

Jasper both realize that they each have their own annoying habits but being roommates just isn't best for them. Jasper and Pearlie leave the drain and discover the humans' mailbox, perfect for Jasper's new home.

[Educational Message: When something is bothering you it is best to be honest about it.]

THROWING DOWN [PEA101]

Pearlie is behind on all of her work so she asks Jasper for help. He unintentionally tells her about the secret Elf magic that allows him to throw his voice. Jasper warns that showing her this elf magic can get him into a lot of trouble so he makes Pearlie promise to never mention it again. Pearlie is convinced that this is the way she can be everywhere at once and uses Jasper's voice chucker to throw her voice anyway, despite Jasper's warnings. She loses her voice in Jubilee Park leaving Jasper terrified of the consequences. Saphira sets out to catch Pearlie's voice and bring it to Gobsmack to prove Pearlie's incompetence. Saphira hope to become the fairy in charge. Jasper makes a voice catcher and helps Pearlie get her voice back before Gobsmack and the elves find out about Saphira's plot.

[Educational Message: Just be honest and do the work even when you have a lot to do.]

Airdate: 02/11/2012

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: 02/11/2012

Time:

Duration: 30:00

SHELLDON

YOU'RE NOT WELCOME [SHL009]

Mama and Papa offer their vacation to Dr. Shell and decide to lounge around the Inn with the kids. Just after Dr. Shell leaves, two baby creatures are abandoned at the Inn. No one knows what they are but they grow very rapidly during the day from a diet of salad oil. When several friends come to the Inn, we find out

there was an oil spill near the beach and everyone fled. But the Clams realize that Dr. Shell was heading toward the spill. After a song about teamwork, Connie, Herman, Sheldon and the rest of the guests help save Dr. Shell. They even take the mysterious babies with them and, when they finally reach Dr. Shell, he tells the group that the babies are oil-eating microbes. They rescue the troops and stay on the beach to clean up while everyone else heads home safely.

[Educational Message: When you work together as a team, you can accomplish feats that seem nearly impossible.]

Airdate: 02/11/2012

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON'S TAIL [JAD104]

Dragon is feeling very sick with a pig disease, Curly Tail. It is curable, but the antidote is a difficult quest far away. Jane, of course, volunteers for the quest and Sir Theodore assigns Gunther to accompany her so they can learn how to work as a team. The two squires head off into the great unknown to save Dragon, and together they manage to find the antidote. Working together, they hoist Jane onto the ledge that offers the antidote and when Jane gets stuck on the ledge, Gunther rushes off to get more help. In the end, Dragon receives the cure for his pig disease and the two knights-in-training learn something about the power of teamwork.

[Educational Message: Working as a team can help you accomplish difficult tasks and give you the necessary help when you need it.]

Airdate: 02/11/2012

Time:

Duration: 30:00

BABAR

WHAT'S MINE IS MINE [BAR202]

Arthur is tricked into buying a tin mine from Charlie Digger after discovering a gold nugget in it. Babar researches it and finds that the gold is too pure to come from the mine. When Arthur learns he has been tricked, he plans to teach Charlie a lesson. Pretending he has struck gold, Arthur convinces Charlie there is gold in the mine. Charlie returns to the mine where he finds Arthur and Zephir with a cartload of gold. Charlie asks Arthur to make him a partner, and Arthur agrees. Babar interrupts them and advises Arthur that tricking Charlie isn't the right way to recover his money. Realizing Babar's right, Arthur calls the deal off and admits the truth to Charlie. Though Charlie gets in trouble with Pompadour for other illegal acts, Arthur ends up selling the mine to Rataxes who uses it to mine mud for his kingdom's mud baths.

[Educational Message: Tricking someone who tricked you is not the right way to deal with a problem. If you've been tricked into buying something you didn't want, see if the person who tricked you will fix it, take it back, or get punished. See if someone else can use what you bought.]

Airdate: 02/11/2012

Time:

Duration: 30:00

WILLA'S WILD LIFE

UNBEARABLE BEAR [WIL006]

Willa gets a teddy bear from her grandma. Her pet bear, Bert, is hurt and jealous and makes fun of the toy bear. When he tries to imitate and out-do the toy bear, Bert is a real nuisance. The alligator explains to Willa that she has hurt Bert's feelings, so to make up with him she takes the bear to school where Bert frightens everyone. Then, when she takes him to the park, Bert opens the honey and they are chased home by bees. Finally when Dad finds out about Willa's antics, he bans her from taking Bert anywhere.

[Educational Message: When you spend time with a new friend, make sure your old friends don't feel left out. Find a way to include your old friends when you play with your new friends.]

WILLA'S FUN RAISER [WIL006]

Sara, Clara and Lara are certain they will win the school fund-raiser to buy plants for the garden. But Willa wants to win and Dooley suggests a strategy that will help the school even more than donations alone. He offers to prepare the garden so the fund-raising proceeds won't have to be spent on getting the land cleared. Evelyn and Willa will raise the money for the plants. While standing on the sidewalk asking for donations with Evelyn, Willa notices the sisters have a gimmick to raise money. They give people fake compliments and the people give them donations. Willa ups the ante by letting people pet her animals. When the sisters fight back by doing makeovers, Willa lets people ride and pet the animals. She wins the contest and is so excited about winning that she forgets to thank the animals and Dooley for making it all possible. Reminded by her pet alligator, she thanks her animals for helping, declines the trophy, and awards it to Dooley because the plan was all his idea and he really did the most work.

[Educational Message: When you are trying to win something, don't forget the people who help you win. Always thank and give credit to the people who help make you a winner.]

Airdate: 02/11/2012

Time:

Duration: 30:00

PEARLIE

SOCKS IN THE CITY [PEA112]

Wand and Wing Fashion Magazine is all the rage in Fairly Land and Saphira has invited the three fashionistas to town to get publicity for her spa. They announce wool socks as the first of several new trends even though it's the middle of summer. Fairly Land is excited because there is a competition to choose the newest model to show them off. When Saphira discovers that the fashionistas have written negatively about her and the butterflies' style in their newest article she has had enough. Pearlie realizes that fashionistas are only telling everyone what to wear because they are making the items themselves and getting profits from the items bought. Saphira kicks them out the spa and everyone decides to go back to wearing what they want.

[Educational Message: Dress how you want and be happy how you are; don't let someone else tell you what is cool.]

POSSUMBILLITIES [PEA112]

Sugar is getting married and Pearlie is in charge of planning all the wedding festivities. Saphira opted out of her invitation until she learns that her crush Leaf will be attending and playing the violin. When she discovers that he likes Pearlie, Saphira tries to make her look bad in front of him by turning Pearlie's bridesmaid dress into a fashion disaster. Meanwhile, Sugar reminds Pearlie that she and Brush are nocturnal and the wedding will be at midnight not noon the next day. Pearlie is so consumed with planning she neglects Brush and he calls off the wedding because he can't handle the crowds. Pearlie feels terrible and decides to fix everything by cancelling the big plans and giving Sugar and Brush a small, midnight wedding just like they wanted.

[Educational Message: Don't push your views on other people; it is perfectly fine that we all like different things.]

Airdate: 02/18/2012

Time:

Duration: 30:00

THE ZULA PATROL

DAY FOR NIGHT [ZUL102]

Bula and Gorga wake up one morning to find that it's until 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: 02/18/2012

Time:

Duration: 30:00

SHELLDON

SHELLDON MAKES WAVES [SHL010]

Dr. Shell narrates this episode, a flashback to Shelldon's discovery of his true identity. Shelldon was told that he was not Mama and Papa Clam's baby. They assure him that they love him and that he is part of the family, but Shelldon is troubled with not knowing who he really is. While walking with Connie, they are both washed up on a distant shore after a tsunami hits. Mayor Yoka is also washed up on shore and during their conversation tells Shelldon that he is a Yoka Star Shell – a species that has special powers, leadership abilities, and skills to fight pollution. Feeling confident now that he understands the legacy of his "species," Shelldon heads back to town. He discovers that Cracken is trying to take over by buying all the run-down businesses and taking advantage of people. Shelldon, who now has a sense of empowerment and pride, confronts Cracken. He encourages everyone to work together to clean up rather than sell out to Cracken.

[Educational Message: We are all different from each other and each of us should use our unique strengths and abilities to help others and be a useful member of a group.]

Airdate: 02/18/2012

Time:

Duration: 30:00

JANE AND THE DRAGON

SHALL WE DANCE [JAD105]

Excited about the upcoming annual ball, the Princess extracts a promise from Jane to dance with her. Eager to attend the ball as a knight, Jane readily agrees and begins practicing her dance steps. Gunther notices Jane hobbling about in an attempt to dance, and mocks her abilities as a knight. To top it off, Jane's mother places the condition on her to wear a dress if she plans on attending the ball. Jane knows that once she attends the ball in a dress, she will not be taken seriously as a knight. So, she decides to skip the ball altogether. Jane feels extremely disappointed, but the Princess who looked forward to dancing with her is even more disappointed. To make it up to Jane, her friends throw her a surprise party in lieu of the ball where she can attend as a knight and keep her promise to the Princess.

[Educational Message: Staying true to yourself requires sacrifice, but don't forget the promises you make to others. Find a way to compromise without abandoning your ideals.]

Airdate: 02/18/2012

Time:

Duration: 30:00

BABAR

LAND OF GAMES [BAR207]

Babar and his family find themselves in the Land of Games on their next hot-air balloon adventure when they find scattered pieces of games everywhere. The game pieces tell them they're not allowed to play games on their land. Babar tries talking to King No-Fun but it only angers him more and he bans everyone from his land. His subjects refuse to listen and play anyway. King No-Fun confronts them and Alexander, Pom and Flora try to stop him. Instead, he captures them. When Babar tries to rescue them, King No-Fun challenges Babar to a game to win his children back. Babar ends up winning the game and instead of being upset that he lost, the King discovers how much fun he had playing. He admits that he forbade games because he hated losing and realizes that the fun is in playing the game, not winning or losing.

[Educational Message: Games are meant to be played. Though it feels good to win, the real fun is in playing the game, not winning or losing.]

Airdate: 02/18/2012

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA SETS THE STAGE [WIL004]

Willa has a small part in the school play while Evelyn has a key role. Evelyn is anxious about making a huge mistake, but it's Willa who messes up during rehearsal. This makes Willa nervous. The seals encourage Willa to practice and everything will be fine. She works with her animal friends until she is confident. The show turns out to be a big success even though some mistakes were made. Willa and Evelyn are proud of their performances.

[Educational Message: Everyone makes mistakes, but you can be proud of your work if you have practiced.]

Airdate: 02/18/2012

Time:

Duration: 30:00

PEARLIE

BONGO BOY [PEA107]

Buggy Holly and the Crickets come to Jubilee Park, but when the drummer can't perform they may have to cancel the concert. Opal suggests that Jasper fill in for him and Buggy approves. Jasper, instead of practicing, becomes overly concerned with his expected fame and begins to display signs of a big ego. In the meantime, Pearlle and Opal complete mountains of paperwork for a concert permit (a ruse created by Gobsmack who wasn't invited to perform). Despite their extraordinary efforts, Jasper's vain ways have caused problems with the band. He won't practice and is causing problems that threaten the concert, rendering Pearlle and Opal's hard work useless. When the Crickets' regular drummer returns, Jasper is out of a job and his high status position. But the show goes on without a hitch—a success for Pearlle, Opal, and the band.

[Educational Message: When you have an opportunity to do something great, its hard work and practice that turns opportunity into success.]

DUST BUSTERS [PEA107]

Pearlie is looking after Great Aunt Garnet's store for the day. Always the opportunist, Saphira tries to get her hands on her own supply of Fairy Dust. She purposefully knocks over the only container in the store and tells Pearlle that she should find the recipe to make a new batch before Great Aunt Garnet finds out. Pearlle finds a recipe and takes Opal with her into the rain forest to collect ingredients. Something does not seem right with their recipe and now there is a giant wind swirl loose in the park. During the commotion,

Saphira takes the ingredients and the recipe and makes another wind twirl. When things get out of control, Pearlie calls Aunt Garnet and she explains that Fairy Dust comes from the Mystic Mountains. Pearlie had a recipe for Fairy Gust, not Fairy Dust.

[Educational Message: Always be honest about your mistakes and never try to cover them up. The truth will always prevail.]

Airdate: 02/25/2012

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: 02/25/2012

Time:

Duration: 30:00

SHELLDON

THE GREAT TREASURE [SHL011]

Shelldon discovers that Mama and Papa may have to sell the Inn because their business is being diverted to an amusement park at the other end of Shell Land. Shelldon, Connie and Herman want to help, and when they go to Crabby's bookstore for some ideas, they happen upon a treasure map. Getting to the treasure turns out to be a very complicated process. The kids encounter a volcano, a large mass of very strange sea creatures, and gold and silver. But an alien vacuum cleaner is sucking up the treasure and everything else in its path. Fortunately, Dr. Shell anticipated they might have problems and he sends a Giant Clam to scoop them up and bring them to the surface. When Dr. Shell explains that the real treasure is the amazing creatures that live at the bottom of the sea, Herman has an inspired idea. They offer \$1

Clam Rides to the Tube Forest they discovered – available only at the Charming Clam Inn. The new business attracted by the ride saves the Inn.

[Educational Message: When you work as a team to solve a problem, you come up with creative solutions, but sometimes you will have to try more than one to get the best answer.]

Airdate: 02/25/2012

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON RULES [JAD107]

Jane and her friends have the chance to play “bandy ball” on the King’s day off. But when Dragon joins in the game, it turns disastrous. Jane’s friends finally decide they don’t want to play with Dragon anymore because he is too big and clumsy. Jane gets upset and decides to quit playing. Later, she realizes she overreacted, so she returns to her friends and the game with Dragon as a referee. When Jane returns from retrieving the ball that Dragon has thrown over the courtyard where the King is sleeping, she and her friends run into Gunther who has managed to get the King’s crown stuck on his head. They help him remove the crown and sit down to enjoy supper together, putting the day’s differences behind them.

[Educational Message: When you get angry with friends during a game, remember that a game is meant to be fun for everyone. So, try to work out your problems and you will still be able to have fun and enjoy your friendship.]

Airdate: 02/25/2012

Time:

Duration: 30:00

BABAR

CRUEL TO BE KIND [BAR208]

Zephir is bored with his job. Cornelius and Pompadour are also tired of their work. Babar suggests they take time off and trade places with Zephir. Zephir is not successful running the kingdom in Cornelius and Pompadour’s absence. He makes a mess of Babar’s paperwork, discards all of Babar’s suits, ruins his speech, and more. Similarly, the customers at the malt shop are dissatisfied with Cornelius and Pompadour’s management. There are long waits, the food runs out, and all the customers are upset. Just as Babar prepares to tell Zephir that things are not working out, Zephir admits to Babar that he misses the children and the malt shop. When they arrive, the customers are picketing. Zephir happily takes his place at the malt shop and Cornelius and Pompadour sprint back to their jobs at the palace.

[Educational Message: Sometimes you learn to appreciate what you have when you have to do another person’s job.]

Airdate: 02/25/2012

Time:

Duration: 30:00

WILLA’S WILD LIFE

BABY IT’S YOU [WIL012]

Ms. Vanderwinkle asks Dad and Willa to look after her nephew. Willa is excited to look after him on her own though Dad warns looking after a toddler is a big responsibility. Buzzy is a lot for Willa to handle, even with help from her animals. But, Willa does not want to let Dad know she is having a hard time; she wants to prove that she can babysit on her own. Despite Ginny’s suggestion to ask Dad for help, Willa wants to prove she is responsible. Nothing works and Buzzy continues to cry. Eventually, Willa and the animals are exhausted and have to ask for Dad’s help. It turns out that Buzzy needed a nap. Dad encourages Willa by telling her she is a responsible person because she asked for help when she needed it.

[Educational Message: When you are in a difficult situation, ask for help.]

WILLA’S BAD HARE DAY [WIL012]

Sara, Kara and Lara make Willa feel self-conscious about her hairdo for up-coming picture day. Dad offers to take Willa to the hair dresser, but they are booked. Dad suggests she wear a hat. Koko tries trimming Willa's hair. The gang decides on a bunny hat to cover Willa's hair. Sara, Kara and Lara are jealous of it and decide to get bunnies of their own. Dad tells Willa that it's not the end of the world to feel awkward about her looks – she'll always look great to him. With her newly-gained confidence, she decides against the bunny hat and takes a great picture.

[Educational Message: Be proud and comfortable with who you are; don't let others negatively influence how you feel about yourself.]

Airdate: 02/25/2012

Time:

Duration: 30:00

PEARLIE

JINGLE BELL PARK [PEA111]

Its Christmas time in Jubilee Park and Pearl is very excited because the Christmas tree is beautiful. Jingle the Christmas Fairy arrives from the North Pole to maintain the tree and keep it green with her special Christmas fairy dust. She brings with her well wishes from Santa for all the good fairies; everyone but Saphira is on the list. Saphira, shocked that she is not on the good list, does not want anyone else to get presents if she cannot. She puts a spell on Jingle, steals her Christmas Fairy dust, and destroys the tree. All of Jubilee Park works together to re-decorate the tree but without the fairy dust the tree is brown and dead. Ludwig refuses to let Saphira destroy the Christmas spirit and he arranges for the return of Jingle's fairy dust. The tree is restored just in time for Christmas.

[Educational Message: When you work together as a team you can overcome a shared challenge and accomplish amazing things.]

SUPER SIZED ELF [PEA111]

Jasper has had enough of the dragonflies giving him a hard time and he wishes he could be big. When he hears about the Turquoise Fairy-- who describes in her new book how she turned a puppet into a person and made him big-- he becomes very interested. Hoping to become as big as a dragonfly, he finds out the fairy spell from Great Aunt Garnet and tries it on himself even though she warns of the danger. The spell makes him the size of a person and Jasper is happy until he realizes that he is still an elf and does not want to be so large. Pearl hides Jasper while Opal goes to find the Turquoise Fairy to help change him back to elf size. Saphira selfishly decides to reveal Jasper's location to "the persons" so that she can have a more exciting story for the autobiography she is writing. The Turquoise Fairy stops her and changes Jasper back and he realizes that the size he was before was just fine.

[Educational Message: When you take things you don't know how to use from other people, you are bound to have problems and get yourself into double trouble – once for taking something without permission and second for whatever happens because you didn't know how to use what you took.]

Airdate: 03/03/2012

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 is a star, made up of hot gases and dust and 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 to convince 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: 03/03/2012

Time:

Duration: 30:00

SHELLDON

GET A LIFE [SHL012]

Sam, Hook and Mac are booed while performing at a concert. Deflated, Sam decides to quit the band. Meanwhile, Hook and Mac hold auditions for a new member, but have little success until they hear Connie sing one of their songs. They immediately ask her to join the band and she does so on the condition that they practice on a regular basis. The new band has a lot of success; hard work pays off. In the meantime, Herman and Sheldon miss Connie and sabotage one of her performances so she won't go on tour. Their plan backfires because the band dissolves, Connie is out of a job, and she doesn't want to hang out with the boys, either. When they confess, she makes them help put the band back together and, because the band has practiced, they are successful right away. Connie, however, decides to stay with the Clam Shell Inn and remain friends with Herman and Sheldon. That turns out to be more important than being a rock star.

[Educational Message: Even if you're talented, it takes practice if you want to be successful at doing something you love.]

Airdate: 03/03/2012

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGON DIVA [JAD109]

The King wants Jester to sing in the inter-kingdom song competition. But, Jane is so enthusiastic in her coaching that Jester ends up losing his voice. Fortunately, Jane hears a beautiful voice coming from behind the trees. She discovers that the voice belongs to Dragon who swears her to secrecy. Nobody will take him seriously if they know he sings well. So, Jane pretends to be the one with the beautiful singing voice even though her own singing is pretty awful. Jane's lip-synching ends disastrously when Dragon forgets to chime in. But just then, Dragon swoops into the limelight and resumes the song with his beautiful voice.

[Educational Message: If you have a talent, don't hide behind others because you think you'll be embarrassed. Share your talents and most people will appreciate your gifts.]

Airdate: 03/03/2012

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. Don't let it overwhelm or worry you.]

Airdate: 03/03/2012

Time:
Duration: 30:00

WILLA'S WILD LIFE

ALLIGATOR ATE MY HOMEWORK [WIL007]

When Willa's school project is ruined, all eyes turn to Gus who is usually responsible for eating things. Gus insists that he is not guilty, but the animals have a hard time believing him. Willa and Dooley look for clues to try to find the culprit rather than blame Gus. They find a paint can that is too high for Gus to reach and a long footprint. All the clues seem to point to Koko who breaks down and confesses. The animals learn a lesson in telling the truth and not jumping to conclusions.

[Educational Message: Don't jump to conclusions and place blame without proof. If you're honest about your mistakes, you'll probably be forgiven.]

HAMMERING AWAY [WIL007]

Willa travels around her house saying goodnight to all her animals. She feels terribly saying goodnight to Jenny who sleeps outside in the rain. She decides to build Jenny a giraffe house. Willa and the gang work together on this new project despite Jenny's protests. Soon, everyone wants their own house and they're fighting for building materials until all are miserable. Willa is lonely inside and her animals are unhappy in their animal houses. Willa and the animals realize that the best place for the animals is inside with Willa, except for Jenny who is very happy outside, under the tree.

[Educational Message: Others may have something that you don't; this does not mean that you need it. Be happy with what you have.]

Airdate: 03/03/2012

Time:
Duration: 30:00

PEARLIE

STERLING EFFORT [PEA109]

There is an escaped convict, Sterling, on the loose in the park. Unknowing, Jasper makes friends with him. Sterling encourages the Jubilee Park residents to plan a reception for the Prince. But, Pearlle and Opal are suspicious. Aspects of Sterling's story are not making sense and he came in a red suit; the same color suit the palace thief is said to have been wearing. Sterling takes over Saphira's house with a spell-binding force field. The friends have to work together to conquer the elf thief. Their combined efforts release the spell and Sterling is captured.

[Educational Message: If you work together you can solve almost any problem.]

ELF PRANKIN [PEA109]

Pearlie wakes up in the fountain; Opal awakes in a tree; and Saphira wakes up with a mustache. It's annual Elfish Day and Jasper is playing elfish tricks on everyone. But when Jasper gets trapped in a person's picnic basket, no one takes his pleas for help seriously. Pearlie questions the validity of his plea, but decides she must find out for herself. The friends work together to free Jasper and he vows to refrain from pranks for a while.

[Educational Message: Jokes and pranks can be fun, but it's not good to play pranks that could hurt someone's feelings or put them at risk.]

Airdate: 03/10/2012

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. Usually, the probes can travel just one direction, so they send information back to earth 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: 03/10/2012

Time:

Duration: 30:00

SHELLDON

DOC ROC [SHL013]

All the kids at school are excited that John Lister is giving a concert to benefit hurricane victims. The tickets are completely sold out and Shelldon, Herman, and Connie are unhappy about not getting to see their idol. They figure that if they found out where Lister was staying, they would beg him for tickets. What a surprise to find out Lister was staying at the Charming Clam Inn. The kids are so nervous they faint on Lister, injuring him in the process. To compound the problem, when Dr. Shell gives him some medicine to get well, the medicine puts him into a deep sleep. Now the kids realize that the concert and helping the victims of the hurricane are in jeopardy. The kids join forces with Dr. Shell to lip-sync the songs until Shelldon is successful in waking up Mr. Lister to actually perform. The biggest surprise of all is that Lister, grateful to have recuperated, sings a song Shelldon has written.

[Educational Message: If we can work together, no matter what our age, we can figure out ways to help those in need.]

Airdate: 03/10/2012

Time:

Duration: 30:00

JANE AND THE DRAGON

ADVENTURES IN ROYAL BABYSITTING [JAD110]

When the King and Queen are gone for the day on royal business, Jane is entrusted with “protecting the royal heirs,” that is, babysitting. Unfortunately, watching the bratty Prince and playful Princess wreaks havoc with Jane’s plan to study for one of Sir Theodore’s knighthood tests. So, Jane asks Dragon to keep an eye on the two children for an hour while she studies. Dragon manages to misplace the Princess in a game of hide ‘n’ seek, and Jane has to race to find the missing Princess before the King and Queen return home. She manages to find the kids in time and find time to study, too. Jane learns that her real test was to remain honest with herself and others throughout her challenges in balancing her responsibilities.

[Educational Message: When you’re given a responsibility, don’t push it off to someone else no matter what the reason and be honest when you make a mistake.]

Airdate: 03/10/2012

Time:

Duration: 30:00

BABAR

EVERY BASKET HAS A SILVER LINING [BAR206]

Despite practicing, Pom struggles at tryouts while Alexander breezes through it. Both make the team—but Pom’s a towel-boy. Embarrassed, Pom doesn’t tell his parents the truth about his position and they decide to come to their first game. Alexander helps Pom practice and finds that he’s good at stealing the ball but needs practice making the basket. So, Alexander asks the coach to let Pom play at the next game. The coach disagrees. Seeing Pom as a towel-boy at the game, Babar and Celeste realize why he didn’t want them to come. However, when their team needs help stealing the ball, the coach allows Pom to play. Pom steps in and ends up saving the game with Alexander. After the game, Pom realizes his parents support him no matter what and promises to always be honest with them.

[Educational Message: Don’t be embarrassed if you do not succeed in something you do, especially with your parents. Your parents will probably support your effort, as long as you have tried your best and are honest with them.]

Airdate: 03/10/2012

Time:

Duration: 30:00

WILLA’S WILD LIFE

WILLA’S WILD NEWS [WIL013]

Willa is developing a show for her school’s TV show. Clara, Lara and Sara do a show on fashion and hot new trends that the students think is very cool, making the girls school celebrities. Willa, whose first feature on her animals is quite boring, gets the bright idea to exaggerate the abilities of her animals in order to create exciting entertainment. She sets up shots and tells little lies about what the animals are doing. After a while, the animals rebel and refuse to continue the false reporting. When people, including Willa’s teacher, come from all over to see the fantastic animals the pressure is on Willa to admit the truth. At her next show, Willa tells everyone she’s done her last report. She is sorry others don’t find the animals as interesting as she does, but she’d rather tell the truth.

[Educational Message: It is always best to tell the truth. When you tell one little lie, you may end up telling a lot of other lies to make an even bigger impression. When the lies get out of control, you end up having to tell the truth and being very embarrassed.]

WILLA’S JOURNAL [WIL013]

Willa gets a journal from her father but doesn't know what to do with it. When her dad explains it's for recording memorable moments, she thinks it is a great gift. Unknown to Willa, the animals anticipate that she will write stories about them. They begin performing tricks and doing all sorts of special things so they can be included in her most memorable moments. But when they go over the top and ruin Dad's rest in the hammock, Willa confronts them about their behavior. They explain they just wanted to be in the journal; Willa tells them that they don't have to do anything special to be in the journal. She has figured out just being together is special and having them as friends is special. And that is good enough to be included in her journal.

[Educational Message: You don't have to do outrageous things in order for someone to think you are special. Just be yourself and your friends will appreciate you for who you are.]

Airdate: 03/10/2012

Time:

Duration: 30:00

PEARLIE

FAIRY FACTOR [PEA106]

When Saphira sees that Pearl's shell is a mess, she makes up a Fabulously Tidy Housekeeping certificate to motivate Pearl to do the impossible. Saphira is responsible for the test and attempts to come up with one that Pearl will never pass. Saphira's plan to humiliate Pearl fails when Pearl finishes the first task with ease. The test then becomes a competition that Saphira plans to win by cheating. The crystal ball cam exposes Saphira's cheating. Pearl wins and earns her Fabulously Tidy Housekeeping diploma.

[Educational Message: Play by the rules because if you cheat, you'll eventually be found out.]

ROLLER FAIRY [PEA106]

The park is upset as a small person attempts a bug-napping. Everyone is grounded; there's no flying in the park until notice is given that the grounds are safe. Pearl is concerned that she will not be able to get things done without flying. Jasper makes fairy roller skates. The fairies and bugs love wheeling around. Saphira, of course, tries to sabotage the fun and gets bug-napped while flying. Pearl devises a plan to save her. Saphira is punished for violating the no-fly zone rule; she cannot use her wings though the no-fly zone is lifted.

[Educational Message: Follow the rules because they are there to protect you.]

Airdate: 03/17/2012

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 tries 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,