47	0:20 XNPI252920	PS		AD COUNCIL
VEGGIE	7/26/2008	11:57:07	0:10 ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
BABAR	7/26/2008	12:14:18	0:30 QOPSA003	PS		AD COUNCIL
BABAR	7/26/2008	12:26:29	0:20 XNPI252920	PS		AD COUNCIL
BABAR	7/26/2008	12:26:49	0:10 ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
RABBIT	7/26/2008	12:44:06	0:30 QPSRIF003	PS		AD COUNCIL
RABBIT	7/26/2008	12:56:18	0:20 XNPI252920	PS		AD COUNCIL
RABBIT	7/26/2008	12:56:38	0:10 ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
SD TRIATHLON	7/27/2008	12:40:24	0:30 ZNBC7301	PS	MYK/MORE KNOW	DIVERSITY
SD TRIATHLON	7/27/2008	12:46:12	0:30 ZNBC7301	PS	MYK/MORE KNOW	DIVERSITY
SD TRIATHLON	7/27/2008	12:59:27	0:30 ZNBC7301	PS	MYK/MORE KNOW	DIVERSITY
SD TRIATHLON	7/27/2008	13:05:16	0:30 ZNBC7301	PS	MYK/MORE KNOW	DIVERSITY
7:30p OUTRAGEOUS	7/27/2008	19:55:54	0:10 ZNBC7138H	PS	MYK/MORE KNOW	DIVERSITY
FAM FEUD	7/29/2008	20:54:25	0:10 ZNBC7136H	PS	MYK/MORE KNOW	READING
WE AGT	7/30/2008	20:49:32	0:10 ZNBC7108	PS	MYK/MORE KNOW	ENVIRONMENT

Network Public Service Schedule August 2008 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	PRODUCT TITLE	TOPIC
8p OUTRAGEOUS	8/1/2008	20:26:05	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
JANE/Drag	8/2/2008	10:27:03	0:20	XNPI252920	PS		AD COUNCIL
JANE/Drag	8/2/2008	10:27:23	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
ZULAPATROL	8/2/2008	10:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	8/2/2008	10:57:08	0:10	ZNBC7138H	PS	MYK/MORE KNOW	DIVERSITY
PENGUINS	8/2/2008	11:26:48	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	8/2/2008	11:27:08	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
PENGUINS	8/2/2008	11:28:54	0:30	QOPSA002	PS		AD COUNCIL
VEGGIE	8/2/2008	11:56:23	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	8/2/2008	11:56:43	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
BABAR	8/2/2008	12:14:51	0:30	QOPSA003	PS		AD COUNCIL
BABAR	8/2/2008	12:26:27	0:20	XNPI252920	PS		AD COUNCIL
BABAR	8/2/2008	12:26:47	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
RABBIT	8/2/2008	12:44:06	0:30	QPSRIF003	PS		AD COUNCIL
RABBIT	8/2/2008	12:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	8/2/2008	12:56:38	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
8p OFFICE	8/2/2008	20:28:09	0:10	ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT
SD USOC HL FM	8/3/2008	13:52:56	0:30	ZNBC7301	PS	MYK/MORE KNOW	DIVERSITY
SD USOC HL FM	8/3/2008	14:52:56	0:30	ZNBC7301	PS	MYK/MORE KNOW	DIVERSITY
FAM FEUD	8/5/2008	20:54:35	0:10	ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/Drag	8/9/2008	12:50:35	:30	QOPSA002	PS		AD COUNCIL
JANE/Drag	8/9/2008	12:57:04	:20	XNP1252920	PS		AD COUNCIL
JANE/Drag	8/9/2008	12:57:24	:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
ZULAPATROL	8/9/2008	1:26:48	:20	XNP1252920	PS		AD COUNCIL
ZULAPATROL	8/9/2008	1:27:08	:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
ZULAPATROL	8/9/2008	1:28:54	:30	QPSRIF003	PS		AD COUNCIL
PENGUINS	8/9/2008	1:56:48	:20	XNP1252920	PS		AD COUNCIL
PENGUINS	8/9/2008	1:57:08	:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
PENGUINS	8/9/2008	1:58:54	:30	QOPSA002	PS		AD COUNCIL
VEGGIE	8/9/2008	2:26:48	:20	XNP1252920	PS		AD COUNCIL
VEGGIE	8/9/2008	2:27:08	:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
BABAR	8/9/2008	2:44:12	:30	QOPSA003	PS		AD COUNCIL
BABAR	8/9/2008	2:56:28	:20	XNP1252920	PS		AD COUNCIL
BABAR	8/9/2008	2:56:48	:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
RABBIT	8/9/2008	3:14:06	:30	QOPSA001	PS		AD COUNCIL
RABBIT	8/9/2008	3:26:18	:20	XNP1252920	PS		AD COUNCIL
RABBIT	8/9/2008	3:26:38	:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
DAYS/LIVES	8/13/2008	13:52:27	0:10	ZNBC7114	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/Drag	8/16/2008	10:27:03	:20	XNPI252920	PS		AD COUNCIL
JANE/Drag	8/16/2008	10:27:23	:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
ZULAPATROL	8/16/2008	10:56:48	:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	8/16/2008	10:57:08	:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
ZULAPATROL	8/16/2008	10:58:54	:30	QOPSA001	PS		AD COUNCIL
PENGUINS	8/16/2008	11:11:35	:30	QOPSA002	PS		AD COUNCIL
PENGUINS	8/16/2008	11:26:48	:20	XNPI252920	PS		AD COUNCIL
PENGUINS	8/16/2008	11:27:08	:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
VEGGIE	8/16/2008	11:56:58	:20	XNPI252920	PS		AD COUNCIL
VEGGIE	8/16/2008	11:57:18	:10	ZNBC7138H	PS	MYK/MORE KNOW	DIVERSITY
BABAR	8/16/2008	12:14:23	:30	QOPSA003	PS		AD COUNCIL
BABAR	8/16/2008	12:26:27	:20	XNPI252920	PS		AD COUNCIL
BABAR	8/16/2008	12:26:47	:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
RABBIT	8/16/2008	12:44:06	:30	QPSRIF003	PS		AD COUNCIL

RABBIT	8/16/2008	12:56:18	:20	XNPI252920	PS		AD COUNCIL
RABBIT	8/16/2008	12:56:38	:10	ZNBC7134H	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/Drag	8/23/2008	10:20:18	:30	QOPSA002	PS		AD COUNCIL
JANE/Drag	8/23/2008	10:27:05	:20	XNPI252920	PS		AD COUNCIL
JANE/Drag	8/23/2008	10:27:25	:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
ZULAPATROL	8/23/2008	10:56:48	:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	8/23/2008	10:57:08	:10	ZNBC7103H	PS	MYK/MORE KNOW	VIOLENCE PREVENTION
ZULAPATROL	8/23/2008	10:58:54	:30	QPSRIF003	PS		AD COUNCIL
PENGUINS	8/23/2008	11:12:58	:30	QOPSA002	PS		AD COUNCIL
PENGUINS	8/23/2008	11:26:48	:20	XNPI252920	PS		AD COUNCIL
PENGUINS	8/23/2008	11:27:08	:10	ZNBC7138H	PS	MYK/MORE KNOW	DIVERSITY
VEGGIE	8/23/2008	11:56:59	:20	XNPI252920	PS		AD COUNCIL
VEGGIE	8/23/2008	11:57:19	:10	ZNBC7134H	PS	MYK/MORE KNOW	ENVIRONMENT
BABAR	8/23/2008	12:15:13	:30	QOPSA003	PS		AD COUNCIL
BABAR	8/23/2008	12:26:27	:20	XNPI252920	PS		AD COUNCIL
BABAR	8/23/2008	12:26:47	:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
RABBIT	8/23/2008	12:44:06	:30	QOPSA003	PS		AD COUNCIL
RABBIT	8/23/2008	12:56:18	:20	XNPI252920	PS		AD COUNCIL
RABBIT	8/23/2008	12:56:38	:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
WE AGT	8/27/2008	21:49:33	0:10	ZNBC7108	PS	MYK/MORE KNOW	ENVIRONMENT
JOBS	8/29/2008	20:56:23	0:10	ZNBC7114	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/Drag	8/30/2008	10:27:02	0:20	XNPI252920	PS		AD COUNCIL
JANE/Drag	8/30/2008	10:27:22	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
ZULAPATROL	8/30/2008	10:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	8/30/2008	10:57:08	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
ZULAPATROL	8/30/2008	10:58:54	0:30	QOPSA001	PS		AD COUNCIL
PENGUINS	8/30/2008	11:26:42	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	8/30/2008	11:27:02	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
PENGUINS	8/30/2008	11:28:48	0:30	QOPSA002	PS		AD COUNCIL
VEGGIE	8/30/2008	11:56:57	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	8/30/2008	11:57:17	0:10	ZNBC7134H	PS	MYK/MORE KNOW	ENVIRONMENT
BABAR	8/30/2008	12:13:32	0:30	QOPSA003	PS		AD COUNCIL
BABAR	8/30/2008	12:26:27	0:20	XNPI252920	PS		AD COUNCIL
BABAR	8/30/2008	12:26:47	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
RABBIT	8/30/2008	12:44:06	0:30	QPSRIF003	PS		AD COUNCIL
RABBIT	8/30/2008	12:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	8/30/2008	12:56:38	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY

Network Public Service Schedule September 2008 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	PRODUCT TITLE	TOPIC
TU AGT	9/2/2008	21:49:07	0:10	ZNBC7110	PS	MYK/MORE KNOW	DIVERSITY
WE AGT RST	9/3/2008	21:49:54	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
NFLKICKOFF	9/5/2008	14:48:27	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
NFLKICKOFF	9/5/2008	21:38:27	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
BABAR	9/6/2008	9:14:40	0:30	QPSAKPE001	PS		AD COUNCIL
BABAR	9/6/2008	9:26:28	0:20	XNPI252920	PS		AD COUNCIL
BABAR	9/6/2008	9:26:48	0:10	ZNBC7134H	PS	MYK/MORE KNOW	ENVIRONMENT
RABBIT	9/6/2008	9:44:06	0:30	QPSRIF003	PS		AD COUNCIL
RABBIT	9/6/2008	9:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	9/6/2008	9:56:38	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
JANE/DRAG	9/6/2008	10:27:03	0:20	XNPI252920	PS		AD COUNCIL
JANE/DRAG	9/6/2008	10:27:23	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
ZULAPATROL	9/6/2008	10:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	9/6/2008	10:57:08	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
PENGUINS	9/6/2008	11:26:48	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	9/6/2008	11:27:08	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
VEGGIE	9/6/2008	11:56:51	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	9/6/2008	11:57:11	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
JANE/DRAG	9/13/2008	10:27:03	0:20	XNPI252920	PS		AD COUNCIL
JANE/DRAG	9/13/2008	10:27:23	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
ZULAPATROL	9/13/2008	10:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	9/13/2008	10:57:08	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
PENGUINS	9/13/2008	11:26:48	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	9/13/2008	11:27:08	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
VEGGIE	9/13/2008	11:56:57	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	9/13/2008	11:57:17	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
BABAR	9/13/2008	12:14:46	0:30	QPSRIF003	PS		AD COUNCIL
BABAR	9/13/2008	12:26:28	0:20	XNPI252920	PS		AD COUNCIL
BABAR	9/13/2008	12:26:48	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
RABBIT	9/13/2008	12:44:06	0:30	QPSAKPE001	PS		AD COUNCIL
RABBIT	9/13/2008	12:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	9/13/2008	12:56:38	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
CHUCK	9/13/2008	20:55:00	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
JANE/DRAG	9/20/2008	4:27:24	0:20	XNPI252920	PS		AD COUNCIL
JANE/DRAG	9/20/2008	4:27:24	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
ZULAPATROL	9/20/2008	4:56:48	0:20	XNPI252920	PS		AD COUNCIL
ZULAPATROL	9/20/2008	4:57:08	0:10	ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
PENGUINS	9/20/2008	5:26:48	0:20	XNPI252920	PS		AD COUNCIL
PENGUINS	9/20/2008	5:27:08	0:10	ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
VEGGIE	9/20/2008	5:56:48	0:20	XNPI252920	PS		AD COUNCIL
VEGGIE	9/20/2008	5:57:08	0:10	ZNBC7110H	PS	MYK/MORE KNOW	DIVERSITY
BABAR	9/20/2008	6:26:16	0:20	XNPI252920	PS		AD COUNCIL
BABAR	9/20/2008	6:26:36	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
RABBIT	9/20/2008	6:56:18	0:20	XNPI252920	PS		AD COUNCIL
RABBIT	9/20/2008	6:56:38	0:10	ZNBC7114H	PS	MYK/MORE KNOW	ENVIRONMENT
BARBAR	9/27/2008	9:14:20	0:30	QPSAKPE001	PS		AD COUNCIL
BARBAR	9/27/2008	9:26:28	0:20	XNPI252920	PS		AD COUNCIL
BARBAR	9/27/2008	9:26:48	0:10	ZNBC7137H	PS	MYK/MORE KNOW	ENVIRONMENT
MY FRND RB	9/27/2008	9:44:06	0:30	QPSRIF003	PS		AD COUNCIL
MY FRND RB	9/27/2008	9:56:18	0:20	XNPI252920	PS		AD COUNCIL
MY FRND RB	9/27/2008	9:56:38	0:10	ZNBC7113H	PS	MYK/MORE KNOW	READING
JANE	9/27/2008	10:27:03	0:20	XNPI252920	PS		AD COUNCIL

JANE	9/27/2008	10:27:23	0:10 ZNBC7124H	PS	MYK/MORE KNOW	INTERNET SAFETY
ZULA PTRL	9/27/2008	10:56:48	0:20 XNPI252920	PS		AD COUNCIL
ZULA PTRL	9/27/2008	10:57:08	0:10 ZNBC7103H	PS	MYK/MORE KNOW	VIOLENCE PREVENTION
321 PNGNS	9/27/2008	11:26:48	0:20 XNPI252920	PS		AD COUNCIL
321 PNGNS	9/27/2008	11:27:08	0:10 ZNBC7118H	PS	MYK/MORE KNOW	NUTRITION AND PHYSICAL ACTIVITY
VEGGIE	9/27/2008	11:56:41	0:20 XNPI252920	PS		AD COUNCIL
VEGGIE	9/27/2008	11:57:01	0:10 ZNBC7108H	PS	MYK/MORE KNOW	ENVIRONMENT

NBC NETWORK NON-BROADCAST EFFORTS

July-September 2008

THE MORE YOU KNOW WEBSITE

"The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids' pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed.

3RD Quarter 2008 – Campaign Detail Schedule from 07/01/2008 – 09/30/2008

Day	Part	Air Date	Time	Network	Show Title	Promo Id	Promo Title	Type	Hit Time
FRI	P	07/04/2008	09:00PM	NBC	MACY'S 4TH OF JULY FIREWORKS S	010G831QUB110	QUBO	Promo	09:05PM
FRI	P	07/04/2008	09:00PM	NBC	MACY'S 4TH OF JULY FIREWORKS S	010G831QUB110	QUBO	Promo	09:24PM
FRI	P	07/11/2008	08:00PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:17PM
FRI	P	07/11/2008	08:30PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:48PM
FRI	P	07/18/2008	08:00PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:16PM
FRI	P	07/18/2008	08:30PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:47PM
FRI	P	07/25/2008	08:00PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:16PM
FRI	P	07/25/2008	08:30PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:56PM
FRI	P	08/01/2008	08:00PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:17PM
FRI	P	08/01/2008	08:30PM	NBC	OUTRAGE	010G831QUB110	QUBO	Promo	08:47PM
FRI	P	08/29/2008	08:00PM	NBC	AMERICA'S TOUGHEST JOBS	010G831QUB110	QUBO	Promo	08:23PM
FRI	P	09/05/2008	09:00PM	NBC	NBC SPECIALS	010GD31QUB110	QUBO USE 120	Promo	09:19PM
FRI	P	09/05/2008	10:00PM	NBC	DATELINE NBC	010GD31QUB110	QUBO USE 120	Promo	10:20PM
FRI	P	09/12/2008	08:00PM	NBC	AMERICA'S TOUGHEST JOBS	010GD31QUB110	QUBO USE 120	Promo	08:54PM
FRI	P	09/12/2008	09:00PM	NBC	DATELINE NBC	010GD31QUB110	QUBO USE 120	Promo	10:06PM
FRI	P	09/19/2008	08:00PM	NBC	AMERICA'S TOUGHEST JOBS	010GD31QUB120	QUBO:PARENTS	Promo	08:20PM
FRI	P	09/19/2008	09:00PM	NBC	DATELINE NBC	010GD31QUB120	QUBO:PARENTS	Promo	09:20PM
FRI	P	09/26/2008	08:00PM	NBC	AMERICA'S TOUGHEST JOBS	010GD31QUB120	QUBO:PARENTS	Promo	08:17PM
FRI	P	09/26/2008	08:00PM	NBC	AMERICA'S TOUGHEST JOBS	010GD31QUB120	QUBO:PARENTS	Promo	08:53PM

BROADCAST/NBC Reading
is Fundamental PSA

qubo	7/5/2008	12:44:06 PM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	7/12/2008	12:44:06 PM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	7/19/2008	12:44:06 PM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	7/26/2008	12:44:06 PM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	8/2/2008	12:44:06 PM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	8/9/2008	10:58:51 AM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO- THE ZULA PATROL 1030A
qubo	8/16/2008	12:44:06 PM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	8/23/2008	10:58:54 AM	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-Zula Patrol 10:30a
qubo	8/30/2008	12:44:06pm	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	9/6/2008	12:44:06pm	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	9/13/2008	12:14:46pm	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-Babar 12p
qubo	9/20/2008	12:44:06pm	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	9/20/2008	12:44:06pm	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P
qubo	9/27/2008	12:44:06pm	RIF-READING IS FUNDAMENTAL	QPSRIF003	:30	QUBO-MY FRIEND RABBIT 1230P

Totals for: QPSRIF003

14

BROADCAST/ NBC OLYMPIC PSA'S

<u>ISCI: QOPSA001</u>	Date	Time Aired	PSA NAME	ISCI CODE	SEC	SHOW PSA AIRED
EAT WELL, PLAY HARD	qubo	7/19/2008 12:14:37pm	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-Babar
EAT WELL, PLAY HARD	qubo	8/9/2008 12:44:06pm	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-My Friend R
EAT WELL, PLAY HARD	qubo	8/16/2008 10:58:54am	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO- Zula Patrol
EAT WELL, PLAY HARD	qubo	8/30/2008 10:58:54am	VOLLEYBALL / PENGUIN	QOPSA001	:30	QUBO-The Zula Pat
Totals for: QOPSA001						4

ISCI: QOPSA002

PLAYER	qubo	7/5/2008 11:28:48am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-321 Penguir
PLAYER	qubo	8/2/2008 11:28:54am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-321 Penguir
PLAYER	qubo	8/9/2008 11:28:54am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-321 Penguir
PLAYER	qubo	8/9/2008 10:20:35am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO- Jane & the
PLAYER	qubo	8/16/2008 11:11:35am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-321 Penguir
PLAYER	qubo	8/23/2008 10:20:18am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-Jane & the I
PLAYER	qubo	8/23/2008 11:12:58am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-321 Penguir
PLAYER	qubo	8/30/2008 11:28:48am	GYMNASTICS / VEG-BE A	QOPSA002	:30	QUBO-321 Penguir
Totals for: QOPSA002						8

ISCI: QOPSA003

AMOUNT	qubo	7/5/2008 12:14:11 PM	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO- Babar
AMOUNT	qubo	7/12/2008 12:15:03pm	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO- Babar
AMOUNT	qubo	7/26/2008 12:14:18 PM	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-Babar
AMOUNT	qubo	8/2/2008 12:14:51pm	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-Babar
AMOUNT	qubo	8/16/2008 12:14:23pm	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-Babar
AMOUNT	qubo	8/23/2008 12:15:13pm	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-Babar
AMOUNT	qubo	8/23/2008 12:44:06pm	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-My Friend R
AMOUNT	qubo	8/30/2008 12:13:32pm	TRACK/JAD-THE AMOUNT COUNTS	QOPSA003	:30	QUBO-Babar
Totals for: QOPSA003						8

BROADCAST/ NBC Kaboom PSA's

Kaboom!	qubo	9/13/2008 12:14:46pm	Kaboom	QPSAKPE001	:30	Qubo-My friend Ra
Kaboom!	qubo	9/27/2008 12:14:20pm	Kaboom	QPSAKPE001	:30	Qubo-Babar
Totals for: QPSAKPE001						2