

January 4, 2005

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 as set forth in the attached Community Relations Quarterly Children's Programming Report for 4th quarter 2004. 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.

**IMPORTANT NOTICE:**

The FCC has changed its children's programming rules. Pending any delay in the effectiveness of these changes, the FCC will require, as of February 1, 2005 that:

- the E/I icon must be displayed throughout all children's educational programming (but not commercials or interstitial programming within that programming); and
- any crawl, mention or other plug for a website that does not comply with the FCC's "noncommercial" guidelines will count as commercial time, which likely will cause the station to exceed the FCC's strict commercial limits during programming targeting children 12 and under. Please confer with station counsel to determine if a website (other than Discovery Kids' website) qualifies as noncommercial under the FCC rules.

Other changes in the FCC's rules will not take effect until January 1, 2006.

**IMPORTANT NOTICE FOR NBC O&O STATIONS ONLY:**

- For most NBC O&Os, there has been one important change to the completion of the FCC Form 398 (the quarterly report). As a result of an internal reorganization, the licensee of NBC O&Os, except for two stations, has been changed to "NBC Telemundo License Co." The two exceptions are KNSD(TV) and KXAS-TV. The licensee of these two stations remains "Station Venture Operations, LP."

This report is divided into the following categories:

1. 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 *Discovery Kids on NBC* programming is 9-14. 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.
2. 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.
3. Public service announcements targeted to children 16 and under.
4. Non-broadcast efforts that enhance the educational and informational value of NBC Network programming to children.
5. Network on-air promotional efforts, which include a schedule of *Discovery Kids on NBC* on-air promos.

The regularly-scheduled children's programming and promotional content furnished to you by the NBC Network during the 4th quarter of 2004 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 thereto 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.

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**“DISCOVERY KIDS ON NBC” EDUCATIONAL OBJECTIVES**  
**For 4<sup>th</sup> Quarter 2004**

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

Each of the programs listed on the following pages are part of the NBC Children’s Programming block and is specifically designed for a target audience of children, aged 9-14. All of the programs have educational objectives that are central to the content and appropriate to the program genre.

Two reality-type programs, “Endurance” and “Trading Spaces,” demonstrate how skill and teamwork combine to accomplish a goal. The two live-action fiction programs embed factual information within the context of a narrative story: “Strange Days at Blake Holsey High,” and “Darcy’s Wild Life.” The two animated programs on the schedule are “Kenny the Shark” and “Tutenstein.”

All shows were developed specifically with the pre-adolescent and young adolescent child in mind. Each program was supported by a team, composed of the creative personnel (producers and writers), an educational consultant, and several technical consultants appropriate to the requirements of each show. The technical consultants verified all the factual content that was presented in each program. The educational consultant worked with the creative team to match the content to the appropriate level of comprehension for the target audience and to develop age-appropriate themes for learning within each episode of every program. All of the educational content was integrated into the action and movement of each episode so that the entertainment and education would be interdependent and present throughout each episode.



## **“DISCOVERY KIDS ON NBC” EDUCATIONAL OBJECTIVES**

**4<sup>th</sup> Quarter 2004**

**ENDURANCE** features a group of 9-14 year old contestants engaging in successive competitions that test different physical and intellectual abilities. Each of the twelve competitive challenges is a metaphor for the challenges our target audience will face in real life. In addition, there are strategic challenges based on ten character traits that are important for success. Contestants must estimate probabilities and beat the odds. Overall, the competition balances luck or fate against personal effort so that the contestants learn to balance intellect with intuition in developing their winning strategy. Narration and interviews during each episode trace the emotional growth and insights of the contestants, with an emphasis on how the experience of protracted competition and teamwork teaches that social skills, knowledge and physical ability combine to create success. The team that endures to the end of all the challenges earns the right to choose a trip to an exotic part of the world.

**TRADING SPACES: BOYS VS. GIRLS** Siblings, friends or neighbors get to show how well they know each other by redesigning an important room in each other’s homes. Each week a boy and a girl will be given two days and \$5000 dollars to complete a renovation of their competitor’s “room.” The space might be a bedroom, a recreation room, or a clubhouse, but the “designer” has to show his or her knowledge of the other person’s preferences, hobbies, and lifestyle to come up with a good design. They learn how to manage a budget, and how to develop and execute a design plan for the room. Participants also learn measurement, spatial reasoning, and principles of aesthetic design as they go through the experience. In the end, they will find out if their knowledge and perception of their partner was on or off base.

**STRANGE DAYS AT BLAKE HOLSEY HIGH** focuses on a group of five young teens that are students at a very unusual boarding school. Strange phenomena happen at the school, and our kids are members of a science club that decides, with the help of their professor, to figure it all out. The initiator of many of their investigative processes is the newest student to the school, Josie Trent. In exploring the larger mystery of why the phenomena occur, our kids also deal with issues relating to their socio-emotional development. The educational goal of the program is to embed scientific content in a narrative story with strong socio-emotional messages. In each episode, one of the main characters models a learning process that relates to their social competence. Each episode also explores science content that relates to resolving an immediate problem or some aspect of the larger mystery.



## **“DISCOVERY KIDS ON NBC” EDUCATIONAL OBJECTIVES**

**4<sup>th</sup> Quarter 2004**

**DARCY’S WILD LIFE** follows the life of 15-year-old Darcy Fields, the pampered daughter of a top Hollywood movie-star who was plucked out of a life of limousines, movie-premieres and world class restaurants to live a “no frills” life in rural Idaho. Darcy’s initial resentment gives way to optimism as she makes new friends and becomes a part of the community. The overarching educational goal is for the audience to see how the main character, Darcy, is able to make a successful adjustment to a new environment that is the complete antithesis of her old life. Darcy comes to a deeper understanding of herself, the value of relationships, and the insignificance of material things. This occurs as she makes new friends who have totally different perspectives than hers. The viewer will also learn about the care and treatment of a variety of animals that live on farms or in the wild.

**KENNY THE SHARK** is an eight foot tall shark that lives on land with his owner, ten-year-old Kat. Much of the adventure and humor in this show emerges from the problems that accompany managing the life of a shark trying to live in the incongruous world of human beings. Kenny is literally a big predator “fish out of water.” The educational goal of this show is to provide the audience with an introductory knowledge of shark behavior and biology. Also, each story has an educational theme based on a dilemma facing Kat or Kenny when they have to make decisions, solve problems, or act responsibly to correct something wrong that Kenny did. Their resolution of the problem offers the educational message for each episode of the show.

**TUTENTSTEIN** is a resurrected ten-year-old boy mummy who thinks that he is still King Tuten-Astennu, Pharaoh and ruler of the world. Little does he understand that three millennia have passed and everything around him has changed. The show’s educational content includes Egyptology and social-emotional messages. Egyptology is presented through the introduction of historically accurate depictions of myths, legends, demons and gods. In each story Tut and his sidekicks, Cleo and her cat, Luxor, have an adventure where the ancients are resurrected as allies or enemies in a conflict that takes place in modern times. Most of the socio-emotional lessons revolve around learning to plan, being less selfish, and considering the consequences of impulsive behavior. Cleo is usually the voice of reason for Tut, as she is the one who has to problem-solve their way out of each escapade they encounter.



**“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 9-14)  
October-December 2004**

Airdate: 10/2/04

Time:

Duration: 30:00

**KENNY THE SHARK**

KENNY THE HERO (#565014)

Marty becomes a local hero after warning his family of a fire. Jealous, Kenny wants to “save” someone and become a hero, too. He monitors a police scanner for emergencies in progress, but bumbles every attempt to save the day. Despondent over his failure, Kenny decides to leave home. While sneaking out the window, he inadvertently captures a notorious burglar. Kenny finally gets to be a local hero, but Kat points out that he's always been a hero to her - and always will be.

**[Educational Message: You don't have to do something extraordinary in order for someone to love you and be proud of you.]**

WHALING ON KENNY

Concerned that Kenny has spent too much time out of his natural habitat, Kat introduces him to Buster, the Captain's new pet orca. Kat is unaware that orcas prey on tiger sharks, and Kenny's pride won't let him tell her. Kenny joins a "pet power" workshop to learn how to stand up to Buster's bullying. He faces his fear, but finds it impossible to intimidate the orca. Kat finally learns the truth from a textbook and rushes to save Kenny just as he's about to become Buster's barbecue. Kenny admits he should have gotten her help.

**[Educational Message: No one should deal with the issue of bullying alone, so don't be ashamed to get help from a friend or loved one.]**

Airdate: 10/2/04

Time:

Duration: 30:00

**TUTENSTEIN**

TUT JR. (#690017)

Cleo is looking for a subject for a school paper about a great leader. Tutenstein considers himself the perfect choice, but Cleo disagrees. To prove he's a responsible leader, Tutenstein baby-sits Cleo's little cousin, Thomas, so she can concentrate on her research. Thomas is so fascinated by the pharaoh that he dresses like him and plays with his scepter. When Thomas accidentally transports himself to the underworld, he's mistaken for Tut and captured by the demon, Set, who wants to trade the child for Tut's scepter. Tut pretends to go along with the trade, but tricks Set into defeating himself. Tut returns Thomas before Cleo's mom gets home. Luckily, she thinks Thomas' story about his underworld adventure is just a tall tale.

**[Educational Message: A great leader takes responsibility for his mistakes and tries to make things right.]**

Airdate: 10/2/04

Time:

Duration: 30:00



## **TRADING SPACES: BOYS VS. GIRLS**

### **BRANDON VS. ASHANTI (#771030)**

Designer Jordin and Carpenter Ginene help 13-year-old boys Brandon and Gary create a room for 13-year-old Ashanti, who is half African-American and half Puerto Rican. Drawing on her heritage, they use masks, percussion instruments, photomurals, plus artifacts and trinkets from her namesake tribe to personalize a distinctive room for her. Meanwhile, Ashanti and her friend Renae team with Designer Scott and Carpenter Barte to give Brandon's room a big-city feel, complete with a "bridge" bed, subway-tiled walls, a hot dog cart desk, street sign shutters, a cityscape mural, and a walk/don't walk sign.

Airdate: 10/2/04

Time:

Duration: 30:00

## **ENDURANCE**

### **FIRST ELIMINATION (#838034)**

The boys compete in the "Right to Stay" game, which requires them to hold onto poles suspended over water. The game is made even more challenging when a hard rain suddenly begins. Marshall, Tommy and Brandon are the first to fall and are eliminated. With fourteen official players left, it's time to choose partners for the two-person teams. In "The Partner Game," the contestants must try to catch numbered balls fired from a catapult. Those who catch the lower numbered balls will be allowed to choose their own partners by overriding the choices of those with the higher numbers.

**[Educational Message: If you can hold on even in the midst of adversity, you can move forward ahead of everyone else.]**

Airdate: 10/2/04

Time:

Duration: 30:00

## **STRANGE DAYS AT BLAKE HOLSEY HIGH**

### **TESSERACT (#1030)**

When the other kids go home for the long weekend, Lucas stays behind so he can snoop into Victor's plans. He plants cameras around the school, hoping to catch Vaughn and Victor returning early to search the campus. But after Lucas stumbles across a device that creates a vortex, the school transforms into a tesseract (a four-dimensional cube). When Lucas calls Corinne for her opinion, she is transported to the school. As the tesseract folds in on itself, they become trapped in a basement. Since the cube is folding in on itself in time as well as space, Professor Zachary disappears – replaced by his predecessor, Professor Middleton, the inventor of the vortex device. Lucas confronts him, but he switches on the device and vanishes. Lucas is transported back to the beginning of the weekend. He tells the others what happened, but there's no sign of the vortex device.

**[Educational Message: Strong teamwork is always better than one person going solo and possibly hurting others by his actions.]**

Airdate: 10/2/04

Time:

Duration: 30:00

## **DARCY'S WILD LIFE**

### **DARCY'S WILD LIFE (#699001)**

Darcy Fields is mortified when her movie star mother, Victoria, decides to leave Malibu and move them to a farm twelve hours away in the rural town of Bailey. Though Victoria is thrilled with the farm and the prospect of a "normal" life, it's a big adjustment for Darcy, who is accustomed to a life of spoiled celebrity. Forced to work for the first time, she manages to get a job at Creature Comforts, the local veterinary clinic run by Doctor Kevin Adams and his daughter, Lindsay. Lindsay can see that Darcy has no particular affinity for animals and assumes she won't last long. But when Darcy stays up all night tending to a sick horse, she earns Lindsay's respect.

**[Educational Message: If you are thrown into what seems like an impossibly strange situation, try opening up to accept the possibility that a new experience can have positive impacts on your life.]**

Airdate: 10/9/04



Time:

Duration: 30:00

### **KENNY THE SHARK**

#### HIS FATE IS SEALED (#565015)

Kenny's seal-chasing ways wreak havoc at a local dog park. When Kat's parents are given a bill for the damages, they tell her that Kenny must shape up or ship out. Unable to fight his natural urges, Kenny agrees to attend a predator support group. When a seal shows up there, however, Kenny can't control himself. In desperation, Kat hypnotizes Kenny to make him find seals repellent. It works, but Kenny still wreaks havoc at the park - by running away from seals.

**[Educational Message: When you cannot control your natural impulses, you have to be trained to redirect your energy.]**

### SURF'S UP

Kat wants Kenny to teach her to surf, but sharks aren't allowed at Surfer's Cove. Undeterred, Kat dresses Kenny as a Mexican surfing instructor and he teaches her well. A big wave blows Kenny's cover, however, and the other surfers insist he leave. But after he saves a surfer who wipes out, the others realize Kenny is okay. They invite him to come back to Surfer's Cove anytime he wants.

**[Educational Message: You can present information to people in such a way that it changes their perceptions.]**

Airdate: 10/9/04

Time:

Duration: 30:00

### **TUTENSTEIN**

#### SOMETHING SPHINX (#690018)

After a bad dream in which he lets Tutenstein down, Luxor begins to fret that he's not good enough to serve the little pharaoh. To ease Luxor's burden, Tut borrows an assistant for him from the gods, an eager, baboon-like creature named Hedgeware. Luxor soon grows jealous of the pleasure Tut takes in Hedgeware's good work. But when Hedgeware conjures up a giant scorpion to guard Tut's possessions, it's clear that, despite his good intentions, his over-zealousness is a threat to the museum. Luxor saves the day by scaring away the scorpion. Tut apologizes to Luxor for his insensitivity to his feelings.

**[Educational Message: If someone helps you, be grateful for all that they do and don't take them for granted.]**

Airdate: 10/9/04

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### CHRISTOPHER VS. MADDIE (#771031)

Fourteen-year-old Maddie and her 8-year-old friend, Gabrielle, switch rooms with 13-year-old Max and his younger brother, Christopher. With help from Designer Scott and Carpenter Ginene, the boys choose a whitewater theme for Maddie's room, featuring a raft-shaped bed, picnic table desk, an oar coat rack, river and forest murals, water-patterned flooring, and a fake campfire. The girls, Designer Jordin and Carpenter Barte reciprocate by making a map room for Christopher, who loves exploring. Maps adorn the walls and window shades, and the ceiling is covered by a representation of the solar system. A geo-chron, an interactive globe and a personal GPS system complete the effect.

Airdate: 10/9/04

Time:

Duration: 30:00

### **ENDURANCE**

#### PICK YOUR PARTNER (#838035)

"The Partner Game" continues, with contestants catching numbered balls shot from a catapult for the right to choose their own partners. The process is contentious because those with the lower numbers can negate the choices of those holding higher numbers. This leads to a few dramatic moments when some players



aren't able to pair up with their preferred partners. Much of the day's tension is released in a boisterous mud fight, after which the teams are given their first pyramid pieces, and also learn that the grand prize will be a trip to the Galapagos Islands to study wildlife in its natural habitat.

**[Educational Message: The higher up the ladder you climb, the more choices and opportunities you will have.]**

Airdate: 10/9/04

Time:

Duration: 30:00

### **STRANGE DAYS AT BLAKE HOLSEY HIGH**

#### CAMOUFLAGE (#1031)

Tyler is suspicious of the Science Club's activities. After he mysteriously develops chameleon-like abilities, including taking the form of another person, Tyler uses these newfound powers to infiltrate the Science Club. He is particularly interested in learning more about Lucas' gravity-sensing device. Despite the club's best efforts, Tyler manages to get into the wormhole. Though this has the side effect of neutralizing his powers, he has learned more than he should. Knowing that the secret of the wormhole is out, the Josie clone and the school custodian make plans to prepare for whatever may come next.

**[Educational Message: A secret is not a secret when more than one person knows about it.]**

Airdate: 10/9/04

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### STRANGE CRITTERS (#699004)

Lane, a goofy local kid, develops a crush on Darcy. He brings a seemingly endless number of pets to the clinic, even though there's nothing wrong with them, just so he can spend time with the object of his affection. Darcy is less than impressed by Lane's efforts to woo her, including his celebrity impressions and love poems. But rather than tell him how she feels, Darcy tries to repel him by acting gross. Eventually, Lindsay gets fed up with Darcy's tactics and tells Lane the truth. He's hurt, but gets over it when he meets R. J., a fellow animal lover who has been given a makeover by Darcy.

**[Educational Message: When you're being offered a relationship that you don't want, tactfully tell the person the truth considering that his/her feelings may be hurt in the process.]**

Airdate: 10/16/04

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### FAMILY VACATION (#565013)

The family plans a trip to Washington, D. C., but Kat is crushed that Kenny will have to stay behind. After Kat gets Kenny to play sick so no kennel will accept him, her parents reluctantly change their minds. Unfortunately, the contents of his stomach don't get past airport security, so they have to drive instead. Along the way, Kenny accidentally destroys an Old West ghost town and causes a panic at a motel. Mom and Dad cut the trip short, and Kat and Kenny admit their deception. Back home, they put on a slide show about Washington, D. C. to entertain Mom and Dad.

**[Educational Message: You are ultimately responsible for your pet. You need to make provisions for him when planning a family vacation.]**

### GENTLE KEN

A bear named Crusher escapes from the city zoo, causing Kenny to be over-protective of Kat. Every time he thinks he's tracked down the bear, it turns out to be a false alarm. But when he attacks a bearskin rug in the principal's office, Kat gets in trouble. Mom and Dad are considering sending Kenny away when the bear suddenly wanders into their home. Kenny confronts the creature, surprised to find that it's lost and lonely. When they return Crusher to the zoo, Kat gets a reward. The money covers all the damage Kenny did.



[Educational Message: When you hear rumors that may sound threatening, try to put them in the proper context so that you don't over-react to the news, causing unnecessary problems for yourself and others.]

Airdate: 10/16/04

Time:

Duration: 30:00

## **TUTENSTEIN**

### THE SUPREME TUT (#690019)

Tutenstein decides he wants to be a god, so he calls on Horus, god of the sky, for help. Horus refuses at first, warning him of the great responsibility that comes with a god's powers. Undaunted, Tut keeps pestering Horus until he complies. Tut uses his new power for trivial, selfish purposes, such as providing ice cream and popcorn for himself and his friends. The demon Set, seeing an opportunity to steal Tut's scepter, lures him to the underworld for a showdown. Tut's powers aren't as strong as he thought, but luckily Horus shows up to help defeat the demon. Tut realizes he shouldn't be a god and asks Horus to make him a mere pharaoh once again.

[Educational Message: Be careful what you wish for; it may be more than you can handle.]

Airdate: 10/16/04

Time:

Duration: 30:00

## **TRADING SPACES: BOYS VS. GIRLS**

### LUIS VS. AMARA (#771025)

Eleven-year-olds Luis and Dylan face off against Amara, age 12, and her little sister, Brooke. The girls enlist Designer Scott and Carpenter Ginene in creating a futuristic, Matrix-style bedroom for Luis, featuring a black, silver and red color scheme, Plexiglas bed, "commander's chair," elevator-style sliding closet doors, a time capsule, and a robotic dog. The boys give Amara's room a tree house theme, with Designer Jordin and Carpenter Barte helping them make a hammock-style bed, a petrified wood desk, mushroom-shaped stools, vine-covered walls, a blue-sky ceiling, and a large faux tree. Stuffed animals complete the effect.

Airdate: 10/16/04

Time:

Duration: 30:00

## **ENDURANCE**

### HEADSTRONG (#838036)

The six contestants who were eliminated in the "Right to Stay" game are allowed to come back for a second chance to make the final cut. They play a game called "Headstrong," which involves balancing a Hawaiian carving on their heads beneath a pole. Whoever lasts the longest without letting the carving drop to the ground wins. After a long and grueling effort, Tom is the eventual victor, and he's allowed to choose one of the girls to join him on the eighth and final team, the Brown team. He picks Venetta and they receive the Perseverance pyramid piece.

[Educational Message: If you don't succeed the first time around, get back in the game and try again.]

Airdate: 10/16/04

Time:

Duration: 30:00

## **STRANGE DAYS AT BLAKE HOLSEY HIGH**

### TRANSFERENCE (#1027)

While fighting over the Chi Gong ball, Josie and Vaughn somehow inadvertently swap intelligence levels. The normally slow Vaughn is suddenly able to build a cold fusion reactor, which he gives to Victor. The other kids think perhaps the reactor is what's causing Josie's decreased brainpower but Vaughn won't destroy the device. Only after Lucas and Marshall break into Pearadyne and destroy the reactor does Vaughn realize what harm he may have caused Josie. He helps the guys escape and takes the rap for them.



Victor is livid, but Vaughn refuses to repair the reactor out of loyalty to Josie. Nonetheless, Josie's intelligence continues to decline. Vaughn realizes that her decline is related to his newfound genius. Holding the Chi Gong ball, he kisses her, and their minds are returned to normal. He returns the ball to Josie, but Josie's "clone" steals it and returns it to Victor.

**[Educational Message: No profit can be truly satisfying if it comes at the expense of another person.]**

Airdate: 10/16/04

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### A CHICK THING (#699003)

Unable to attend a hot party in Malibu, Darcy decides to throw a birthday party for her friend, Kathi. Unfortunately, with Doctor Adams out of town, Lindsay has to stay at the clinic and monitor a customer's order of 200 baby chicks. Since Lindsay can't come to the party, Darcy decides to bring the party to Lindsay. In all the confusion, the chicks escape from their cages. The partygoers are able to round them up, but create a total mess in the process. When Doctor Adams returns early, he's disappointed in Lindsay. After Darcy takes full blame for the fiasco, Doctor Adams realizes that Lindsay can still be trusted with responsibility.

**[Educational Message: When you cause big problems for someone else, step up and take responsibility for your actions.]**

Airdate: 10/23/04

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### KENNY THE HERO (#565014)

Marty becomes a local hero after warning his family of a fire. Jealous, Kenny wants to "save" someone and become a hero, too. He monitors a police scanner for emergencies in progress, but bungles every attempt to save the day. Despondent over his failure, Kenny decides to leave home. While sneaking out the window, he inadvertently captures a notorious burglar. Kenny finally gets to be a local hero, but Kat points out that he's always been a hero to her - and always will be.

**[Educational Message: You don't have to do something extraordinary in order for someone to love you and be proud of you.]**

### WHALING ON KENNY

Concerned that Kenny has spent too much time out of his natural habitat, Kat introduces him to Buster, the Captain's new pet orca. Kat is unaware that orcas prey on tiger sharks, and Kenny's pride won't let him tell her. Kenny joins a "pet power" workshop to learn how to stand up to Buster's bullying. He faces his fear, but finds it impossible to intimidate the orca. Kat finally learns the truth from a textbook and rushes to save Kenny just as he's about to become Buster's barbecue. Kenny admits he should have gotten her help.

**[Educational Message: No one should deal with the issue of bullying alone, so don't be ashamed to get help from a friend or loved one.]**

Airdate: 10/23/04

Time:

Duration: 30:00

### **TUTENSTEIN**

#### NEAR DEAD EXPERIENCE (#690009)

When Cleo catches a cold, Tutenstein thinks it's a sign that she's dying. After all, the last thing he remembers before his own demise is a sneeze. He makes an appointment for Cleo to see Imhotep, the great architect and healer, then rushes off to fetch her from her doctor's office. The doctor assures Cleo that she'll be fine and prescribes Ibuprofen, but Tutenstein is not convinced. He whisks her to Imhotep, who treats her with ancient Egyptian folk remedies. After diagnosing Cleo as incurable, Imhotep tries to quarantine her in preparation for mummification so she won't infect anyone else. Tutenstein helps Cleo escape but Imhotep follows them back. When Imhotep realizes that Cleo has gotten better, he takes the credit, but Cleo's pretty sure it's the Ibuprofen.



[Educational Message: When it comes to health matters, it's best not to jump to conclusions; let a doctor diagnose the problem.]

Airdate: 10/23/04

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### ANDREW VS. CAITLIN (#771026)

Sisters Caitlin, age 10, and Ashley, age 8, trade spaces with 12-year-old Andrew and his friend, Jason. The girls join forces with Designer Jordin and Carpenter Ginene to transform Andrew's playroom into an Egyptian "tomb," complete with a throne, Egyptian couch-style beds, a mummy, hieroglyphics, a treasure chest, statues of gods, a sarcophagus/bookshelf, secret compartments, faux distressed walls with Egyptian figures, and a pyramid that contains an entertainment center. The boys, with Designer Scott and Carpenter Barte, turn the girls' large playroom into a "secret garden," featuring a gazebo, topiary trees, mini-greenhouse, fountain, tree swing, tool shed-style closet, "garden wall" entertainment center, and a photo mural of an English garden.

Airdate: 10/23/04

Time:

Duration: 30:00

### **ENDURANCE**

#### RING OF FIRE (#838037)

The teams prepare for the first Endurance mission. They learn that the winning team will receive the Strength pyramid piece and decide which of the other teams will receive the dreaded samadhi. The mission is called "Ring of Fire," and it requires each team to hold a pole within a large ring. If the pole touches the ring, the ring catches fire, and the team is eliminated. The Purple team wins this test of Strength, and they choose to give the samadhi to the Yellow team, considered by most to be the weakest among them. This gives Yellow a five-foot disadvantage in the upcoming Temple mission.

[Educational Message: If you hold on and don't quit, even when you get weak, you will succeed.]

Airdate: 10/23/04

Time:

Duration: 30:00

### **STRANGE DAYS AT BLAKE HOLSEY HIGH**

#### NOCTURNAL (#1028)

Josie pulls an all-nighter to chart the nocturnal activity of a mouse. She falls asleep and dreams of Victor telling someone that she and her mother are not to be trusted. Even after Josie awakes, visions of Victor continue, and she can no longer sleep. Suspecting that her visions of Victor are actually Vaughn's memories, she goes to Vaughn. He confirms her suspicions, but insists he doesn't know if Victor has regained possession of the Chi Gong ball. Unsure of Vaughn's trustworthiness, Josie goes to Pearadyne, but the ball isn't there. She has a memory vision of Vaughn's mother giving him a special pendant and telling him that her work with Victor is important to the world. Josie returns to the dorm, but doesn't snap out of her trance until she sees Vaughn. Finally feeling tired, she sleeps for the next entire day. When she wakes up, she learns that Vaughn has moved back in with his father.

[Educational Message: Sleep is essential to our physical and mental well-being; when deprived of it, the body simply doesn't function well.]

Airdate: 10/23/04

Time:

Duration: 30:00

### **DARCY'S WILD LIFE**

#### DARCY'S MILD LIFE (#699006)

Darcy suddenly develops a phobia to all animals after being informed by Lindsay of the dangers that could result in her recent dog bite. When Victoria wants to take Darcy on a camping trip, Darcy is wary of all the wild creatures she might encounter. As a compromise, Darcy agrees to camp out with Victoria in their



yard, where she feels safe. When Doctor Adams comes by to enlist Darcy's help in delivering a foal, she doesn't think she can do it. Since Lindsay isn't available, however, Darcy agrees to make the effort. To her surprise, she is able to calm the mother horse enough to enable Doctor Adams to do his job. The experience helps Darcy get over her irrational fear of animals.

**[Educational Message: It's good to be cautious and knowledgeable, but don't let a little bit of knowledge fuel your fears and prevent you from enjoying a normal life.]**

Airdate: 10/30/04

Time:

Duration: 30:00

### **KENNY THE SHARK**

#### REGIME CHANGE (#565016)

Kenny's extreme weight gain is putting a strain on the furniture and his health, so Kat puts him on a strict diet and exercise program – one that's impossible for Kenny to adhere to. Kenny's attitude toward it is halfhearted at best. After a number of setbacks, Kenny feels bad for gaining the weight and not trying hard enough to lose it. Kat recognizes it is her fault and apologizes for being such a drill sergeant. Kat develops a more realistic plan, and soon Kenny returns to his normal size.

**[Educational Message: To help someone lose weight, encourage them to lose weight gradually by eating moderately portioned meals and exercising regularly rather than going on a crash diet.]**

### BOY TROUBLE

Kat develops a crush on Brock, the neighborhood paperboy. Jealous of the attention Kat pays Brock, Kenny terrorizes him and scares him away. Kat, thinking Brock is avoiding her, tries to forget about him. Seeing how upset Kat is, Kenny fesses up. Kenny apologizes for letting his jealousy get the best of him. Armed with the truth, she seeks out Brock to explain, but is disappointed to learn that he has a girlfriend.

**[Educational Message: When a best friend begins to show interest in another person, contain your jealousy because you can end up hurting your friendship.]**

Airdate: 10/30/04

Time:

Duration: 30:00

### **TUTENSTEIN**

#### DAY OF THE UNDEAD (#690026)

On Halloween, Tutenstein looks forward to taking advantage of the occasion to go trick-or-treating without drawing attention to himself. But Cleo changes their plans when her friends declare themselves too mature for trick-or-treating. They go to a local "haunted house," where Tut conjures up the ghost of an evil magician to provide some real scares. But the ghost has more lethal plans. He chases the group into a portal to the underworld. Tut calls forth some other vengeful ghosts to defeat the magician. Safely returned to the upper world, Cleo's friends try to dismiss their fear by telling themselves that everything they saw was done with special effects as part of the haunted house "show." Tut apologizes to Cleo, who offers her own apology for changing their plans.

**[Educational Message: You shouldn't try to please or impress others at the expense of good judgment.]**

**[Egyptian Mythology: Akh-wenem-kaw is an evil magician, banished by the gods, one of the unjustified dead. His name means the ghost who eats life. He swallows his victims and destroys their ka, the vital essence of the individual, that spark of life created when we're born.]**

Airdate: 10/30/04

Time:

Duration: 30:00

### **TRADING SPACES: BOYS VS. GIRLS**

#### SHAWN VS. SHARONDA (#771032)

Best friends Sharonda and Brigitte trade spaces with cousins Shawn and Nadir. Designer Jordin and Carpenter Ginene assist the boys in transforming Sharonda's room into a Sixties-themed fashion palace, highlighted by a modeling runway, a bulletin board wall, a desk that holds a professional sewing machine,