

January 5, 2010

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 4th quarter 2009. 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. Educational Objectives: QUBO for both the 4th quarter 2009 and 1st quarter 2010.
2. 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.
3. 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.
4. Public service announcements targeted to children 16 and under.
5. Non-broadcast efforts that enhance the educational and informational value of NBC Network programming to children.
6. 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 4th quarter of 2009 complied with the commercial limits of the Children's Television Act, and 47 C.F.R. §§ 73.670(a)-(d), 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.

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“QUBO ON NBC” EDUCATIONAL OBJECTIVES

For 4th Quarter 2009

EDUCATIONAL OBJECTIVES

4th Quarter 2009 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 (E/I) 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 on NBC** 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.

From October 3, 2009 - December 26, 2009, **QUBO on NBC** aired five shows returning from the 3rd quarter. These are: **Babar**, **The Zula Patrol**, **My Friend Rabbit**, **Willa’s Wild Life**, and **Jane and the Dragon**. Additionally, **Jacob Two Two** returned from previous quarters. On October 17, 2009, a new show, “**Sheldon**” was introduced.

All seven shows were developed specifically for a target audience composed of children 4-8 years of age. Five of the shows are book-based series. Six of the shows focus on important social-emotional messages for the target audience; while one (**The Zula Patrol**) communicates content from science and astronomy. All educational and informational messages are delivered through an animated narrative format.

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.

“**My Friend Rabbit**” is an animated show based on the book by Eric Rohmann. The two lead characters, Rabbit and Mouse, 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.

“**Willa’s Wild Life**” is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets – an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out

how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the “cool” group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

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.

Based on Mordecai Richler’s books, “**Jacob Two-Two**” is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob’s father, a full-time writer.

Set in medieval times, “**Jane and the Dragon**” is an animated show based on Martin Baynton’s best-selling book about a middle-class medieval 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.

“**Shelldon**” is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In all cases, they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct social-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.

1st Quarter 2010 Educational Objectives

Turbo Dogs and **3-2-1-Penguins!** are returning to the schedule for the first quarter of 2010, starting the second weekend in January, to replace **The Zula Patrol** and **My Friend Rabbit**. Both of these shows were developed for a target audience composed of children 4-8 years of age. Both contain important social-emotional messages for the target audience. All educational and informational messages are delivered through an animated narrative format.

“**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 such as directionality and 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.

“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.

4TH QUARTER 2009 SHOW SUMMARIES

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 Wigg—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, help 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.

MY FRIEND RABBIT models constructive problem-solving for young children ages 4-8 years. 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.

WILLA’S WILD LIFE is a new animated series featuring a six-year-old girl, Willa, who is permitted to share her home with an ever-growing menagerie of animals-- an elephant, a giraffe, a pair of performing seals, a bear, three penguins, and lots of rabbits. These creatures speak to Willa, offering her advice and friendship from each of their respective points of view. In each episode, Willa faces a challenge at home, in school or in her neighborhood. Her animals and best friend Dooley help her develop solutions to overcome each challenge. With the support of Dooley, the animals and praise from her dad, Willa finds ways to maintain healthy friendships, experience success, develop competence, and become altruistic.

BABAR, based on the books by Laurent de Brunhoff, 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. **BABAR** first appeared on the schedule in 2007 and is returning with new episodes in 2009.

JACOB TWO-TWO is a very little boy with a very big heart. As the youngest member of a large family, Jacob has to say things twice so he can be heard. He looks up to his siblings, but tends to be ignored or bullied by them when he tries to be a part of their activities. However, he does get noticed when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains

that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two-Two finds innovative ways to get in and out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination.

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.

SHELLDON is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water-dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family-owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Shelldon's also live at the inn. Shelldon and his buddies Herman (a Hermit crab) and Connie always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant social-emotional lesson and also share information relating to their ocean habitat and environmental protection.

1ST QUARTER 2010 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.

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 inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem and ends after the children have learned an important

“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]
October-December 2009

Airdate: 10/03/2009

Time:

Duration: 30:00

THE ZULA PATROL

MY AIR LADY [ZUL122]

When the power generators on Zula go out, Bula asks The Zula Patrol to bring him his tools to fix the problem at the energy field. Multo suggests building an air-powered vehicle. Using the Multopedia, he explains that planets like Earth are surrounded by a layer of air called the atmosphere, which consists of gases that allow living things to breathe. Though invisible, air consumes space and moves objects along with it. When their vehicle is completed, they use heat to make it fly. Reaching the Zulean cliffs, they release the parachute to return to ground-level and use “multo-bellos” to move on the ground. When the dam bursts and the ground is covered with water, they raise a sail to move across the ocean. The air-powered vehicle allows them to overcome each obstacle in their path and reach Bula in time to fix the dam and the power generators.

[Educational Message: Planets, like Earth, are surrounded by an atmosphere—a layer of air, which is made up of gases that allow living things to breathe. Air is invisible but takes up space and has the ability to move objects when it moves.]

YOU'RE CRAMPING MY SPACE [ZUL122]

The Zula Patrol encounters Buzzy who's on his way to discover the planets' atmospheres. Buzzy wants to find another planet where Earthlings can breathe without spacesuits. Through the Multopedia, Multo explains that planets have a layer of gases around them called the atmosphere. Some planets like Venus have thick atmosphere, others like Mars have thinner atmosphere. Earth's atmosphere, called “air,” is the only one with the perfect gases to help Earthlings breathe. Unconvinced, Buzzy continues on his mission and The Zula Patrol accompanies him. On Venus, Buzzy collapses under the thick atmosphere. On Mars, he inflates because of the thin atmosphere. Returning to space, they get sucked into a vortex and land on an unknown planet. Realizing he can breathe, Buzzy thinks he has found another planet where it's possible to breathe. Upon investigation, however, he realizes they're on Earth, which is why he can breathe.

[Educational Message: Most planets have a layer of gases around them called the atmosphere. Earth's atmosphere is called air, which is made up of gases that allow living things to breathe. When Earthlings go outside their atmosphere, they need to wear spacesuits that contain the gases needed for them to breathe.]

Airdate: 10/03/2009

Time:

Duration: 30:00

MY FRIEND RABBIT

LITTLE DUTCH RABBIT [MFR101]

Rabbit creates a leak in the beaver dam when he uses one of the sticks from it to scratch his itching back. No matter what he tries, the dam leaks more and his back still itches. When Thunder offers help, Mouse suggests finding the beaver to tell him about his dam. Thunder searches for the beaver without hearing Mouse's full description and mistakes other animals for it. Meanwhile, Mouse suggests fixing the dam themselves. Together, the friends brainstorm possible solutions. When none of their ideas work, Jasper realizes there are actually two problems: Rabbit's itchy back and the leaky dam. He suggests finding one solution for both. Mouse realizes that Rabbit's back is itching because it's dirty, and rinsing it will stop the itch and make use of the leaking water. Thunder finally finds the beaver who thinks he can also use the leaky dam as a spray-wash for himself.

[Educational Message: Sometimes, one small problem can turn into many big problems. Finding the root of the first problem can lead to solving the others, so one solution can work for them all.]

FISHING FOR THE MOON [MFR101]

When Rabbit snaps his fingers and the moon reappears, he thinks he can control the moon's movement. When he tries to show Mouse how he did it, however, it doesn't work. They try retracing Rabbit's steps, then getting closer to the moon so it can hear Rabbit snap. Nothing works. Thunder joins them and they try standing on top of each other, so Mouse can snap his fingers and make the moon reappear. Instead, they notice the moon in the pond and think that the moon has fallen into the water. They try scooping and fishing it out, but to no avail. When Jasper finally awakens, he explains to them that the moon only seems to disappear when it goes behind the clouds, and what they see in the pond is actually the moon's reflection. They look up to see the moon is still in the sky.

[Educational Message: We cannot control the moon's movement. So, if you think it has disappeared, it may be hiding behind the clouds; and if you see it in the water, you're just seeing the moon's reflection.]

Airdate: 10/03/2009

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 in fact 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; 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 upcoming 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 is not the end of the world to feel awkward about her looks – she'll always look great to him. With her 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: 10/03/2009

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: 10/03/2009

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND SCHOLARS FOR DOLLARS [TWO108]

Jacob is tired of failing Ms. Sour Pickle's daily country capitals quiz, so he does a little detective work and figures out her system for picking the countries. As a result, he aces the quiz and becomes a hero to the entire student body. It all backfires, however, when he is chosen to be the geography expert on the school's "Scholars for Dollars" team. He's only got one night to memorize all the countries and capitals before the big competition, so he uses little tricks to memorize them. His team doesn't win the competition but everyone is really proud of his efforts and interested in the neat tricks he used to memorize and recall information.

[Educational Message: When you study and try your hardest, you will not only be proud of yourself, but others will also be proud of you, regardless of the outcome of your efforts.]

Airdate: 10/03/2009

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: 10/10/2009

Time:

Duration: 30:00

THE ZULA PATROL

WIGG AND WIZZY LIGHT THE WAY [ZUL123]

While Bula checks the flashlight batteries in preparation for The Zula Patrol's camping trip, Multo explains that the light waves in the flashlight are emitted from various sources of light other than the sun. He also explains that unless something soaks up the light waves or bounces them off in a different direction, light waves travel forward. Sometimes, they appear in a way that reflects color. As they sit around a campfire later, The Zula Patrollers hear a noise. Despite Bula's warnings, Zeeter separates from the group. Though she finds the noise is coming from a frog, Zeeter ends up falling into a ditch. While searching for her, Bula suggests using the mirror to change the direction of the light waves from the flashlight so they can see clearly. When the batteries in the flashlight die, Wizzy and Wigg light the way using their tails.

[Educational Message: Anything that lights up uses light waves. Light waves are emitted from many different sources like the sun, a lamp or a flashlight. Light waves travel ahead unless they're blocked by something that soaks them up or bounces them off in another direction. Light waves can also reflect color.]

LOOK TO THE RAINBOW [ZUL123]

Explaining how rainbows

form during rainy season, Multo says that when the sun's light passes through the droplets at an angle, the light breaks up into its many colors and forms a rainbow. The Zula Patrol travels to the Village of Rainbow where everything is rainbow-themed, but when they look for the rainbow it doesn't appear. Instead, Professor Spectrum had arrived offering the chromaliens his magic formula to restore their rainbow in exchange for their rainbow diamond. Upon investigating, The Zula Patrol finds he's tricking the chromaliens by blocking the hole in a cave through which sunlight passes and mixes with raindrops to create their rainbow. Caught, the professor traps The Zula Patrollers who escape the underground rainbow prism by following bats out of the cave. Just as Professor Spectrum exchanges the formula for the diamond, The Zula Patrol arrives, exposing him and unblocking the hole so the rainbow returns.

[Educational Message: Rainbows appear after it rains. They are formed through water droplets and the sun's light, which appears white but consists of different colors. When sunlight passes through the water droplets at an angle, it creates a rainbow.]

Airdate: 10/10/2009

Time:

Duration: 30:00

MY FRIEND RABBIT

FOLLOW THE LEADER [MFR102]

Rabbit invents a game called "Follow the Leader," in which he's the leader and Mouse is the follower. Mouse finds it difficult to keep up with Rabbit, so they try adjusting the game. When that doesn't work, they make Mouse the leader and The Gobble-Goose Girls join them. They run into Hazel who can't join them because she has to pick her acorns. So, they make Hazel the leader and follow her as she gathers acorns. Thunder joins them and he tries following them, but he's too big and heavy. So, they make Thunder the leader and do what he enjoys. When Thunder leads them into the water, they realize Hazel can't join them. Rabbit realizes they have to play a game that they can all enjoy. They all try leading, but they find nobody's following them. Finally, they decide to play hide and seek that everyone can enjoy, together.

[Educational Message: When you find it difficult to play together, try to think of a game that everyone can enjoy. That way, you can be together and still have fun.]

CHASING RAINBOWS [MFR102]

Rabbit tries convincing Mouse to play in the rain, but Mouse doesn't like getting wet. At first, Rabbit suggests running between raindrops, but they still get wet. Hazel and The Gobble-Goose Girls join them, and together they try to make the rain stop. That doesn't work either, so Rabbit suggests thinking of a game they can play in the rain. They make music in the mud, but Mouse doesn't want to play in the mud. They chase worms, but Mouse thinks they're slimy. Finally, Thunder notices the rainbow and they try following it. In trying to chase the rainbow, Mouse starts to have fun despite the rain. They jump over puddles, find shiny objects that the rain has washed, and slide down wet slopes. Still, they can't get to the rainbow. The rain eventually stops and the rainbow disappears, but Mouse learns he can have fun even when it rains.

[Educational Message: You can have fun in almost any situation, even when it's raining. You just have to make an effort and find different things to do.]

Airdate: 10/10/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

HIDDEN TREASURE [WIL008]

Willa watches her dad bring in a beautifully wrapped present. She is dying with anticipation and, despite Jenny's protest, goes in search of the gift. Willa ventures into forbidden territory, Dad's office, and finds the present. She cannot contain herself and opens it. It's a broominator, an automatic vacuum cleaner that soon is completely out of control, destroying the house. Dad is furious that Willa almost ruined his special

surprise for Grandma Birdie. Willa admits that she should not have gone snooping and agrees to check with Dad before opening things that don't belong to her. She eagerly starts cleaning up the mess she created.

[Educational Message: Do not snoop around; check with an adult before you open something that does not belong to you.]

UP, UP AND AWAY [WIL008]

There is a kite-building contest that Willa and Dooley want to win by building a kite all by themselves. They are very proud of their finished product until they see Lara, Cara and Sarah's enormous kite. Willa convinces Dooley that they should start all over and make a bigger kite. However, the bigger the kite, the more difficult it is to fly. In the end, they stick with their first kite, reasoning that it is not the biggest or the fanciest, but it is the one they like the best. Their kite flies the highest and wins the contest.

[Educational Message: It is not always about having the biggest or the fanciest, but having something that you like and are proud of.]

Airdate: 10/10/2009

Time:

Duration: 30:00

BABAR

ROWING PAINS [BAR201]

Knowing he cannot afford the toy boat he saw behind a store window, Alexander asks Babar for an advance. Babar refuses and advises Alexander to budget his allowance better. When Alexander shares his problem with Zefir, Zefir offers Alexander a job and advances him the money to buy the boat. Alexander promises to work off the money but doesn't keep his promise. Instead, he uses the excuse of rowing practice to avoid working and misses rowing practice under the pretense of working for Zefir. Alexander is finally caught when Babar and Zefir discover that he hasn't been at practice or at the shop. Confronted and ashamed, Alexander finally admits he was wrong, apologizes to Babar for lying, and promises to make it up to Zefir. Flora replaces Alexander on the rowing team, which wins the competition and is rewarded with the same toy boats that got Alexander in trouble.

[Educational Message: If there is something you really want, you must work hard for it. Lying and making excuses to get what you want never works. If you do make a mistake, however, you need to apologize immediately and make it up to the person you have wronged.]

Airdate: 10/10/2009

Time:

Duration: 30:00

JACOB TWO-TWO

JACOB TWO-TWO AND THE BIG BAGEL BUNGLE [TWO110]

On Morty's day to prepare brunch, he entrusts Jacob with the important job of "bagel-fetcher." Jacob sets out with bus fare, a shopping list, and a 90-minute deadline, but nothing goes right. He misses the bus, loses the list, and is intimidated by bullies. With help from Buford, Jacob reaches the bagel shop and fills the order, but on the way back, the bag of bagels ends up on the bumper of Ms. Sour Pickle's car, and the boys have to chase it down. Then Leo Louse gets hold of the bagels and takes them to Principal Greedyguts. The boys trick their way into the principal's house and distract him long enough to retrieve the bagels. With just five minutes to spare, the bullies show up and launch a snowball attack. Jacob distracts them with a magic trick and gets home just in time. Morty anoints him permanent bagel-fetcher.

[Educational Message: When you're given a responsibility to do something important, make sure you persevere against obstacles and complete the task.]

Airdate: 10/10/2009

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,” i.e., 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: 10/17/2009

Time:

Duration: 30:00

THE ZULA PATROL

MOONS MAYHEM [ZUL124]

The Zula Patrol invites the moons to the moon carnival. To identify the moons, Multo explains that moons come in different shapes and sizes and travel around planets. Mercury and Venus don’t have any moons; Earth has one moon; Mars has two potato-shaped moons; Jupiter has many different types of moons; and Saturn’s moon has clouds on it. Meanwhile, Dark Truder plans to steal the moons. Disguised as Fortune-Teller, Madame Luna, he tricks Wizzy and Wigg into believing their friends will turn into moon-zombies unless they stay indoors. While Wizzy and Wigg prevent their friends from leaving headquarters, Truder lures the moons away with the promise of a moon-wash. When Wizzy and Wigg search for Madame Luna to help them, The Zula Patrol follows them and finds the moons. Realizing Truder’s trickery, they find and expose him, then return the moons back to their rightful places.

[Educational Message: Moons revolve around planets, and are therefore, also called satellites. Some planets like Mars, Jupiter and Saturn have more than one moon. Earth has only one moon while Mercury and Venus have none. All the moons come in different shapes and sizes. Jupiter has moons with volcanoes and ice; Saturn’s moon has clouds on it; and Mars’ moons are oblong.]

THREE RING GORGA [ZUL124]

Wizzy and Wigg attribute Gorga’s howling in the night to the moonlight. Multo explains that the moon has no light of its own and actually reflects the sun’s light, which bounces off the moon’s rocky surface. Wizzy and Wigg also learn that only half the moon is lit up at a time, but both sides receive equal amounts of light as the moon travels around Earth. Bula then recalls how he met Gorga who was part of a traveling circus. Tired of circus life, Gorga escaped with the moon—the circus’ only spotlight—and met Bula. Bula thwarted the ringmaster temporarily by having the moon block the sun, but the ringmaster tricked Gorga and captured him, then cast a net over Bula and the moon. Gorga finally used his snout to escape and remove them from the net. Bula and Gorga return the moon to Earth and remain friends from then on.

[Educational Message: The sun’s light bounces off the moon’s rocky surface, lighting up the moon on one side. The moon itself has no light. The side that doesn’t receive any sunlight remains dark, but both sides light up at different points as the moon revolves around Earth.]

Airdate: 10/17/2009

Time:

Duration: 30:00

MY FRIEND RABBIT

MOUSE’S MOSS [MFR103]

While Mouse prepares to nap with his cuddle moss, “Mossy,” Rabbit and Thunder enjoy flipping things in the air. As he searches for things to flip, Thunder discovers Mouse’s moss. After Rabbit and Thunder flip the moss over, Mouse comes looking for his “Mossy.” When they can’t find it, they think of different ways to locate it. They try retracing their steps to see where the moss has landed, but that doesn’t work. Then,

Thunder suggests replacing “Mossy” with something else, but Mouse can’t find anything that resembles “Mossy.” Hazel suggests that if Mouse works really hard, he’ll get too tired and fall asleep without needing his cuddle toy. Mouse can’t find anything to do, however. Unwilling to give up, Rabbit finally suggests flipping Mouse over, so he can spot the moss. When he’s flipped in the air, Mouse spots “Mossy” on a tree and Hazel retrieves it for him.

[Educational Message: When you lose something, instead of giving up, you should try retracing your steps and thinking of different ways to search for it.]

THE SOUND OF SILENCE [MFR103]

Rabbit and Mouse spot Jasper silently waiting by the pond for a surprise. They decide to join him, but they’re interrupted by noises from the forest. They follow the sounds to Hazel and ask her to practice standing in silence like Jasper. When Hazel stands quietly with them, she hears the sounds of nature, until they’re interrupted by more noise. They follow the sounds to The Gobble-Goose Girls who practice standing silently with them, also. After some time, they all begin to hear sounds they’ve never heard before. Their silence is interrupted with Thunder’s noisy dance by the waterfall. After failing to reach Thunder, Rabbit finally finds a way to interrupt Thunder’s shower to get his attention. Once they’ve stopped all the outside noise, everyone joins Jasper by the pond to wait silently for the surprise, until they discover sounds and sights of nature they’d never noticed before.

[Educational Message: If you take a moment to be silent and still during your daily activities, you’ll notice sights and sounds that you may not have paid attention to before.]

Airdate: 10/17/2009

Time:

Duration: 30:00

WILLA’S WILD LIFE

PAS DE DOOLEY [WIL015]

Dooley’s coach tells him he will be sitting on the bench during soccer games if he does not improve his footwork. Willa encourages him to take dance with her to help. Dooley agrees. At first, he is skeptical, and has a hard time getting the dance moves. Dooley practices hard and takes lots of advice from the animals. Dooley finds out practice makes perfect. He is a success in the dance recital and on the soccer field.

[Educational Message: Keep practicing and you will improve.]

PERFECT PARTNERS [WIL015]

Edie normally performs with Steve for the Friday night show, but sis sick and needs someone to fill in for her. Samuel offers and the show is a success. This makes Edie jealous; and after a fight with Steve she will not perform with him. Samuel has to fill in for Edie again at the next performance. He likes the attention so much, he lets the stardom go to his head. From now on he is *Sammy* and does not need to rehearse. Of course, Steve and Edie miss each other, but are being very stubborn and will not apologize. Not surprisingly, Samuel’s next performance is less than good. Steve and Edie get back together to finish the performance and make up as friends, too.

[Educational Message: If you do something wrong or have a fight with a friend, simply apologize and things will get better.]

Airdate: 10/17/2009

Time:

Duration: 30:00

BABAR

CRUEL TO BE KIND [BAR208]

Zefir is bored with his job. Cornelius and Pompadour are also tired of their work. Babar suggests they take time off and trade places with Zefir. Zefir is not successful running the kingdom in Cornelius and Pompadour’s absence. He makes of a mess of Babar’s paperwork, discards of all 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 Zefir that things are not working out, Zefir admits to Babar that he misses the children and the malt shop. When they arrive, the customers are picketing! Zefir 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: 10/17/2009

Time:

Duration: 30:00

SHELLDON

CRABBY'S SCHOOL DAZE [SHL001]

Mr. Squid has the students participate in peer tutoring; the best pupils in each subject will tutor those in need. Connie is paired with Herman because Connie is strong in math and Herman is strong in wood shop. With an odd number of students, Shelldon is left out. After a conversation with Mr. Squid, he heads off to the bookstore in search of books that will help him figure out his strengths. At the bookstore, Shelldon finds out that Crabby quit school. Crabby opened his bookstore because he loved books and wanted to be surrounded by them. But, he regrets not having a diploma. Shelldon gets Crabby to join Shelldon's class at school and Shelldon becomes his tutor. Crabby passes his exam and Shelldon, having studied more than usual tutoring Crabby, gets an A- on his exam. Crabby also taught Shelldon how to stand up to the school bully.

[Educational Message: Each of us has unique talents that can be used to help others.]

Airdate: 10/17/2009

Duration: 30:00

DRAGON

A PIG OF A PROBLEM [JAD112]

Always up to no good, Prince Cuthbert sneaks into the pigpen alone. He runs out a few minutes later squealing when Smithy's pig bites him. The King decides that Pig must be tethered and removed from the castle. Smithy is devastated because Pig is not just his pet but also his friend. When the merchant agrees to buy Pig from the King, Dragon decides to steal Pig away to his cave. Believing that Smithy has done something with Pig, Smithy is dismissed from the castle staff. Upset with the turn of events, Jane tries to learn the truth. She wins Prince Cuthbert over and discovers that it was he who scared Pig, and caused Pig to react in defense. Jane shows the King that the problem doesn't lie with Pig, but with the way Prince Cuthbert treats Pig. Thanks to Jane, the misunderstanding is cleared, and Smithy returns to the castle with Pig.

[Educational Message: In order to clear a misunderstanding, it's important to find the cause behind it and clarify the truth.]

Airdate: 10/24/2009

Time:

Duration: 30:00

THE ZULA PATROL

A STAR IS BORN [ZUL125]

After flying through a wormhole, The Zula Patrollers find themselves lost inside a nebula with no fuel. Using the Multopedia, Multo explains that the solar system is filled with nebulas in which stars are born. They also learn that as young stars (proto-stars) grow, they pull gas and dust toward them. As the elements move closer together, the stars become heavier and hotter and eventually explode to form grown stars. Worried about getting home, The Zula Patrollers ask a proto-star for help but realize it's too young to charge their ship with light energy. So, to help him grow, The Zula Patrollers lead the proto-star, Buck, into a chase that raises his temperature. Buck finally explodes and becomes an adult. The others follow suit and when they combust, they emit enough energy to power the spaceship that takes The Zula Patrol home.

[Educational Message: Nebulas are clouds of gas and dust. Stars are born inside nebulas when the gas and dust collide, raising the young stars' temperature until they explode and become adults. Young stars are also called proto-stars.]

GALACTIC STAR GAMES [ZUL125]

The sun asks The Zula Patrol to help her Aunty Dorothy, a red dwarf star, practice for the Galactic Star Games. Multo explains that stars are large balls of gas and their temperatures determine their colors. The

blue stars are the hottest, the yellow stars are less hot, and the red stars are the least hot. The red stars, also called Red Dwarves, are the oldest stars in the galaxy. Aunt Dorothy refuses The Zula Patrol's help at first, and then realizes she needs it when she doesn't make the team because of her age. The Zula Patrol advises her to form her own team with the other Red Dwarves, and then coaches their routine. Seeing how good they are, the rival coach tricks the drummer star into leaving to another part of the galaxy. Despite it, the Red Dwarves perform in the games and end up winning with The Zula Patrol's help.

[Educational Message: Stars come in different colors, which are determined by the stars' temperature. The blue stars are the hottest, the yellow stars are less hot, and the red stars are the least hot. The red star is also called the Red Dwarf.]

Airdate: 10/24/2009

Time:

Duration: 30:00

MY FRIEND RABBIT

HAZEL'S BIG SURPRISE [MFR104]

After completing all her chores, Hazel realizes there's nothing left for her to do. She's even stacked all the acorns, which is what she enjoys most. Seeing how sad Hazel looks, Rabbit, Mouse and Thunder think of ways to cheer her up. Rabbit suggests giving Hazel a surprise visit from all her friends at her "hiding hole." They invite all her friends and ask them to do something special for Hazel. When Hazel returns home, she's surprised by all her friends and appreciates all the different things they do for her, but she still can't forget about the acorns. It's only when everyone joins Thunder in his new dance and they end up knocking over the acorns from the tree that Hazel feels happy, again. Hazel's mood is lifted by her friends' combined efforts to make her feel better, and her friends feel happy to have helped Hazel.

[Educational Message: When you see your friend sad, you should make an effort to cheer him/her up. Sometimes, it may take a few tries and more than one person's efforts to help lift your friend's spirits.]

THE LAST LEAF [MFR104]

Rabbit invents a new toy called the "snow-snapper," that he and his friends can use in the snow; but it's not winter yet. When he finds one last leaf that still hasn't fallen off the tree, he presumes that's why winter hasn't arrived. Rabbit decides to make the leaf fall, so it can snow. He and Mouse try different ways of making the leaf fall, but nothing works. In the process, however, they find many other uses for Rabbit's snow-snapper. They finally ask Hazel to climb the tree and pick the leaf in exchange for helping her gather all her nuts with the snow-snapper. Just as Hazel prepares to pick the leaf off the tree, Jasper arrives and explains why picking the leaf won't make it snow. Rabbit suddenly realizes that they don't have to wait for winter to play with his snow-snapper because it has many other uses.

[Educational Message: Not every object needs to be used for only one purpose. If you think creatively, you may find there are many different ways to use the same object and it can serve many purposes.]

Airdate: 10/24/2009

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 in fact 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; Buzzy continues to cry. Eventually, Willa and the animals are exhausted and have to ask for Dad's help. 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 upcoming 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 is not the end of the world to feel awkward about her looks – she'll always look great to him. With her 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: 10/24/2009

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 Zefir with a cartload of gold. Charlie asks Arthur to make Charlie 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: 10/24/2009

Time:

Duration: 30:00

SHELLDON

MASCOT MOJO [SHL002]

The shells are trying out for the Coral Deep High School Fin-Ball team, which has a history of major losses. Shelldon doesn't make the team, and ends up being the team mascot. As a consolation, Crabby tells him the mascot is important; it's got the mojo to help the team win. At one game, Shelldon catches the ball in his bulky blowfish costume and manages to score a touchdown. Now the star player, Shelldon will not take off the blowfish costume believing it is his mojo and the reason for the team's success. Then Cracken organizes a high stakes game with his own players and makes a bet that the winner of the game will get to drill for oil on the stadium land. Shelldon's "suit" has shrunk in the family laundry and he thinks he has lost his mojo. Dr. Shell gives him a new mojo, and Shelldon plays superbly. Little does he know until after the game that the new mojo was just a peanut butter treat and he succeeded because of his own skill and confidence.

[Educational Message: Work hard and believe in yourself to achieve success. Lucky charms do not make you better; they can only provide you with comfort.]

Airdate: 10/24/2009

Time:

Duration: 30:00

JANE AND THE DRAGON

A THING OF BEAUTY [JAD113]

Jane is given the task of guarding the Queen's portrait until the grand unveiling gala, and is asked to never leave her post. Despite being extremely vigilant, Jane leaves her post briefly after hearing Dragon crash-land outside while practicing his landing for the upcoming festivities. Jane returns to her task, unaware that someone else has been in the castle. The next day, the Queen's portrait is unveiled and the court is shocked to see that her beautiful image has been defaced. As a result, Jane is punished with extra chores. When Jane tries to find out who the defacer is, she is shocked to see that it's the Queen herself, who admits being uncomfortable with her appearance and being on display. Fortunately, the Queen comes forward and admits that she defaced the painting so Jane isn't further punished for leaving her duties.

[Educational Message: When you've been given a responsibility, you should take it seriously. Otherwise, you might get blamed for not doing your job.]

Airdate: 10/31/2009

Time:

Duration: 30:00

THE ZULA PATROL

POWER FLOWER [ZUL126]

Upon finding a flower on a barren island, The Zula Patrollers take "her" back to Zula. She's named Flow and housed in a terrarium using a tank, soil, pebbles, water, and a clear lid with a light source. Through the Multopedia, Multo explains that the terrarium replicates an environment with a water cycle to help plants grow. In the water cycle, water rises from the ocean, evaporates into air, cools and forms water droplets that condense into clouds, and falls back into the ocean as rain. The Zula Patrol leaves for a mission and Flow climbs out of her terrarium to find water. When they return, The Zula Patrollers find their spaceship overflowing with water and flowers and realize Flow has multiplied. When it begins to rain, the flowers multiply even more so The Zula Patrol direct the clouds to rain over a cage where they contain the flowers and return them to the island.

[Educational Message: Plants grow through the water cycle, which is part of their natural habitat. In a water cycle, water rises from the ocean into the air and forms into droplets that condense into clouds and fall back on the ground as rain. The water cycle makes life possible for plants and animals. A terrarium is a tank for plants that replicates their natural environment with the water cycle.]

BLUBGLUB [ZUL126]

As The Zula Patrol and their friends enjoy a day at the water park, Multo explains the importance of water. The Zula Patrol learns that water is one of the most important elements in the universe and used by all living things to survive. They also learn that water can be used to quench thirst, to grow, and to clean things. Suddenly, Dark Truder appears disguised as a water park mascot and offers everyone a blubglub to enjoy instead of the water. The sticky blubglub glues everyone in their positions while Truder attempts to take over the water park. Gorga releases The Zula Patrol by snorting up the blubglub and releasing it on Truder. The Zula Patrol then uses water and Multo's snow-blow machine to freeze the blubglub off the water in the water park to release the others, thus thwarting Dark Truder's plans again.

[Educational Message: Water is the most necessary element in the universe and is needed by all living things to exist and survive. Mixing water with a different element can create other things. Water covers most of earth's surface.]

Airdate: 10/31/2009

Time:

Duration: 30:00

MY FRIEND RABBIT

A GIFT AT LAST [MFR105]

When Rabbit and Mouse learn that it's Jasper's birthday, they decide to have a party for him and get him a special gift. They invite all their friends to the party and help them think of gift ideas. With their help, Hazel makes Jasper acorn mush with berries; Thunder makes Jasper a shade to use when he's fishing; and The Gobble-Goose Girls decide to do their dance for Jasper. After helping all their friends make their gifts,

Rabbit and Mouse realize they're the only ones without a gift for Jasper. Hazel, Thunder and The Gobble-Goose Girls decide to help Rabbit and Mouse think of gift ideas just like they helped all of them. They finally realize that the party itself is Rabbit and Mouse's gift for Jasper. Mouse learns that even though it was difficult to think of gift ideas, the answer was right in front of them all along.

[Educational Message: Sometimes, a great idea for a gift is right in front of you, but you don't see it because it's not in a package or it's not a thing. This is the gift of friendship and showing that you really care a lot for those close to you.]

THE BIG TO DO [MFR105]

When Hazel realizes she can't get a rare nut for her nut collection because she's got too many chores, Rabbit offers to do them for her. Mouse and The Gobble-Goose Girls are disappointed when they can't go swimming, but they remember that friends help one another and agree to help Hazel. As they read Hazel's list of chores, they realize she's not there to tell them how to do them. They finally decide to think and act like Hazel to get her work done. They begin by pretending to be squirrels to find her walnuts, which makes the job more interesting. With every chore, Rabbit finds a creative and unique way for them to enjoy themselves, as well. By the time Hazel returns, Rabbit and his friends have completed all her chores and had fun doing them. Mouse realizes they can make any job fun, as long as they try.

[Educational Message: Chores are never fun to do, but if you use your creativity and some effort, you can find a way to make them interesting and have fun while you do them.]

Airdate: 10/31/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA AWARDS [WIL020]

Willa earns an award at school and decides that her animals need awards, too. She plans an awards ceremony and dedicates individual awards for each animal. The penguins win for silliest animals. When the awards ceremony is over, Willa realizes that she forgot Gus and hurt his feelings. They have a hard time coming up with a reason to give Gus a trophy; he does not seem to be the best at anything. Finally, Willa realizes that Gus is the best eater. He is happy with his food trophy.

[Educational Message: Everyone is good at something.]

TO SKI OR NOT TO SKI [WIL020]

Willa and Dad are going on a ski trip. Dad tells her not to practice on the skis until she has had a lesson. But, Willa does not listen. She takes her skis out to the snow and practices skiing. She winds up with an injury that she keeps from her dad in fear that he will cancel the trip. The animals help her keep her bad ankle from Dad, but soon they all try to convince her to fess up.

[Educational Message: Listen to your parents when they tell you not to do something and be honest if you have disobeyed.]

Airdate: 10/31/2009

Time:

Duration: 30:00

BABAR

KINGS OF THE CASTLE [BAR209]

The children have learned that there is more than one way to solve a problem. When they try to find other examples of problem solving they suggest that Babar and Rataxes change places. Babar agrees because he wants to find out why customs officials in Rhino Land won't approve of Zefir's new frosty cone machine. And Rataxes agrees because he wants to find out why Babar is so popular. When Rataxes is in Elephant Land he is rude scares everyone. No one likes him. When Babar is in Rhino Land, he tries to be nice but the rhinos are used to fighting and being grumpy. He also finds out that Rataxes was using Zefir's ice cream machine to give the rhinos a treat. So Babar orders the machine be sent to Elephant Land and the rhinos get really upset. Both kings and the children discover that there is more than one way to rule a

kingdom and the kids understand what works in one kingdom does not work in another. The elephants and the rhinos are each happy to have their own king return to his respective home.

[Educational Message:] There are different ways of doing things and what works in one place will not work in another.]

Airdate: 10/31/2009

Time:

Duration: 30:00

SHELLDON

PASS IT ALONG [SHL003]

The students are asked to come up with a project to make Shell Land a better place. Connie decides on a pass-it-along project; perform a favor and the recipient has to pass it on to two other people. Connie gets an A on her assignment and the favors quickly begin to spread. Cecil Cracken sees a way to exploit this idea and take over Shell Land. First, he woos Connie by telling her this idea will make her famous. Then he charges people a fee to perform a favor. But there is also penalty fee if you are not able to perform favors for others. As a result, the town is in chaos with people fighting over who gets to do a favor for someone else. Sheldon and Herman tell Connie, and when she starts a commercial to make Cracken the new Mayor, she tells Shell Land that they need to pass their favors on to one stingy, rich guy, Cecil Cracken. They all go and fix up his mansion. Now he owes tons of favors to others or will have to pay millions of sand-dollars in penalties.

[Educational Message: Help others because it makes you feel good not because you want something in return.]

Airdate: 10/31/2009

Time:

Duration: 30:00

JANE AND THE DRAGON

RUNE [JAD114]

Jane and Gunther are given the chore of polishing the castle's shields in preparation for the Royal Jubilee, celebrating the castle's 300th anniversary. The squire that polishes the most shields will win the honor of carrying the banner in the Jubilee Parade. Jane has wanted to carry the banner for so long that she immediately gets to work. However, Dragon wants Jane to spend some time with him so they can decipher the runes in his cave. Jane promises Dragon that she will help him once she is done; but Gunther's father sabotages Jane's efforts when nobody is looking. Jane has to use time she promised Dragon to polish her shields all over again. Upset, Dragon leaves Jane and resigns to his cave. Seeing his father's devious actions, Gunther undoes the damage and Jane ends up winning. She sacrifices her win to Gunther to keep her promise to Dragon.

[Educational Message: Integrity and keeping your promises go a long way to preserve a friendship.]

Airdate: 11/07/2009

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: 11/07/2009

Time:

Duration: 30:00

MY FRIEND RABBIT

SILLY PILLY [MFR106]

Rabbit discovers a caterpillar on his head that Mouse names Pilly. He tries to get Pilly safely off his head, but nothing works. Hazel suggests maybe Pilly thinks Rabbit's ear is a tree branch. They try tricking Pilly into leaving Rabbit's ear, but that doesn't work either. Jasper tells them that if they wait for Pilly to grow up, they'll get a surprise. All of Rabbit's friends decide to help him take care of Pilly. They make him a soft bed, tell him a bedtime story, and sing him a song. Rabbit finally falls asleep and when he wakes up, he realizes Pilly's not on his head anymore. Jasper sees them searching for Pilly, so he shows them the chrysalis where Pilly is sleeping. He tells them that when Pilly comes out, he'll have a surprise for everyone. When the chrysalis breaks, they see him emerge as a butterfly.

[Educational Message: We need to take care of living things because they should have a chance to be safe and grow. And, if you keep a caterpillar safe, it will create a chrysalis and then turn into a butterfly.]

MUDDY PUDDLE [MFR106]

Rabbit tries crossing the muddy river with Mouse, but he gets stuck. When they can't get out, Rabbit suggests making a mud-carrot. Seeing Rabbit and Mouse enjoy themselves, their other friends join them in the mud, but they also get stuck. They think of ways to get out, but nothing works. As they try different ways to get out of the mud, they end up having fun, as well. After all their ideas fail, they finally realize that Mouse is the only one who's not stuck in the mud. They find a way to get Mouse onshore to get help. While Mouse goes for help, the others splash around in the mud. Mouse returns with Edweena who uses a fallen tree trunk to get them out of the mud. Realizing how much fun they had, everyone joins Edweena in muddy water that's not so sticky.

[Educational Message: Even in difficult circumstances you can be resourceful, have fun, build on the ideas of others, and solve your problem.]

Airdate: 11/07/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

PAS DE DOOLEY [WIL015]

Dooley's coach tells him he will be sitting on the bench during soccer games if he does not improve his footwork. Willa encourages him to take dance with her to help. Dooley agrees. At first, he is skeptical, and has a hard time getting the dance moves. Dooley practices hard and takes lots of advice from the

animals. Dooley finds out practice makes perfect. He is a success in the dance recital and on the soccer field.

[Educational Message: Keep practicing and you will improve.]

PERFECT PARTNERS [WIL015]

Edie is sick and needs someone to fill in for her during the Friday night show. Samuel offers and the show is a success. This makes Edie jealous; Steve and Edie fight and she will not perform with him. Samuel has to fill in for Edie for the next performance. Samuel likes the attention and lets the stardom go to his head. From now on he is Sammy and does not need to rehearse. The seals miss each other, but are being very stubborn and will not apologize. Not surprisingly, Samuel's show is not very good. Steve and Edie come together to finish the performance and make up.

[Educational Message: If you do something wrong or have a fight with a friend, simply apologize and things will be better.]

Airdate: 11/07/2009

Time:

Duration: 30:00

BABAR

RADIO RIOT [BAR203]

On Zefir's new radio show, kids call in to complain about their parents. His advice, however, is irresponsible and undermines parental authority. When Victor calls with his complaints against Rataxes, Zefir urges Victor to strike. Victor refuses to listen to Rataxes until Victor's terms are met. Angered, Rataxes announces that Victor is grounded for six months. Hearing this, all the children go on strike, marching on streets and refusing to obey their parents until Victor's given justice. Upset with their children's behavior, parents call Rataxes who has taken over Zefir's radio station. Like Zefir, Rataxes gives parents unreasonable suggestions against their children. Soon, both parents and children are rioting. Finally, Babar intervenes and advises the children to let Victor and Rataxes solve their own problem. Realizing Babar's right, Victor urges the kids to talk to their parents instead of rioting and sets an example by discussing his concerns with Rataxes.

[Educational Message: If you have a problem with something your parents say to you, you should talk to them honestly about it instead of disobeying them and creating a riot. Complaining to others causes more problems and doesn't solve anything.]

Airdate: 11/07/2009

Time:

Duration: 30:00

SHELLDON

THE GURU OF THE OCEAN [SHL004]

Mayor Yoka is known for solving problems with magic. In a series of flash backs, we learn that Mayor Yoka gave Hook a magic dragon tooth guitar pick to overcome stage fright and make him play well. He gave Mr. Inky Squid a magic amulet to give him courage to face the Kelp Forest and rescue a student. He gave a young sheriff a magic badge to make him think like a criminal but remain honest. As Mayor Yoka is being honored for all these acts, an alien spear, hurtling through the sky, causes much damage to the city. Everyone turns to Mayor Yoka, but he has been knocked unconscious. Shelldon, Connie and Herman sneak off to a collapsing town hall to find some of the Mayor's magic to save the town. What they find however is the Mayor's shop with the everyday objects he hands out as magic. The kids are shocked. They reveal to everyone that the Mayor's trinkets are not magic. The Mayor admits that the magic comes from within and has nothing to do with the objects he gives. Shelldon tells his friends that they now know that the magic comes from within the person. With this knowledge, the citizens come together and rebuild the town.

[Educational Message: You do not need magic to do great things. Believe in yourself and you will accomplish what needs to be done.]

Airdate: 11/07/2009

Time:

Duration: 30:00

JANE AND THE DRAGON

FOUL WEATHER FRIENDS [JAD115]

While out on patrol, Dragon does a spontaneous loop-de-loop that causes Jane to lose her grip and free-fall through the air. Dragon manages to save her in the nick of time, but he is shaken by the experience. He vows that no harm will come to her and becomes like an overprotective parent. Tired of his suffocating affection, Jane sneaks off on patrol alone on horseback, with her cryptically-carved hero sword. When a sudden storm spooks her horse, Jane finds herself stranded in the wilderness. As the storm intensifies, Dragon looks for her and discovers Jane as she unlocks the mystery of the runic sword, sending out a dragon-summoning beacon. Dragon learns while safety is important, overreacting and becoming overprotective can have the reverse effect on people. Jane had learned to take care of herself and called on him when she needed his help.

[Educational Message: It is important to protect those we love, but we must not anticipate the worst and become overprotective. Sometimes we must trust that our friends will know when to ask for help if they are in danger.]

Airdate: 11/14/2009

Time:

Duration: 30:00

THE ZULA PATROL

DAY FOR NIGHT [ZUL102]

Bula and Gorga wake up one morning to find that it's suntil 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: 11/14/2009

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 they miss 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: 11/14/2009

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 that 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.]

WILLA IN THE WILDERNESS [WIL004]

Sara, Kara and Lara are going camping. Willa and Dooley are desperate to go, but when Willa asks Dad, he says that Willa is not ready to go out in the mountains by herself. She is determined to prove to him that she is ready. She and Dooley plan to camp in the backyard cut off from civilization to prove they can handle it. The animals secretly help them, but even with that, the kids are miserable. They forgot a tent, bug spray, proper food and more. When a storm hits and their make-shift tent flies away, Dooley calls it quits. Willa admits defeat and camps inside with her animal friends.

[Educational Intent: Before doing something new, you may have to gain some experience and maturity.]

Airdate: 11/14/2009

Time:

Duration: 30:00

BABAR

THE ONE THAT GOT AWAY [BAR210]

The family is going fishing. The boys are not including Flora though she wants to fish. She ends up happily partnering with Babar, but proves to be a bit of a nuisance. Flora feels discouraged and down. She even breaks the line after Babar caught his dream fish, old Black Tail. Babar tells Flora to not be discouraged because he keeps on trying. Flora goes back out after lunch to fish with Babar and catches her first fish; though Babar loses old Black Tail again in order to help her. Babar and Flora agree that this year's fishing trip was the best yet.

[Educational Message: When you try something new, you may find it hard at first, but you should try again until you have some success. Even if you don't do well, you can have a good time]

Airdate: 11/14/2009

Time:

Duration: 30:00

SHELLDON

I, SHELLBOT [SHL005]

After a huge storm in Shell Land, everyone meets on the shore to clean up the beach. Despite their efforts, at the end of the day there is still a lot to do. Dr. Shell builds the Shelbot1000 to help clean up more efficiently. The robot performs upon command. It begins sorting, crushing and stacking the garbage on the beach. However, Hook, Mack and Sam send the robot out to sea to get them some food, causing it to get wet and breakdown. Everyone works together to get oil and fix the robot. However, once the robot is cured, it tries to clean up everything including Dr. Shell who got dirty during the repair. The kids have to distract the robot before it compacts Dr. Shell into a tidy little cube (as it does litter). They build a ladybot to distract the Shelbot and when the robots fall in love they leave the group with all the remaining litter on the beach. The kids realize they are now completely responsible for clean-up the beach and by thinking of clever ways of working together, they will get it done.

[Educational message: By working together, you can come up with creative and effective ways to get things accomplished.]

Airdate: 11/14/2009

Time:

Duration: 30:00

JANE AND THE DRAGON

DRAGONPHOBIA [JAD116]

When Jane eats some berries and passes out, she reawakens with amnesia. She cannot remember anyone, but she especially can't remember Dragon. Scared and disgusted by her former fire-breathing friend, Jane runs from Dragon every time she sees him. All her friends try to help Jane remember who she is and who Dragon is to her, her best friend and her partner in knightly duties. But, Jane simply cannot remember. Dragon formulates a plan to help her remember him, because if she doesn't he will have to find another dragon master, and Jane is his best friend. Fortunately for him, his plan works and Jane retrieves her lost memory and welcomes Dragon back into her life.

[Educational Message: The bond between friends is sometimes made stronger when they help one another during a time of great need.]

Airdate: 11/21/2009

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 Multpedia, 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: 11/21/2009

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 whackadoo is real and can grant their wish to cool down. They head to the pond where they hear a strange noise and see something that looks like the whackadoo. 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 whackadoo, too. When it comes out of the water, they discover the whackadoo is actually Edweena. As she showers them with her trunk to cool them off, they realize they were so occupied with the whackadoo, 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: 11/21/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA AWARDS [WIL020]

Willa earns an award at school and decides that her animals need awards too. She plans an awards ceremony and dedicates individual awards for each animal. The penguins win for silliest animals. When the awards ceremony is over, Willa realizes that she forgot Gus and hurt his feelings. They have a hard time coming up with a reason to give Gus a trophy; he does not seem to be the best at anything. Finally, Willa realizes that Gus is the best eater. He is happy with his food trophy.

[Educational Message: Everyone is good at something.]

TO SKI OR NOT TO SKI [WIL020]

Willa and Dad are going on a ski trip. Dad tells her not to practice on the skis until she has had a lesson. But, Willa does not listen. She takes her skis out to the snow and practices skiing. She winds up with an injury that she keeps from her dad in fear that he will cancel the trip. The animals help her keep her bad ankle from Dad, but soon they all try to convince her to fess up.

[Educational Message: Listen to your parents when they tell you not to do something and be honest if you have disobeyed.]

Airdate: 11/21/2009

Time:

Duration: 30:00

BABAR

THE LEAD BLIMP [BAR204]

Arthur decides to invent a bicycle-driven lead blimp for the Celesteville Inventor's Contest that relies on peanuts for fuel. Babar finds that Arthur doesn't have a plan for his invention and advises him to take the time to plan it properly. Arthur stubbornly disagrees and asks Rataxes for his support and funding in exchange for the chance to gain popularity. But the test flight goes wrong and the blimp falls apart. Rataxes finds the mess and warns Arthur and Zefir that the blimp should be ready the following day. Arthur returns to Babar who emphasizes his own need to plan before doing something. Arthur decides to heed Babar's advice and spends all night drawing up plans but he cannot finish on time. On invention day, Arthur apologizes to the public for not preparing adequately and warns against flying the blimp. Rataxes doesn't listen and the blimp blows up. Babar commends Arthur on his honesty and encourages him to continue planning and building his invention. Arthur completes his plans and is able to make the lead blimp fly.

[Educational Message: When you undertake a big project, it's important to plan carefully for it. Without proper planning, your project will not be a success.]

Airdate: 11/21/2009

Time:

Duration: 30:00

SHELLDON

BRAND NEW DAY [SHL006]

The students are preparing for the O'Limpet Games, named after Billy O'Limpet whose team of small creatures worked together to defeat much larger competition. Shelldon, Connie and Herman are selected to compete and have to go see Mayor Yoka to get their uniforms. Mayor Yoka warns the kids that a ship is headed toward the shore threatening to destroy Shell Land. The two-legged captain has fallen asleep and the ship is bound to hit Shell Land and destroy all the barnacles holding on below. The children are discouraged at first because the problem is too large for such small creatures. But, they come up with a plan to work together and save Shell Land. Using all their voices together, an amplifier and a conch shell, they are able to wake the two-legged captain and the ship turns.

[Educational Message: Even though you are small, if you work together you can solve big problems.]

Airdate: 11/21/2009

Time:

Duration: 30:00

JANE AND THE DRAGON

PRIDE AND POLLEN [JAD117]

Jane and Gunther engage in a catapult contest and, with Dragon as her spotter, Jane beats Gunther and Sir Ivan. A jealous Gunther discovers a weed that makes Dragon allergic, so he uses Dragon's weakness to his advantage, and Dragon's sneezes nearly start a forest fire. When the King learns of the fire, he orders that Dragon be removed from the castle. Distraught, Jane tries to find the cause for Dragon's allergies. Meanwhile, the merchant orders Gunther to catapult a cask of flaming tar into the peasants' fields, and they will be rid of Dragon for good. Dragon is blamed for burning the fields down and is ordered to leave the kingdom. Jane learns that the weeds are behind Dragon's allergies and finds traces of tar in the catapult. Gunther is forced to confess he was angry and jealous of Jane and Dragon's win in the catapult contest. Dragon gets to stay in the castle, and both Jane and Gunther realize that pride and jealousy can lead to very dangerous behaviors.

[Educational Message: If you allow your jealousy to consume you, it will drive you to cause trouble. So, give credit where it's due if you lose to a competitor and try harder the next time.]

Airdate: 11/28/2009

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: 11/28/2009

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: 11/28/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

WILLA, WILLA EVERYWHERE [WIL005]

Enthusiastic Willa signs up for three different clubs: ballet, band and hockey. She has a hard time managing all the practices and performances and has to neglect her animal friends who want to play with her. The animals try to help her juggle her many responsibilities, but she ends up terribly confused and worn out. She also is not able to do her best at any one thing.

[Educational Message: Sticking to one thing and doing it well is better than over-extending yourself and jeopardizing your ability to be successful.]

PARTY ANIMALS [WIL005]

When Sara, Kara and Lara decide to have a cool kid party, Willa desperately wants to be invited. So she offers free elephant rides for the party which they can have at Willa's house. Soon, all the animals pitch in to make the party a success. But the girls are rude and not impressed. Finally, Willa stands up to the girls. She tells them that being rude isn't cool at all and apologizes to her animals for the way she has been treating them. Willa puts on the coolest party ever without Sara, Kara and Lara.

[Educational Message: You should not have to change to make others like you; your friends are those who love you just the way you are.]

Airdate: 11/28/2009

Time:

Duration: 30:00

ROBOT RAMPAGE [BAR211]

Zefir and Arthur make a robot, Bob, for the family. Although Pompadour and Cornelius' are not impressed by the robot, Arthur wants his robot to be acknowledged as a great invention that will be of help to the family. Arthur and Zefir then make a Bob Jr. to help Pompadour and Cornelius in the office. Meanwhile, the kids let Bob do their homework. However, they uncover a defect in Bob when their homework comes back completely incorrect. Arthur does not want to accept that there is a problem with the robot, but when Bob Jr. also proves to be defective, things get out of hand. The kids confess their cheating to Babar; but sadly, Pompadour and Cornelius want to resign because they felt the robot was supposed to replace them. In the end, Arthur admits he made a mistake and takes his robots back to the shop.

[Educational Message: If you make a mistake, it is better to admit it than to try and convince others that nothing is wrong.]

Airdate: 11/28/2009

Time:

Duration: 30:00

SHELLDON

TRAPPED IN THE SHALLOWS [SHL007]

Mama and Papa remind Shelldon to stay with his class during their field trip to the Mangrove Swamp. Despite this reminder, Shelldon, Connie and Herman wander off looking for a strange creature. When the tide shifts, they wind up on an unfamiliar shore and Herman gets stuck between a root and a rock. To make matters worse, a crab plover begins to circle above with its sight on lunch, Herman. Shelldon decides he should go get help leaving Connie and Herman together to fend off the bird. Connie eventually manages to trick the bird and tie it up in seaweed. Meanwhile, Shelldon finds Crabby and the Skipper, a fierce fish that can walk on land and is willing to help Herman. Shelldon and the Skipper return to shore and find the plover head to head with Connie. The Skipper goes after the plover and releases Herman from the roots and the kids head to the sea and home, where they know a punishment awaits. Just the same, they can't wait to get back to safety.

[Educational Message: It is dangerous to wander off without an adult. If you get lost, stay together and figure out a plan that includes using your abilities to find the appropriate help to keep you safe.]

Airdate: 11/28/2009

Time:

Duration: 30:00

JANE AND THE DRAGON

FATHERS [JAD119]

Like any father, the Chamberlain tends to worry about Jane every time she goes out on patrol. He prefers that his daughter help him take inventory of the castle supplies, but Jane finds her father's job too boring and meaningless. When Dragon takes Jane with him to explore the underground chamber he has just discovered in his cave, they get trapped in it. Waiting for Jane to return, her father begins to worry as it gets dark and there is still no sign of Jane or Dragon. He finally sets off to find and rescue his daughter, using his knowledge and skills as the castle's Chamberlain. When Jane realizes it's her father who has come to rescue her, she understands how much she underestimated him and his work. She learns that no matter what it may seem like, it's only natural for him to worry about her.

[Educational Message: Parents worry about their children because they love them enough to protect them from harm and will do almost anything to keep them safe.]

Airdate: 12/05/2009

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: 12/05/2009

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: 12/05/2009

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.]

WILLA IN THE WILDERNESS [WIL004]

Sara, Kara and Lara are going camping. Willa and Dooley are desperate to go, but when Willa asks Dad, he says that Willa is not ready to go out in the mountains by herself. She is determined to prove to him that she is ready. She and Dooley plan to camp in the backyard cut off from civilization to prove they can handle it. The animals secretly help them, but even with that, the kids are miserable. They forgot a tent, bug spray, proper food and more. When a storm hits and their make-shift tent flies away, Dooley calls it quits. Willa admits defeat and camps inside with her animal friends.

[Educational Intent: Before doing something new, you may have to gain some experience and maturity.]

Airdate: 12/05/2009

Time:

Duration: 30:00

BABAR

CRUEL TO BE KIND [BAR208]

Zefir is bored with his job. Cornelius and Pompadour are also tired of their work. Babar suggests they take time off and trade places with Zefir. Zefir is not successful running the kingdom in Cornelius and Pompadour's absence. He makes of a mess of Babar's paperwork, discards of all 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 Zefir that things are not working out, Zefir admits to Babar that he misses the children and the malt shop. When they arrive, the customers are picketing! Zefir 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: 12/05/2009

Time:

Duration: 30:00

SHELLDON

CRABBY'S MEGA BOOKS [SHL008]

Shelldon, Connie and Herman go to Crabby's to get a book that Shelldon has been looking for, *The Wish Machine* by Lester Riversnail, Dr. Shell's former pen name. They are interrupted by the construction caused by Cracken who is building a mega book store right next door. Shelldon and the kids assure Crabby that they are loyal and would never shop anywhere else. They come up with a plan to help Crabby clean up his store and have a book signing for Dr. Shell's book, *The Wish Machine*, to draw in customers. Despite their promises and hard work, when Cracken's bookstore opens, the kids can't resist going in and Shelldon even buys a book. Crestfallen, Crabby returns to his store and wishes that he had never opened it. He gets knocked out when book fall on him and when coming to, Shelldon is pulling books off of him.

The kids feel badly about going to Cracken's and have brought Dr. Shell and many customers to Crabby's for the book signing. Everyone agrees they prefer shopping at Crabby's familiar bookstore.

[Educational Message: Helping a friend in a tough situation will make you feel good and will make a difference in your friend's life.]

Airdate: 12/05/2009

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: 12/12/2009

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 until 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 that 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: 12/12/2009

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. 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: 12/12/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

PAS DE DOOLEY [WIL015]

Dooley's coach tells him he will be sitting on the bench during soccer games if he does not improve his footwork. Willa encourages him to take dance with her to help. Dooley agrees. At first, he is skeptical and has a hard time getting the dance moves. Dooley practices hard and takes lots of advice from the animals. Dooley finds out practice makes perfect. He is a success in the dance recital and on the soccer field.

[Educational Message: Keep practicing and you will improve.]

PERFECT PARTNERS [WIL015]

Edie is sick and needs someone to fill in for her during the Friday night show. Samuel offers and the show is a success. This makes Edie jealous; Steve and Edie fight and she will not perform with him. Samuel has to fill in for Edie for the next performance. Samuel likes the attention and lets the stardom go to his head. From now on he is Sammy and does not need to rehearse. The seals miss each other, but are being very stubborn and will not apologize. Not surprisingly, Samuel's show is not very good. Steve and Edie come together to finish the performance and make up.

[Educational Message: If you do something wrong or have a fight with a friend, simply apologize and things will be better.]

Airdate: 12/12/2009

Time:

Duration: 30:00

BABAR

KINGS OF THE CASTLE [BAR209]

The children have learned that there is more than one way to solve a problem. When they try to find other examples of problem solving they suggest that Babar and Rataxes change places. Babar agrees because he wants to find out why customs officials in Rhino Land won't approve of Zefir's new frosty cone machine. And Rataxes agrees because he wants to find out why Babar is so popular. When Rataxes is in Elephant Land he is rude scares everyone. No one likes him. When Babar is in Rhino Land, he tries to be nice but the rhinos are used to fighting and being grumpy. He also finds out that Rataxes was using Zefir's ice cream machine to give the rhinos a treat. So Babar orders the machine be sent to Elephant Land and the rhinos get really upset. Both kings and the children discover that there is more than one way to rule a kingdom and the kids understand what works in one kingdom does not work in another. The elephants and the rhinos are each happy to have their own king return to his respective home.

[Educational Message:] There are different ways of doing things and what works in one place will not work in another.]

Airdate: 12/12/2009

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 grown 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 and Shelldon 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: 12/12/2009

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: 12/19/2009

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 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 answer their questions and discover something new.

[Educational Message: The surface of the Earth's moon has smooth and rocky parts. It also has grooves and deep holes 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: 12/19/2009

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: 12/19/2009

Time:

Duration: 30:00

WILLA

WILLA, WILLA EVERYWHERE [WIL005]

Enthusiastic Willa signs up for three different clubs: ballet, band and hockey. She has a hard time managing all the practices and performances and has to neglect her animal friends who want to play with her. The animals try to help her juggle her many responsibilities, but she ends up terribly confused and worn out. She also is not able to do her best at any one thing.

[Educational Message: Sticking to one thing and doing it well is better than over-extending yourself and jeopardizing your ability to be successful.]

PARTY ANIMALS [WIL005]

When Sara, Kara and Lara decide to have a cool kid party, Willa desperately wants to be invited. So she offers free elephant rides for the party which they can have at Willa's house. Soon, all the animals pitch in to make the party a success. But the girls are rude and not impressed. Finally, Willa stands up to the girls. She tells them that being rude isn't cool at all and apologizes to her animals for the way she has been treating them. Willa puts on the coolest party ever without Sara, Kara and Lara.

[Educational Message: You should not have to change to make others like you; your friends are those who love you just the way you are.]

Airdate: 12/19/2009

Time:

Duration: 30:00

BABAR

THE ONE THAT GOT AWAY [BAR210]

The family is going fishing. The boys are not including Flora though she wants to fish. She ends up happily partnering with Babar, but proves to be a bit of a nuisance. Flora feels discouraged and down. She even breaks the line after Babar caught his dream fish, old Black Tail. Babar tells Flora to not be discouraged because he keeps on trying. Flora goes back out after lunch to fish with Babar and catches her first fish; though Babar loses old Black Tail again in order to help her. Babar and Flora agree that this year's fishing trip was the best yet.

[Educational Message: When you try something new, you may find it hard at first, but you should try again until you have some success. Even if you don't do well, you can have a good time]

Airdate: 12/19/2009

Time:

Duration: 30:00

SHELLDON

CRABBY'S SCHOOL DAZE [SHL001]

Mr. Squid has the students participate in peer tutoring; the best pupils in each subject will tutor those in need. Connie is paired with Herman because Connie is strong in math and Herman is strong in wood shop. With an odd number of students, Shelldon is left out. After a conversation with Mr. Squid, he heads off to the bookstore in search of books that will help him figure out his strengths. At the bookstore, Shelldon finds out that Crabby quit school. Crabby opened his bookstore because he loved books and wanted to be surrounded by them. But, he regrets not having a diploma. Shelldon gets Crabby to join Shelldon's class at school and Shelldon becomes his tutor. Crabby passes his exam and Shelldon, having studied more than usual tutoring Crabby, gets an A- on his exam. Crabby also taught Shelldon how to stand up to the school bully.

[Educational Message: Each of us has unique talents that can be used to help others.]

Airdate: 12/19/2009

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: 12/26/2009

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: 12/26/2009

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: 12/26/2009

Time:

Duration: 30:00

WILLA'S WILD LIFE

WHO'S AFRAID OF THE BIG BAD VET? [WIL002]

Willa is scared of going to the doctor. While hiding, she discovers that Tiny the elephant is sick; but Tiny does not want to go to the vet because he is scared, too. To help Tiny overcome his fear, she puts her own fear aside to show the elephant that doctors are not scary. Willa sets an example for Tiny and learns that the doctor is not frightening after all. Tiny then goes to the vet and gets treated for her illness.

[Educational Message: Doctors help us feel better and stay healthy; there is nothing to fear.]

LONG GONE TO HONG KONG [WIL002]

Willa and the animals overhear a conversation of her dad's and the animals jump to the conclusion that they are being sent away. After all, the animals make a mess everywhere and have destroyed lots of Dad's things. The animals try to make up for it by helping out, but their efforts are disastrous. Jenny finally recommends that Willa talk to her dad to find out what is going on. Dad assures Willa that he is not sending the animals away; rather, he has boxes of work being sent to Hong Kong.

[Educational Message: Don't jump to conclusions; it's best to ask.]

Airdate: 12/26/2009

Time:

Duration: 30:00

BABAR

ROBOT RAMPAGE [BAR211]

Zefir and Arthur make a robot, Bob, for the family. Although Pompadour and Cornelius' are not impressed by the robot, Arthur wants his robot to be acknowledged as a great invention that will be of help to the family. Arthur and Zefir then make a Bob Jr. to help Pompadour and Cornelius in the office. Meanwhile,

the kids let Bob do their homework. However, they uncover a defect in Bob when their homework comes back completely incorrect. Arthur does not want to accept that there is a problem with the robot, but when Bob Jr. also proves to be defective, things get out of hand. The kids confess their cheating to Babar; but sadly, Pompadour and Cornelius want to resign because they felt the robot was supposed to replace them. In the end, Arthur admits he made a mistake and takes his robots back to the shop.

[Educational Message: If you make a mistake, it is better to admit it than to try and convince others that nothing is wrong.]

Airdate: 12/26/2009

Time:

Duration: 30:00

SHELLDON

MASCOT MOJO [SHL002]

The shells are trying out for the Coral Deep High School Fin-Ball team, which has a history of major losses. Shelldon doesn't make the team, and ends up being the team mascot. As a consolation, Crabby tells him the mascot is important; it's got the mojo to help the team win. At one game, Shelldon catches the ball in his bulky blowfish costume and manages to score a touchdown. Now the star player, Shelldon will not take off the blowfish costume believing it is his mojo and the reason for the team's success. Then Cracken organizes a high stakes game with his own players and makes a bet that the winner of the game will get to drill for oil on the stadium land. Shelldon's "suit" has shrunk in the family laundry and he thinks he has lost his mojo. Dr. Shell gives him a new mojo, and Shelldon plays superbly. Little does he know until after the game that the new mojo was just a peanut butter treat and he succeeded because of his own skill and confidence.

[Educational Message: Work hard and believe in yourself to achieve success. Lucky charms do not make you better; they can only provide you with comfort.]

Airdate: 12/26/2009

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 however, 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 nerves 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.]

Network Public Service Schedule October 2009 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE	PRODUCT TITLE
ZULAPATROL	10/3/2009	10:26:44	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	10/3/2009	10:27:04	0:10	ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI	
MY FND RBT	10/3/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	10/3/2009	10:56:38	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
WILLA	10/3/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	10/3/2009	11:27:17	0:10	ZNBC8140H	PS	TMYK NUTRITION AND PHYSICAL ACT/LEVI_GOMEZ	
BABAR	10/3/2009	11:56:28	0:20	XNPI252920	PS	BRAVO	
BABAR	10/3/2009	11:56:48	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA	
JACOB 2 2	10/3/2009	12:26:34	0:20	XNPI252920	PS	BRAVO	
JACOB 2 2	10/3/2009	12:26:54	0:10	ZNBC8129H	PS	TMYK DIVERSITY/MASI OKA, ZACHARY QUINTO	
JANEDRAGON	10/3/2009	12:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	10/3/2009	12:57:08	0:10	ZNBC8112H	PS	TMYK ENVIRONMENT/AL ROKER	
MERCY	10/3/2009	20:52:37	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
TRAUMA	10/5/2009	21:50:39	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
MERCY	10/7/2009	20:54:17	0:10	ZNBC8102H	PS	TMYK ENVIRONMENT/JANE KRAKOWSKI	
WILLA	10/10/2009	8:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	10/10/2009	8:27:17	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
BABAR	10/10/2009	8:56:31	0:20	XNPI252920	PS	BRAVO	
BABAR	10/10/2009	8:56:51	0:10	ZNBC8130H	PS	TMYK DIVERSITY/JANE KRAKOWSKI	
JACOB 2 2	10/10/2009	9:26:33	0:20	XNPI252920	PS	BRAVO	
JACOB 2 2	10/10/2009	9:26:53	0:10	ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI	
JANEDRAGON	10/10/2009	9:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	10/10/2009	9:57:08	0:10	ZNBC8104H	PS	TMYK ENVIRONMENT/MARISKA HARGITAY	
ZULAPATROL	10/10/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	10/10/2009	10:27:08	0:10	ZNBC8103H	PS	TMYK ENVIRONMENT/JACK MCBRAYER	
MY FND RBT	10/10/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	10/10/2009	10:56:38	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA	
ZULAPATROL	10/17/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	10/17/2009	10:27:08	0:10	ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI	
MY FND RBT	10/17/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	10/17/2009	10:56:38	0:10	ZNBC8140H	PS	TMYK NUTRITION AND PHYSICAL ACT/LEVI_GOMEZ	
WILLA	10/17/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	10/17/2009	11:27:17	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
BABAR	10/17/2009	11:56:30	0:20	XNPI252920	PS	BRAVO	
BABAR	10/17/2009	11:56:50	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
SHELLDON	10/17/2009	12:26:48	0:20	XNPI252920	PS	BRAVO	
SHELLDON	10/17/2009	12:27:08	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA	
JANEDRAGON	10/17/2009	12:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	10/17/2009	12:57:08	0:10	ZNBC8129H	PS	TMYK DIVERSITY/MASI OKA, ZACHARY QUINTO	
MERCY	10/21/2009	20:53:01	0:10	ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI	
FRD LINE	10/23/2009	21:51:36	0:10	ZNBC8103H	PS	TMYK ENVIRONMENT/JACK MCBRAYER	
ZULAPATROL	10/24/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	10/24/2009	10:27:08	0:10	ZNBC8130H	PS	TMYK DIVERSITY/JANE KRAKOWSKI	
MY FND RBT	10/24/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	10/24/2009	10:56:38	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
WILLA	10/24/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	10/24/2009	11:27:17	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA	
BABAR	10/24/2009	11:56:29	0:20	XNPI252920	PS	BRAVO	
BABAR	10/24/2009	11:56:49	0:10	ZNBC8112H	PS	TMYK ENVIRONMENT/AL ROKER	
SHELLDON	10/24/2009	12:26:48	0:20	XNPI252920	PS	BRAVO	
SHELLDON	10/24/2009	12:27:08	0:10	ZNBC8129H	PS	TMYK DIVERSITY/MASI OKA, ZACHARY QUINTO	
JANEDRAGON	10/24/2009	12:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	10/24/2009	12:57:08	0:10	ZNBC8104	PS	TMYK ENVIRONMENT/MARISKA HARGITAY	

WORLD GYMNASTIC CHMPS	10/24/2009	13:42:48	0:30	ZNBC8302H	PS	TMYK ENVIRONMENT/Z.LEVI AND J.GOMEZ
TRAUMA	10/26/2009	21:54:21	0:10	ZNBC8104H	PS	TMYK ENVIRONMENT/MARISKA HARGITAY
FRD LINE	10/30/2009	21:55:45	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA
ZULAPATROL	10/31/2009	10:26:48	0:20	XNPI252920	PS	BRAVO
ZULAPATROL	10/31/2009	10:27:08	0:10	ZNBC8112H	PS	TMYK ENVIRONMENT/AL ROKER
MY FND RBT	10/31/2009	10:56:18	0:20	XNPI252920	PS	BRAVO
MY FND RBT	10/31/2009	10:56:38	0:10	ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI
WILLA	10/31/2009	11:26:57	0:20	XNPI252920	PS	BRAVO
WILLA	10/31/2009	11:27:17	0:10	ZNBC8157H	PS	TMYK OLYMPICS/APOLO ANTON OHNO
BABAR	10/31/2009	11:56:28	0:20	XNPI252920	PS	BRAVO
BABAR	10/31/2009	11:56:48	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA
SHELLDON	10/31/2009	12:26:48	0:20	XNPI252920	PS	BRAVO
SHELLDON	10/31/2009	12:27:08	0:10	ZNBC8129H	PS	TMYK DIVERSITY/MASI OKA, ZACHARY QUINTO
JANEDRAGON	10/31/2009	12:57:05	0:20	XNPI252920	PS	BRAVO
JANEDRAGON	10/31/2009	12:57:25	0:10	ZNBC8103H	PS	TMYK ENVIRONMENT/JACK MCBRAYER
JEEP WORLD SPORT	10/31/2009	16:45:58	0:30	ZNBC8302H	PS	TMYK ENVIRONMENT/Z.LEVI AND J.GOMEZ

Network Public Service Schedule November 2009 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE	PRODUCT TITLE
ZULAPATROL	11/7/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	11/7/2009	10:27:08	0:10	ZNBC8140H	PS	TMYK NUTRITION AND PHYSICAL ACT/LEVI_GOMEZ	
MY FND RBT	11/7/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	11/7/2009	10:56:38	0:10	ZNBC8104H	PS	TMYK ENVIRONMENT/MARISKA HARGITAY	
WILLA	11/7/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	11/7/2009	11:27:17	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
BABAR	11/7/2009	11:56:29	0:20	XNPI252920	PS	BRAVO	
BABAR	11/7/2009	11:56:49	0:10	ZNBC8130H	PS	TMYK DIVERSITY/JANE KRAKOWSKI	
SHELLDON	11/7/2009	12:26:48	0:20	XNPI252920	PS	BRAVO	
SHELLDON	11/7/2009	12:27:08	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA	
JANEDRAGON	11/7/2009	12:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	11/7/2009	12:57:08	0:10	ZNBC8157H	PS	TMYK OLYMPICS/APOLO ANTON OHNO	
WORLD OF ADVENTURE SPORTS	11/8/2009	13:49:46	0:30	ZNBC8302H	PS	TMYK ENVIRONMENT/Z.LEVI AND J.GOMEZ	
SKATING	11/8/2009	15:34:59	0:30	ZNBC8302H	PS	TMYK ENVIRONMENT/Z.LEVI AND J.GOMEZ	
ZULAPATROL	11/14/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	11/14/2009	10:27:08	0:10	ZNBC8157H	PS	TMYK OLYMPICS/APOLO ANTON OHNO	
MY FND RBT	11/14/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	11/14/2009	10:56:38	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
WILLA	11/14/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	11/14/2009	11:27:17	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
BABAR	11/14/2009	11:56:30	0:20	XNPI252920	PS	BRAVO	
BABAR	11/14/2009	11:56:50	0:10	ZNBC8129H	PS	TMYK DIVERSITY/MASI OKA, ZACHARY QUINTO	
SHELLDON	11/14/2009	12:26:47	0:20	XNPI252920	PS	BRAVO	
SHELLDON	11/14/2009	12:27:07	0:10	ZNBC8130H	PS	TMYK DIVERSITY/JANE KRAKOWSKI	
JANEDRAGON	11/14/2009	12:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	11/14/2009	12:57:08	0:10	ZNBC8140H	PS	TMYK NUTRITION AND PHYSICAL ACT/LEVI_GOMEZ	
WORLD OF ADVENTURE SPORT	11/14/2009	14:19:26	0:30	ZNBC8302	PS	TMYK ENVIRONMENT/ZACHARY LEVI, JOSH GOMEZ	
FACE THE ACE	11/14/2009	15:24:44	0:30	ZNBC8302	PS	TMYK ENVIRONMENT/ZACHARY LEVI, JOSH GOMEZ	
ZULAPATROL	11/21/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	11/21/2009	10:27:08	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
MY FND RBT	11/21/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	11/21/2009	10:56:38	0:10	ZNBC8104H	PS	TMYK ENVIRONMENT/MARISKA HARGITAY	
WILLA	11/21/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	11/21/2009	11:27:17	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
BABAR	11/21/2009	11:56:30	0:20	XNPI252920	PS	BRAVO	
BABAR	11/21/2009	11:56:50	0:10	ZNBC8105H	PS	TMYK ENVIRONMENT/CHRISTOPHER MELONI	
SHELLDON	11/21/2009	12:26:49	0:20	XNPI252920	PS	BRAVO	
SHELLDON	11/21/2009	12:27:09	0:10	ZNBC8112H	PS	TMYK ENVIRONMENT/AL ROKER	
JANEDRAGON	11/21/2009	12:56:48	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	11/21/2009	12:57:08	0:10	ZNBC8105H	PS	TMYK ENVIRONMENT/CHRISTOPHER MELONI	
FD1 MOVIE:DR DOOLITTLE	11/26/2009	15:49:33	0:10	ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI	
ZULAPATROL	11/28/2009	10:26:48	0:20	XNPI252920	PS	BRAVO	
ZULAPATROL	11/28/2009	10:27:08	0:10	ZNBC8103H	PS	TMYK ENVIRONMENT/JACK MCBRAYER	
MY FND RBT	11/28/2009	10:56:18	0:20	XNPI252920	PS	BRAVO	
MY FND RBT	11/28/2009	10:56:38	0:10	ZNBC8147H	PS	TMYK DISABILITY AWARENESS/MEREDITH VIEIRA	
WILLA	11/28/2009	11:26:57	0:20	XNPI252920	PS	BRAVO	
WILLA	11/28/2009	11:27:17	0:10	ZNBC8106H	PS	TMYK ENVIRONMENT/MASI OKA	
BABAR	11/28/2009	11:56:29	0:20	XNPI252920	PS	BRAVO	
BABAR	11/28/2009	11:56:49	0:10	ZNBC8157H	PS	TMYK OLYMPICS/APOLO ANTON OHNO	
SHELLDON	11/28/2009	12:26:50	0:20	XNPI252920	PS	BRAVO	
SHELLDON	11/28/2009	12:27:10	0:10	ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI	
JANEDRAGON	11/28/2009	12:57:07	0:20	XNPI252920	PS	BRAVO	
JANEDRAGON	11/28/2009	12:57:27	0:10	ZNBC8104H	PS	TMYK ENVIRONMENT/MARISKA HARGITAY	

Network Public Service Schedule December 2009 (PSAs Targeted to Children 16 and Under)

SHOW NAME	AIR DATE	HIT TIME	DURATION	MATERIAL ID	TYPE	TITLE	PRODUCT TITLE
FRD LINE	12/4/2009	21:54:21	0:10	ZNBC8147H	PS		TMYK DISABILITY AWARENESS/MEREDITH VIEIRA
ZULAPATROL	12/5/2009	10:26:48	0:20	XNPI252920	PS		BRAVO
ZULAPATROL	12/5/2009	10:27:08	0:10	ZNBC8147H	PS		TMYK DISABILITY AWARENESS/MEREDITH VIEIRA
MY FND RBT	12/5/2009	10:56:18	0:20	XNPI252920	PS		BRAVO
MY FND RBT	12/5/2009	10:56:38	0:10	ZNBC8104H	PS		TMYK ENVIRONMENT/MARISKA HARGITAY
WILLA	12/5/2009	11:26:57	0:20	XNPI252920	PS		BRAVO
WILLA	12/5/2009	11:27:17	0:10	ZNBC8157H	PS		TMYK OLYMPICS/APOLO ANTON OHNO
BABAR	12/5/2009	11:56:30	0:20	XNPI252920	PS		BRAVO
BABAR	12/5/2009	11:56:50	0:10	ZNBC8112H	PS		TMYK ENVIRONMENT/AL ROKER
SHELLDON	12/5/2009	12:26:49	0:20	XNPI252920	PS		BRAVO
SHELLDON	12/5/2009	12:27:09	0:10	ZNBC8130H	PS		TMYK DIVERSITY/JANE KRAKOWSKI
JANEDRAGON	12/5/2009	12:57:01	0:20	XNPI252920	PS		BRAVO
JANEDRAGON	12/5/2009	12:57:21	0:10	ZNBC8132H	PS		TMYK ANTI-PREJUDICE/JOHN KRASINSKI
MERCY	12/9/2009	20:49:55	0:10	ZNBC8105H	PS		TMYK ENVIRONMENT/CHRISTOPHER MELONI
FRD LINE	12/11/2009	21:54:09	0:10	ZNBC8101H	PS		TMYK ENVIRONMENT/JOHN KRASINSKI
ZULAPATROL	12/12/2009	10:26:48	0:20	XNPI252920	PS		BRAVO
ZULAPATROL	12/12/2009	10:27:08	0:10	ZNBC8103H	PS		TMYK ENVIRONMENT/JACK MCBRAYER
MY FND RBT	12/12/2009	10:56:18	0:20	XNPI252920	PS		BRAVO
MY FND RBT	12/12/2009	10:56:38	0:10	ZNBC8129H	PS		TMYK DIVERSITY/MASI OKA, ZACHARY QUINTO
WILLA	12/12/2009	11:26:57	0:20	XNPI252920	PS		BRAVO
WILLA	12/12/2009	11:27:17	0:10	ZNBC8147H	PS		TMYK DISABILITY AWARENESS/MEREDITH VIEIRA
BABAR	12/12/2009	11:56:28	0:20	XNPI252920	PS		BRAVO
BABAR	12/12/2009	11:56:48	0:10	ZNBC8132H	PS		TMYK ANTI-PREJUDICE/JOHN KRASINSKI
SHELLDON	12/12/2009	12:26:48	0:20	XNPI252920	PS		BRAVO
SHELLDON	12/12/2009	12:27:08	0:10	ZNBC8157H	PS		TMYK OLYMPICS/APOLO ANTON OHNO
JANEDRAGON	12/12/2009	12:57:04	0:20	XNPI252920	PS		BRAVO
JANEDRAGON	12/12/2009	12:57:24	0:10	ZNBC8106H	PS		TMYK ENVIRONMENT/MASI OKA
SWIMMING	12/12/2009	14:23:08	0:30	ZNBC8302H	PS		TMYK ENVIRONMENT/Z.LEVI AND J.GOMEZ
WONDERFUL	12/12/2009	22:39:50	0:10	ZNBC8132H	PS		TMYK ANTI-PREJUDICE/JOHN KRASINSKI
SING OFF	12/14/2009	21:49:53	0:10	ZNBC8130H	PS		TMYK DIVERSITY/JANE KRAKOWSKI
SING OFF	12/16/2009	21:50:20	0:10	ZNBC8106H	PS		TMYK ENVIRONMENT/MASI OKA
ZULAPATROL	12/19/2009	10:26:48	0:20	XNPI252920	PS		BRAVO
ZULAPATROL	12/19/2009	10:27:08	0:10	ZNBC8140H	PS		TMYK NUTRITION AND PHYSICAL ACT/LEVI_GOMEZ
MY FND RBT	12/19/2009	10:56:18	0:20	XNPI252920	PS		BRAVO
MY FND RBT	12/19/2009	10:56:38	0:10	ZNBC8104H	PS		TMYK ENVIRONMENT/MARISKA HARGITAY
WILLA	12/19/2009	11:26:57	0:20	XNPI252920	PS		BRAVO
WILLA	12/19/2009	11:27:17	0:10	ZNBC8101H	PS		TMYK ENVIRONMENT/JOHN KRASINSKI
BABAR	12/19/2009	11:56:30	0:20	XNPI252920	PS		BRAVO
BABAR	12/19/2009	11:56:50	0:10	ZNBC8130H	PS		TMYK DIVERSITY/JANE KRAKOWSKI
SHELLDON	12/19/2009	12:26:48	0:20	XNPI252920	PS		BRAVO
SHELLDON	12/19/2009	12:27:08	0:10	ZNBC8147H	PS		TMYK DISABILITY AWARENESS/MEREDITH VIEIRA
JANEDRAGON	12/19/2009	12:57:02	0:20	XNPI252920	PS		BRAVO
JANEDRAGON	12/19/2009	12:57:22	0:10	ZNBC8157H	PS		TMYK OLYMPICS/APOLO ANTON OHNO
MUPPETS	12/19/2009	20:53:46	0:10	ZNBC8130H	PS		TMYK DIVERSITY/JANE KRAKOWSKI
SING OFF	12/21/2009	21:51:06	0:10	ZNBC8130H	PS		TMYK DIVERSITY/JANE KRAKOWSKI
8p MERCY	12/23/2009	20:51:51	0:10	ZNBC8140H	PS		TMYK NUTRITION AND PHYSICAL ACT/LEVI_GOMEZ
SNL XMAS	12/25/2009	21:04:54	0:10	ZNBC8103H	PS		TMYK ENVIRONMENT/JACK MCBRAYER
ZULAPATROL	12/26/2009	10:26:48	0:20	XNPI252920	PS		BRAVO
ZULAPATROL	12/26/2009	10:27:08	0:10	ZNBC8147H	PS		TMYK DISABILITY AWARENESS/MEREDITH VIEIRA
MY FND RBT	12/26/2009	10:56:18	0:20	XNPI252920	PS		BRAVO
MY FND RBT	12/26/2009	10:56:38	0:10	ZNBC8104H	PS		TMYK ENVIRONMENT/MARISKA HARGITAY
WILLA	12/26/2009	11:26:58	0:20	XNPI252920	PS		BRAVO
WILLA	12/26/2009	11:27:18	0:10	ZNBC8157H	PS		TMYK OLYMPICS/APOLO ANTON OHNO

BABAR	12/26/2009	11:56:29	0:20 XNPI252920	PS	BRAVO
BABAR	12/26/2009	11:56:49	0:10 ZNBC8112H	PS	TMYK ENVIRONMENT/AL ROKER
SHELLDON	12/26/2009	12:26:48	0:20 XNPI252920	PS	BRAVO
SHELLDON	12/26/2009	12:27:08	0:10 ZNBC8130H	PS	TMYK DIVERSITY/JANE KRAKOWSKI
JANEDRAGON	12/26/2009	12:56:57	0:20 XNPI252920	PS	BRAVO
JANEDRAGON	12/26/2009	12:57:17	0:10 ZNBC8132H	PS	TMYK ANTI-PREJUDICE/JOHN KRASINSKI
MERCY	12/26/2009	20:50:58	0:10 ZNBC8109H	PS	TMYK ENVIRONMENT/JIMMY FALLON
8p COMMUNITY	12/28/2009	20:29:05	0:10 ZNBC8107H	PS	TMYK ENVIRONMENT/ZACHARY QUINTO
9p COMMUNITY	12/28/2009	21:29:36	0:10 ZNBC8104H	PS	TMYK ENVIRONMENT/MARISKA HARGITAY
8p OFFICE	12/30/2009	20:29:06	0:10 ZNBC8101H	PS	TMYK ENVIRONMENT/JOHN KRASINSKI

For 4th Quarter 2009

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

October – December 2009

THERE WAS NO OTHER PROGRAMMING FOR 4th QUARTER 2009 THAT CONTRIBUTED, AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATION AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.

NBC NETWORK NON-BROADCAST EFFORTS

October – December 2009

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, 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.

4th Quarter 2009 PSAs

There were no PSA's for 4th Quarter 2009.