

April 1, 2016

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 (the '**NBC Kids**' educational and informational programming block) as set forth in the attached Community Relations Quarterly Children's Programming Report for the 1st quarter of 2016. 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: NBC Kids for both 1st quarter 2016 and 2nd quarter 2016.
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. 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 FCC Form 398, we have added specific episode numbers. Please note that the age target for NBC Kids programming is identified as 2-5 years old.
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.

The regularly-scheduled children's programming and promotional content furnished to you by the NBC Network during the 1st quarter of 2016 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 thereto other than as directed by NBC via weekly postings on APT.

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

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*Note Regarding FCC's Video Description Rules:* The programs supplied in the NBC Kids block are video-described to provide a better viewing experience for blind or visually impaired children. *Under the FCC's video description rules that became effective on July 1, 2015, full-power affiliates of the ABC, CBS, Fox and NBC networks that are located in the top 60 television markets must provide 50 hours per calendar quarter of video-described programming during prime time or in children's programming. A video described program may be counted toward the 50 hours when it is originally aired and on one re-airing. Although much of the programming aired with video description is likely to be newly produced, stations may count any program they are airing for the first or second time with video description after the effective date, even if the program aired on that station without video description prior to the effective date. Similarly, a station may count programming toward its 50-hour obligation even if that programming has aired elsewhere with video description, as long as it is airing with description for the first or second time on that station.*

**1<sup>st</sup> QUARTER 2016 EDUCATIONAL OBJECTIVES**  
**[AGE TARGET 2-5]**  
**January 2, 2016 – March 26, 2016**

In compliance with the Children's Television Act regulations that became effective January 2, 1997, the **NBC Kids** programming block features an on-air icon (E/I) indicating that each program is "educational and informational" for children. **This icon is displayed throughout each program.** Also, in compliance with the regulations, the following document, which includes "early educational and informational" objectives of **NBC Kids**, must be placed in your public file.

The **NBC Kids** programming block also meets the requirements for video described content, as established by the Twenty-first Century Communications and Video Accessibility Act, effective October 8, 2010. Full-power affiliates of NBC that are located in the 25 television markets with the largest number of television households must provide video-described content at any time they are providing children's programming. Each episode of content can be aired no more than twice in the calendar year.

Each of the programs listed below, which make up the three-hour **NBC Kids** programming block, is specifically designed to serve the early educational and informational needs of children ages 2-5. All of the programs have educational objectives and messages that are core to the content and appropriate for the program genre.

From January 2nd – January 30, 2016, **NBC Kids** aired five shows returning from the 4<sup>th</sup> Quarter 2015, **Astroblast, Lazy Town, Earth to Luna, The Clangers, and Ruff-Ruff, Tweet and Dave.** A new original production, **Nina's World**, premiered on January 2nd. From February 6, 2016 to March 26, 2016, a second original production, **Floogals**, entered the schedule replacing **Earth to Luna**.

**Nina's World** is an animated show based on a six-year-old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes.

**Floogals** is an animated show starring three space aliens--Fleeker, Flo, and Boomer-- who have been sent to earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarters. The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the point of view of the show. With the multiple challenges of their size and ignorance of all things Hooman [that's Floogal-speak for human], the Floogals have a lot of work on their hands. They are engaged in the dual processes of discovery and problem-solving as nothing on earth is familiar to them. Much like young children, they begin by encountering something new and then go through a comedic multi-step process of watching, listening, touching, and note-taking until they've figured out what and how their new discovery fits into the Hooman universe.

**Ruff-Ruff, Tweet and Dave (RRTD)** is an animated show that puts an emphasis on logical thinking and use of language through fun problem-solving adventures. The trio, **RRTD**, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle.

**Astroblast**, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. Five animal characters and one three-eyed octopus of unknown derivation populate the station. Each episode begins with an everyday conversation or incident that grows into a predicament needing a solution. While these predicaments take place in a fantasy environment, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes.

**Clangers** is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and Clangers have to figure out who the visitors really are and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space: meteors and comets and eclipses of the sun or moon. Each member of the family has a forte, from playing music to knitting or gardening, or inventing equipment that comes in handy for some of the problem-solving that takes place.

**Earth to Luna** is a Brazilian animated series about a 12-year-old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clyde, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., "What goes on inside the snail's shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clyde go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip," Luna summarizes everything they have learned with a show and a song.

**Lazy Town** encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem-solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus (a gymnast/athlete prepared to answer any call for help) comes to the rescue from his home in a zeppelin-like aircraft that hovers over the earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities that include playing games, competing athletically, and even building forts and play structures.

## **2<sup>nd</sup> QUARTER 2016 EDUCATIONAL OBJECTIVES**

During the 2<sup>nd</sup> Quarter of 2016, **The Chica Show** and **Noodle and Doodle** are being added back into the line-up, replacing **Clangers** and **Lazy Town**.

**The Chica Show** features a five-year-old "baby" chick that spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit, and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure—a fantasy transformation to animation—where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development as Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.

**Noodle and Doodle**, an instructional series, features creative expression through art and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank-playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.

## **1<sup>st</sup> QUARTER 2016 SHOW SUMMARIES**

**Nina's World** is a childhood adventure series, which re-imagines a childhood for the character Nina, host of the Sprout Good Night Show. Nina is a six-year-old Latina, living in San Antonio Texas. She is exposed to adults and children from many cultures that live in her immediate neighborhood and in the mixed-use housing complex, where her parents own a bakery downstairs from their apartment. Nina manages to create regular adventures with her friends, her parents, and the grown-ups too because she is curious and determined to over-reach her abilities in pursuit of her goals. Nina models resilience as there is not a day where she doesn't reflect on her encounters with good-natured common sense and an ability to rebound after her mistakes.

**Ruff-Ruff, Tweet and Dave [RRTD]** is a preschool adventure/activity show where the lead characters travel to faraway lands to have adventures with their guide, a hamster named Hatty. Ruff-Ruff, the dog, is the most playful of the three; Tweet is a little bird who loves to fly and get creative with her suggestions; and Dave the Panda has a thing for bananas. **RRTD** might go to the beach, or the mountains, or to strange lands with pillows everywhere, just the sort of place where imagination and logic come together. The settings are always brightly colored and beautiful. Their transport vehicles are Roly-pods, artful go-carts that fit on a spiral ramp that folds in and out of the Spin-Again, a colorful round spinning top with special compartments designed to anchor each vehicle right on the outside rim during the journey.

**Astroblast** is the space station and home of six animal characters in Bob Kolar's book series of the same name. The space station is managed by an over-confident and exuberant commander, Comet the dog. The crew includes, Sputnik the pig, a very knowledgeable reader; Halley the rabbit, an athlete and Comet's true peer; Radar, the monkey, who is somewhat self-involved; Jet, a silent alligator whose gestures and expressions are his mode of communication; and Sal, a congenial three-eyed octopus who runs the counter in the space station café, the Smoothie Shack. While the space station supports the missions of a bizarre and diverse array of aliens, the Smoothie Shack is the hub of social interaction for the galaxy. There is always something happening at Astroblast and everyone on the crew has plenty to learn to keep the community happy and on an even keel.

**Clangers**, a beloved British series originally launched in 1969 by its writer, narrator and animator, Oliver Postgate, returns to broadcast television under the stewardship of Postgate's son, Daniel. All of the features of the original series have been retained but updated to 21<sup>st</sup>-century colors and materials. The main characters are the Clanger family, a group of pink knitted mouse-like creatures who walk upright: Mother, Major (who is the father), Small and Tiny (the children) and Granny. Clanger Planet is small enough to walk its circumference and is also riddled with caves and tunnels that house the family and their friends: the Soup Dragon and her baby, the three Froglets, and a group of singing flowers. Contextual features and characters include a sideways lake, singing trees, a cloud that has emotions, flying "cows", and The Iron Chicken who lives in a nest of harvested metal parts from the detritus of outer space. The tone is existential—each day presents its own story—which is usually happily resolved by one of the children or another family member. The series is fittingly narrated by William Shatner (Captain Kirk from the Star Trek television series).

**Earth to Luna** is a series that stars big sister Luna and her little brother, Jupiter. Luna teaches her brother through play and adventures that typically take place in their backyard. Science and experimentation are Luna's forte but fun and music are always on the menu of activities. Often the music provides compelling details about the scientific findings. Luna's friends, Alice and Tom, often join the kids. Clyde, her pet ferret is ever-present and provides lots of comedic action. And Luna's parents are there to praise the children's accomplishments, which they reveal through a little vignette at the end of the story.

**Lazy Town** is a show featuring the importance of health, fitness and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life-style. She wins over her new friends, Ziggy, Stingy, Trixie, and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Miss Busybody, to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. The athlete Sportacus lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. He frequently comes to their rescue. Sportacus has two goals, to

keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.

**Floogals** provides a unique visual experience where computer generated animated space aliens are juxtaposed against a real-world background that perplexes them and sets them off on exploratory adventures. Their goal is to learn everything they can about this “hooman” world. They take daring adventures to gather facts while hoping to avoid detection by the hoomans. Led by Captain Fleeker, the research team consists of an astronaut Floogal, Flo and a junior Floogal, Boomer. Together they discover that the mundane (ice-cubes and umbrellas for example) is the basis for transformative experiences that help us all better understand the world they (and we) inhabit.

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**Noodle and Doodle** is a live-action show hosted by Sean Roach that also blends animation and puppetry into the overall format. **Sean** drives a double-decker bus into various communities to meet children who have written to him with a problem that they would like to solve using an art and/or a food experience. Sean is accompanied by **Noodle**, a puppet character and **Doodle**, a digital character that lives inside a tablet computer, and **Doggity**, a faithful beagle. Doggity has a mini-show of his own through an animated alter ego that appears during diversionary segments set in a restaurant kitchen. The show demonstrates how recycled materials can become art and how food, art, and problem-solving can be combined to create a fun experience in everyday life. Every episode can be replicated at home with ease by parents and children playing together.

### **“CORE PROGRAMMING”**

**PROGRAMMING FURNISHED BY THE NBC NETWORK THAT IS SPECIFICALLY  
DESIGNED TO SERVE THE EARLY EDUCATIONAL AND INFORMATIONAL NEEDS OF  
CHILDREN 16 AND UNDER**

**[AGE TARGET 2-5]**

**January 2, 2016 – March 26, 2016**

Airdate: 1/02/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA'S SHOW AND TELL [ENNW105DH]**

Nina wants to take Abuelita's camera to school for Show and Tell. When Nina and Abuelita go walking, Nina spots a flower growing out of a crack in the sidewalk. That particular flower, Abuelita explains, is a morning glory that only blooms briefly and lives for only one day. While Nina waits for the morning glory to bloom, she waters it, builds a fence around it to protect it and decorates the fence. She leaves Carlos to protect it. When she returns she discovers that it has already blossomed. Although disappointed, she takes pictures of the flower anyway and is delighted to learn that there are many more morning glories growing around her neighborhood. Nina makes a book with all her morning glory pictures and Mami tells her that she's a blossoming photographer.

**[Educational Message: Taking a photo is a great way to preserve a fleeting moment or a special memory. Flowers need sun, water and time to grow, even though some flowers may last for only a few hours.]**

### **NINA'S SNOW DAY [ENNW105DH]**

Nina and Abuelita discover that Chelsea is homesick for the place she used to live; she misses her friends and the games they played in the snow: sled-riding, ice skating, and making snowmen. Texas is hot and even in the winter it doesn't get cold enough to snow. In order to cheer her up, Nina proposes they have a pretend Snow Day. Chelsea is skeptical, but when Abuelita and Nina enlist her help to make a wish list for their Snow Day she agrees. They make snowflakes out of paper, use their roller skates for "ice-skating", and blow bubbles to create a sense of falling snow. Papi helps them bring it all to life and the entire neighborhood joins in the fun. Chelsea is happy and says how much she enjoys her new best friends.

**[Educational Message: It's good to use your imagination to find ways to cheer up a gloomy friend. Though it may not snow where you live, you can find things around your house to change the environment enough to create a sense of snow and fun snow activities.]**

Airdate: 1/02/2016

Time:

Duration: 30:00

## **RUFF-RUFF, TWEET AND DAVE**

### **A FAIRYTALE ADVENTURE [ERTDR101DH]**

Ruff-Ruff, Tweet and Dave wake up and tell Hatty what kind of stories they each like best. When Hatty asks what kind of adventure they will have, they yell excitedly, suggesting that he ask the hat. Told they are going on a fairytale adventure the group boards the Spin-Again. In Fairytale Land, they make up a fairytale collectively. They find three keys of differing shapes, one of which unlocks a basket full of dress-up clothes. Ruff-Ruff gets a shield, Tweet picks a wand, and Dave chooses a wizard hat. When a squirrel takes Tweet's wand, they resolve to use nuts to bribe the squirrel in order to get the wand back. They learn that all fairytales begin with "Once Upon a Time" and end with "And They All lived Happily Ever After."

**[Educational Message: Problem-solving always has steps, which include defining the problem, proposing a solution and choosing the one that will work.]**

### **A BOUNCY ADVENTURE [ERTDR101DH]**

Ruff-Ruff, Tweet and Dave wake up excited to know what kind of adventure they are going on that day. The hat reveals that they are going on a bouncy adventure. They board the Spin-Again and arrive in Bouncy Land. While there, they play games in which they find out who can jump the highest, find the bounciest thing, and that sand makes objects less bouncy. When Hatty's hat gets stuck in a tree, they choose the bounciest thing, which is a Bouncy House, to get it down.

**[Educational Message: Bouncing is when a person or an object goes up and down. Some objects (like a ball) bounce better than others (like a rock).]**

Airdate: 1/02/2016

Time:

Duration: 30:00

## **ASTROBLAST**

### **GROWING CRAZY [EATB101DH]**

Comet eagerly volunteers to plant-sit Zorky while Sputnik goes on an errand for a couple of days. Due to his excitement, he fails to write down the directions Sputnik gives him. Comet goes off to have fun, neglecting Zorky. When he returns, he notices that Zorky is wilted. Zorky then gets sucked up by space tubes throughout the Space Station. While Comet is searching for Zorky, Sputnik calls to say she's returning sooner than expected. Comet finds Zorky, but because he looks sick, he over-waters and over-feeds him. Sputnik returns to find an anxious Comet, who confesses everything. When Sputnik opens the door, Zorky grows throughout the Space Station. Comet apologizes to Sputnik, and Sputnik lets the Astroblast crew know that if they don't feed or water him, Zorky will shrink back in a few months. Halley creates a new smoothie with the peaches from Zorky.

**[Educational Message: It is important to follow directions when taking care of any living thing; otherwise, it might get sick or weak.]**

### **BUILDING THE PERFECT PRESENT [EATB101DH]**

Comet is making a present for Sputnik's birthday: a custom-made bookmark to replace the one she lost. However, when he compares the gift he *made* to the gifts his friends *bought*, he starts to doubt if his gift is good enough. Comet creates new presents based on what his friends used in theirs, but fails. He then combines all the features of his friends' gifts to create the perfect gift. When he shows Sputnik her gift: a Super-Rain-Sparkle-Glitter-Plant-Music-Balloon, Sputnik is hesitant, but tells Comet she likes it. While showing her present, the balloon pops and goes zooming through the air to the ground. Comet is upset, but Sputnik says she enjoyed her present and their friendship is the only present she needs. Comet is still upset, but remembers the bookmark he made and gives it to Sputnik, who loves it.

**[Educational Message: The best gifts come from the heart; whether they are purchased or handmade is not important.]**

Airdate: 1/02/2016

Time:

Duration: 30:00

## **CLANGERS**

### **SMALL'S NEW STAR [ECLGR0001DH]**

The Iron Chicken is not happy because her nest is quite cluttered. She makes a big ball of junk and enlists the help of some Sky-Moos to push it down to the Clangers' planet to see if anyone is interested in her "junk." Her plan works, as the ball of junk breaks apart on impact. Neither the Froglets nor the Soup Dragon are interested in her stuff. When Major Clanger comes to assess the usefulness of The Iron Chicken's stuff, she flies off, leaving Major Clanger stuck with her junk. Small Clanger ends up taking over The Iron Chicken's junk and makes a grand sculpture out of it. Mother Clanger thinks it is wonderful that Small reused the junk and they send the art into space for the whole universe to enjoy.

**[Educational Message: One person can consider something to be trash or junk, but someone else may be able to find it useful to make a new, functional and beautiful thing.]**

### **THE CRYSTAL TREES [ECLGR0001DH]**



Tiny and Granny are outside, when a seed from a Crystal Tree falls from the sky. They plant it and, soon, the Crystal Tree grows. Tiny and Granny tell the family and they all rush out to see it. More seeds fall, Tiny plants them, and the whole family watches them grow into a Crystal Tree Forest. Tiny and Mother want to find a way to make the trees glow. After trying a number of methods, they realize that the trees need cold in order to grow and music in order to glow. When it gets warmer, the Crystal Trees melt and the seeds go to glow somewhere else.

**[Educational Message: When seeds grow into plants we have to figure out how to take care of them so we can enjoy them and help them grow.]**

Airdate: 1/02/2016

Time:

Duration: 30:00

## **EARTH TO LUNA**

### **BUTTERFLY FEET [EETL101DH]**

Luna, her brother and Clyde decide to follow a butterfly around. They observe the butterfly patting her feet and wonder what the purpose of this action is. After conducting an experiment, they make-believe they are butterflies to learn more about the phenomenon. A few butterflies they encounter on their make-believe adventure explain to them that they have receptors on their antenna and feet, so they can taste with their feet. They also share that they pollinate flowers with their feet to help them grow.

**[Educational Message: Butterflies taste with their feet, as they have receptors there. Also, pollen from flowers sticks to their feet, which helps it spread.]**

### **THE WAGGLE DANCE [EETL101DH]**

When Luna, Jupiter and Clyde cannot find the honey, they decide to ask a honeybee for some honey. Luna observes a honeybee eating her slice of cake. Then, she notices some different bees enjoying the cake as well and wonders whether the first bee told the others about the delicious slice of cake. Luna, Jupiter and Clyde make-believe that they are honeybees, fly to the hive, and observe a bee telling his friends about the location of Luna's cake by dancing. Luna and her friends call this "The Waggle Dance."

**[Educational Message: There are alternate methods of communication besides speaking. Similar to the way that you communicate with movement in ballet, honeybees interact by dancing.]**

Airdate: 1/02/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **BIRTHDAY SURPRISE! [ELZT141DRH]**

The kids want to throw a surprise party for Sportacus. They get into an intense argument about where the party should be held. Eventually, both sides realize their friendship is more important than the argument and prepare to apologize. Robbie Rotten, though, has already taken advantage of the rift and created a wall that prevents them from playing together or apologizing. At first Robbie's plan seems to work; a huge cake fight ensues. Sportacus arrives to save the day, but Robbie Rotten, aware of the one thing Sportacus cannot resist, offers him a candy apple. Sportacus eats it and has a sugar meltdown. The crew realizes they are going to have to work together to save Sportacus. Working as a team they are able to revive him with some sports candy. Energized, Sportacus saves Robbie from a falling wall. They all apologize for letting the argument come between them.

**[Educational Message: Arguments can create a divide between friends; be quick to apologize and repair your friendship.]**

Airdate: 1/09/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA'S BIRTHDAY [ENNW101DH]**

Nina tells Star that today is her birthday and it's going to be the best birthday ever because everything will be perfect. Her family will be present, Tio Javier will sing her favorite song, Mami will bake her favorite cake, and the piñata will be smashed. But immediately, Nina has big problems. Her special yellow birthday hair bows are missing. Then she is disappointed because Tio Javier will not be able to sing at her party. Next, on the walk home from the store, Nina trips and breaks the piñata. The perfect birthday party is falling apart. However, Abuelita assures her that it is still the best day ever because it's the day she came into the world. That makes the day special no matter what else happens. Consoled, Nina finds her yellow bows in her purse, she and Abuelita repair the piñata, and Tio Javier surprises her by arriving just in time to serenade her. Her birthday turned out to be wonderful after all.

**[Educational Message: Even though things may not go as planned on your birthday, it is important to remember that it is still a special day and you may be pleasantly surprised by the outcome.]**

### **NINA'S BIG ADVENTURE [ENNW101DH]**

Nina is playing with a ball painted with the countries of the world and talking with Star about the trip Tio Javier is taking to a music festival in Peru. She and Abuelita pretend to fly around the world. On the Komodo Islands, they encounter Komodo dragons. In Africa they discover that the Nile in Egypt (water rushing through the gutters) is the longest river in the world. They paddle across the "Nile" with their tree branch "oars," encounter a crocodile (Max the dog), have to paddle around a waterfall (gushing fire hydrant), and get (leaf) stamps for their "passports" before heading up the tallest mountain in the world, Mt. Everest in Asia. Carlos joins their adventure as they enter Central America (the playground), where the jungle gym stands in for a Mayan Temple and the sandbox becomes the site of buried treasure. At bedtime, she shows her parents her book where she drew pictures of her adventure.

**[Educational Message: You needn't travel far away to have fun experiences. Your imagination can serve as your passport to adventure.]**

Airdate: 1/09/2016

Time:

Duration: 30:00

## **RUFF-RUFF, TWEET AND DAVE**

### **A HIDE AND SEEK ADVENTURE [ERTDR102DH]**

Ruff-Ruff, Tweet and Dave wake up and discover they are going on a hide and seek adventure. They board the Spin-Again and, when they arrive in Hide and Seek Land, they play a game of hide and seek. Hatty tells them that they can use their five senses in order to help them find their friends during the game. They also use their five senses to help Hatty find his hat.

**[Educational Message: If something goes missing, you can use your five senses (hearing, seeing, smelling, touching, and tasting) to help you find it.]**

### **A SINGING ADVENTURE [ERTDR102DH]**

Tweet wakes up singing a pretty song. The hat reveals that they are going on a singing adventure, which Tweet is excited about. They board the Spin-Again and arrive in Music Land where everything makes music. Tweet wants to find a band that she can sing with. They explore high sounds and low sounds and assemble a band composed of Dave playing the drums, Tweet playing a bell, and Ruff-Ruff playing some musical pads on the ground.

**[Educational Message: When singing, you can sing high or low. Also, you can make a band with your friends to play music.]**

Airdate: 1/09/2016

Time:

Duration: 30:00

## **ASTROBLAST**

### **LOST AND FOUND [EATB102DH]**

Comet is trying to beat the high score in a pinball game while Halley continuously interrupts him to help look for things she's lost. Halley loses the keycard to let customers in the shop. Comet offers to use his keycard and scolds Halley. After returning to his game, Comet discovers he has lost *his* keycard. Comet searches for his keycard while trying to hide the loss from Halley, but she ends up helping him search for it. While searching, they encounter Sal, who tells Comet that Halley is actually helping him in finding lost things because he's disorganized. He mentions that Halley is good at her job because she doesn't get annoyed with people and understands that everybody loses stuff. Comet apologizes for scolding Halley. Sal finds Halley's keycard under the couch cushions, and Halley finds Comet's keycard in the front door.

**[Educational Message: Even though we should all take care of our things and be responsible, things can get lost if you are busy or preoccupied. Instead of getting angry, be helpful because one day you will lose something and need help finding it too.]**

### **TWICE THE TALENT [EATB102DH]**

The Astroblast crew decides to hold a talent competition. Halley, Jet, Radar, and Sal all have talents to perform but Sputnik and Comet can't think of anything. They decide to perform together. After trying various talents (dancing, painting, etc.), they decide their styles are way too different to perform together. Comet is big, exciting and messy, while Sputnik is neat, simple and refined. Sal tells them that working together doesn't mean they have to do the exact same thing. Comet and Sputnik decide to combine their talents (Sputnik reads a story, Comet acts it out) and they win first prize

**[Educational Message: We all have different talents so work together to best use each person's talents and overcome differences.]**

Airdate: 1/09/2016

Time:

Duration: 30:00

## **CLANGERS**

### **MAJOR'S METEOR [ECLGR0002DH]**

Major and Small Clanger are in the music boat fishing for things in the sky. Major catches a lamp and sees a meteor; Small is sad because he didn't catch anything and because he didn't see the meteor. Not wanting him to feel left out, Major makes a "meteor machine" that he is going to fly across the sky so Small can see what a meteor looks like. Even though the meteor machine malfunctions, Small is happy because Major made him feel special. Later, there is an actual meteor shower and Small finally gets to see a meteor.

**[Educational Message: Sometimes parents will try their very hardest to make their children happy, and that's one of the ways you learn how special you are to them.]**

### **MOTHER'S MELODAY [ECLGR0002DH]**

Tiny is trying to convince Mother Clanger to play some music; Mother doesn't want to because she doesn't believe she is as musically talented as Tiny. Major makes a harp-like instrument for Mother and gives it to her anonymously. Mother plays a lovely tune in her garden when she thinks no one is watching. The Clanger family pushes her to perform for them. At first, Mother is shy about playing her music but, when she acquiesces and tries something new, she discovers that she is musically talented. Mother plays her music for the whole family and everyone is delighted.

**[Educational Message: Sometimes we are afraid to try something new. But if we take the first step toward overcoming our challenge, we may discover that we do have a talent that can be developed.]**

Airdate: 1/09/2016

Time:

Duration: 30:00

## **EARTH TO LUNA**

### **TWINKLE TWINKLE LITTLE STAR? [EETL102DH]**

While looking at some stars in the night sky, Luna, Jupiter and Clyde wonder why stars twinkle. Luna decides to ask Edison, a savvy solar-system mailman. He tells her to conduct an experiment with a spoon and a cup of water. She discovers that the spoon appears to be bent in the water due to refraction. Luna, Jupiter and Clyde make-believe they are stars in the sky, where they learn that stars are actually round. They also find out that twinkling is a result of starlight changing direction as it travels through the Earth's atmosphere.

**[Educational Message: Stars don't twinkle. Their perceived twinkle is due to refraction, as their light changes direction as it hits the Earth's atmosphere.]**

### **ON THE RINGS OF SATURN [EETL102DH]**

Jupiter suggests that he, Luna, and Clyde should investigate the "funny-looking planet that likes to hoop dance," which they later learn is Saturn. Luna wonders if it is possible to walk or skate on the rings of Saturn. After making a mini-Saturn from Luna's ball and some hoops, Luna, Jupiter and Clyde make-believe that they are planets and discover that Saturn's rings are made of dust, rocks and ice. Since the rings are not solid, Luna and her friends are not able to walk or skate on them.

**[Educational Message: Even though they look solid, Saturn's rings are made of dust, rocks and ice.]**

Airdate: 1/09/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **ENERGY BOOK [ELZT143DR1H]**

The kids want to be like Sportacus, so they look for some sports candy, but they end up arguing. Sportacus saves them and teaches them to practice. He also tells them his secret was using an energy book, where he would earn two stickers each day when he exercised, ate right, and got enough sleep. He brings them each a book to fill with stickers, and they are so excited to start exercising and earning stickers. Robbie uses Ziggy and Sting's weaknesses against them to prevent earning stickers, but Stephanie and Sportacus help them by encouraging them to eat sports candy, drink water and move. They realize it is Robbie trying to prevent them from being healthy, and award him with enough stickers to fill an energy book for all his mischievous work.

**[Educational Message: It is good to set goals and reward yourself for engaging in healthy habits.]**

Airdate: 1/16/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA THE NURSE [ENNW102DH]**

When Nina discovers Abuelita is not feeling well, she tells her she can be her nurse. Thinking she knows all the things a sick person needs to feel better, Nina opens the curtains and doors for sunshine and fresh air. This is not at all what Abuelita wants. When her mother comes in and finds Nina shouting to her friends outside in an attempt to quiet them down, she tells Nina that the best way for her to help would be for her to go out and play. Sad and discouraged that she could not help Abuelita, she figures out while playing with Star, that although she did everything she'd want to have done for her, she never found out what would

make Abuelita feel better. After asking Abuelita how she can help her, Nina gets her mother's assistance to make "Get Well Orange Juice" for Abuelita with mint and lemon. She also makes her a beautiful Get Well card.

**[Educational Message: When you want to help someone, whether because of illness or something other, it is best to ask them how they want to be helped. Then you can do the very thing that will be of the most value to them.]**

### **SUPER NINA [ENNW102DH]**

Nina wants to be a superhero. Carlos comes to play and she encourages him to play superhero. Carlos (Kid Carlos), is super-fast. Abuelita helps Super Nina and Kid Carlos make costumes. The kids attempt to assist Tio Javier with his new Djembe drum, which he got on his trip to South Africa. Abuelita catches up with the "superheroes" just as they run smack into Mrs. Goldstein, which causes her to fall. After helping Mrs. Goldstein, Abuelita admonishes them about running on the sidewalk. When Mrs. Goldstein tells Nina how helpful it was for her to hold the door for her, Super Nina and Kid Carlos figure out that instead of being superheroes, which got them into super trouble, maybe being super helpers would be a better idea. They find a number of ways to help Nina's Papi and Mami and even get to help their friend Chelsea when she needs a band-aid.

**[Educational Message: You needn't be a superhero, being a super helper can be more helpful than you might imagine.]**

Airdate: 1/16/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **A MOUNTAIN ADVENTURE [ERTDR103DH]**

Tweet wakes up wanting to hang her homemade flag up high, so she and her friends brainstorm some high places to put it. Hatty's hat reveals that they will be going on a mountain adventure, so they all board the Spin-Again to travel to the mountain. They find the path to the mountain, but encounter a tree in their path, so they resolve to go under it. Farther down the path, there is a muddy puddle in their way and they decide to go around it. Later, there is a river in their way and they decide to build a bridge to go over it. They finally make it to the mountain having learned how to get past objects in their way. Tweet is able to put her flag on the high mountain.

**[Educational Message: You can avoid obstructive objects by going around, above or under them.]**

#### **A BEACH ADVENTURE [ERTDR103DH]**

After waking up, Ruff-Ruff, Tweet and Dave learn that they are going on a beach adventure. They get on the Spin-Again and travel to the beach. Upon arriving, they all agree to build a sand castle. Tweet finds a bucket and shovel and they start building, but a wave washes it away. The wet sand, they discover, holds its shape better than the "crumbly" dry sand. Dave proposes that they build their castle out of wet sand on the dry sand, so it holds its shape but is beyond the reach of the destructive tide. They build a beautiful castle and decide to let a crab live there.

**[Educational Message: When at the beach, you can build sand castles with your friends. Wet sand works better than dry sand to build with.]**

Airdate: 1/16/2016

Time:

Duration: 30:00

### **ASTROBLAST**

### **TAKE OFF [EATB103DH]**

Comet is excited to win the Annual Zismort Funfest Pajama Obstacle Course Countdown, but his space pod breaks down. Comet searches frantically for another way to get to there, while Sal fixes his space pod, but is unsuccessful. To make him feel better, the Astroblast crew comes together and creates an obstacle course in the Space Station so Comet can play the game on his own.

**[Educational message: There is more to life than winning a contest.]**

### **GLIPPI'S VISIT [EATB103DH]**

Sputnik's video pen pal, Glippi, is visiting the Space Station. Sputnik is nervous because she wants Glippi to have the perfect day so she'll want to come back. Sputnik assumes that since she is her friend, Glippi will like the same things she does. Sputnik and Comet fight over what she would like to do, but when Glippi comes, she doesn't enjoy either one. Glippi disappears and they find her playing with Halley, who is the only person who asked Glippi what *she* wanted to do. Sputnik and Comet apologize, and they all play together.

**[Educational Message: To have fun, friends have to figure out what they both will enjoy doing and not assume that what one friend plans will be enjoyed by another.]**

Airdate: 1/16/2016

Time:

Duration: 30:00

### **CLANGERS**

#### **IN A SPIN [ECLGR0003DH]**

Tiny and Small are playing chase in the house. They accidentally knock over a cup of soup and it spills onto Granny Clanger's best shawl. They decide not to tell Granny about the spill, and try to clean it up before she notices. This makes it worse, as the rag they use has oil on it. Then, they attempt to clean it by getting the cloud to rain on it, which also makes the stain spread. Small enlists the help of the Froglets to wash the shawl, which works, but not without shrinking Granny's shawl. When Granny finally finds out, they realize that they should have been honest about the mishap from the beginning. Granny ends up giving the shawl to Tiny. She and Tiny agree to work together so Granny can have a new shawl for herself.

**[Educational Message: We should always tell the truth, even when it seems like lying is easier.]**

### **THE KNITTING MACHINE [ECLGR0003DH]**

Granny Clanger is knitting when she accidentally gets tangled up in her yarn. Major helps her get untangled and decides to invent a machine that knits so that Granny doesn't have to bother with it anymore. Even though Major is trying to help, Granny is not happy because she actually wants to knit, as it makes her feel useful and appreciated. Granny Clanger decides to challenge the Knitting Machine to a knit-off. The Knitting Machine explodes because of the workload and Granny wins. Major realizes that Granny's knitting is of higher quality than the machine could ever accomplish. Granny has her old job back.

**[Educational Message: Everyone likes to feel useful and appreciated for doing work that helps others. If your work can help someone else then you are being useful, too.]**

Airdate: 1/16/2016

Time:

Duration: 30:00

### **EARTH TO LUNA**

#### **BANANA SEEDS? [EETL103DH]**

When Luna, Jupiter and Clyde realize that bananas don't appear to have seeds, they decide to investigate how bananas grow. Luna hypothesizes that, since bananas don't have seeds, that they must be the seeds. After unsuccessfully trying to plant a banana and its peel, Luna, Clyde, and Jupiter make-believe that they are bananas and ask the banana tree how bananas grow without seeds. The banana plant informs Luna and her friends that one banana plant grows another banana plant, as small stems grow from larger stems (rhizomes) that then grow into banana plants.

**[Educational Message: Bananas do not grow from seeds; the plant multiplies through its roots' ability to grow new trees.]**

### **THE TALE OF KALE [EETL103DH]**

Luna and Jupiter's dad is cooking kale for lunch. They notice that the big bunch of kale they gave their dad drastically decreased in volume and they wonder why this happened. When the kale didn't shrink during their experiment, Luna, Jupiter and Clyde conduct a make-believe investigation by pretending to be ingredients in the kitchen. A few of the kale leaves tells Luna that they are filled with water and wilt in the steam. An onion describes that this wilting is due to the leaves losing water while cooking.

**[Educational Message: Kale leaves seem to magically shrink when cooked. However, they are really just wilting as the leaves lose water as they heat.]**

Airdate: 1/16/2016

Time:

Duration: 30:00

### **LAZYTOWN**

#### **SPORTACUS SAVES THE TOYS [ELZT147DH]**

Stingy and Stephanie are playing together but don't have enough equipment for Ziggy to join the game. He feels left out. Sportacus reminds him that there are lots of fun things to do without toys and equipment. Ziggy realizes it is great fun to move without toys. He shares that lesson with his friends, but they disagree. Robbie Rotten overhears and decides to give away all the toys so that they can't play. He invents a toy magnet that will attract all the toys so that he can give them away. They work together to stop Robbie and his magnet, but most of the toys have been broken. Ziggy reminds everyone of the lesson that you don't need toys. They all have a wonderful time playing, dancing and singing together.

**[Educational Message: There are many ways to enjoy being active without sports equipment or toys.]**

Airdate: 1/23/2016

Time:

Duration: 30:00

### **NINA'S WORLD**

#### **NINA FROM SPACE [ENNW103DH]**

While taking a walk with Abuelita, Nina sees Chelsea who shares with her a book she's reading about outer space. When Chelsea tells Nina she wants to be an astronaut, the girls decide to imagine what it would be like to be visitors from outer space seeing earth for the first time. The robot visitors, Nina Nunu and Chelsea B, don "Space Goggles" (actually swim goggles) then examine things up close, upside down and down low to thoroughly examine them as if they are completely new. With Abuelita as their tour guide, flowers become subjects for study, as does Tio Javier who is learning to play an instrument they've never seen before, a sitar from India. Carlos teaches the "visitors" about dogs and the game of fetch.

**[Educational Message: Pretending you are a visitor on planet Earth is an excellent way to explore your surroundings. It encourages you to find different ways to look at things, discovering aspects of them you'd never considered before.]**

#### **NINA MAKES MUSIC [ENNW103DH]**

Nina is hoping that Tio Javier will have time to teach her how to play her harmonica. She soon finds that Abuelita's trumpet is broken. This is especially bad news since Abuelita was scheduled to play with Tio Javier and his band that very afternoon. They take it to Tio Javier in his music shop to see if he can fix it. He tells them that making music makes his heart happy. While he is trying to fix Abuelita's trumpet, Nina explores the new instruments that just arrived: a marimba from Mexico, a didgeridoo from Australia and a

set of drums. While she is trying them out, she inadvertently composes a tune. It inspires Tio Javier, who writes a new song. Abuelita plays her trumpet and they all play the new instruments. The new song makes everyone who hears it very happy, including Tio Javier.

**[Educational Message: Music has the power to make people happy and it's fun to learn to make music on different kinds of instruments.]**

Airdate: 1/23/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **A PIRATE ADVENTURE [ERTDR104DH]**

Ruff-Ruff, Tweet and Dave wake up and find out that they are going on a pirate adventure. They get on the Spin-Again and arrive on Black Hat Island. Ruff-Ruff, Tweet and Dave make up a pirate name for themselves and they each put on a pirate hat. Hatty shows them a treasure map that they use to guide them to the treasure. When they reach the red "X" on the map, they discover a treasure chest on a pirate ship. They open it and it has bones for Ruff-Ruff, bananas for Dave, and shiny shells for Tweet. They all love the treasure they found.

**[Educational Message: Maps can help you navigate through an unfamiliar place.]**

#### **A FARMYARD ADVENTURE [ERTDR104DH]**

Ruff-Ruff, Tweet and Dave wake up and Hatty's hat tells them that they are going to go on a farmyard adventure. They board the Spin-Again and get to the farm. Hatty finds a note from Farmer Fred that outlines the jobs that need to be done that day: take the cows to the milking barn, gather eggs from the hens, and pick some strawberries. They complete all these tasks successfully and make a delicious farmyard meal: milkshakes, strawberries and scrambled eggs.

**[Educational Message: At a farm, you can pick strawberries, milk cows and collect eggs from hens. You can also make a healthy and delicious meal from the food produced at the farm.]**

Airdate: 1/23/2016

Time:

Duration: 30:00

### **ASTROBLAST**

#### **SMOOTHIE OPERATOR [EATB104DH]**

Comet is upset when he learns that they are out of bananas and he must try a new smoothie, Plorpian Plum. He states that he doesn't like Plorpian Plum even though he's never tried it. Comet goes to throw away the smoothie but Sputnik stops him and urges him not to waste. Comet decides it's not wasting if you do it discreetly. After trying several ways to get rid of the smoothie, Comet succumbs to his hunger and tries Plorpian Plum and loves it.

**[Educational Message: Always try new foods before throwing them out because you may discover that you like a new taste.]**

#### **BEND IT LIKE RADAR [EATB104DH]**

The Astroblast crew is going to play their friends from Outer Veruvia in Quasmo Digi-Soccer. Radar doesn't want to participate and gives several excuses that don't work, until he tells them he's sick. When Halley checks on Radar and finds him jumping and playing video games, Radar tells everyone that he's not really sick and just didn't want to play. Comet understands and cancels the game because they don't have enough players. Radar confesses to Comet that he played Digi-Soccer before and accidentally scored a point for the other team. Comet convinces him to give it another try, and he scores a goal for *his* team.

**[Educational Message: You should always tell the truth when you're afraid to try something you once failed. Lying may get you into bigger trouble, and you might have success with a second try.]**

Airdate: 1/23/2016

Time:



Duration: 30:00

## **CLANGERS**

### **TINY'S ORCHESTRA [ECLG0004DH]**

Tiny Clanger is having difficulty deciding what to play on her instrument. Major and Mother want to hear completely different types of music, so Tiny decides to combine the styles. This ends up being more challenging than she thought. Tiny assembles an orchestra with her friends. The resulting tune ends up sounding more like noise than music. While riding on a Sky-Moo with her friends, they decide to incorporate the sound of its flapping ears into their orchestra. The music perfectly incorporates both Major and Mother's musical styles. They are delighted with the result.

**[Educational Message: Even though some challenges are really difficult, with persistence and a willingness to experiment to find out what works best, you are very likely to achieve your goal.]**

### **BABY SOUP CLEANER [ECLGR0004DH]**

When Small and Tiny Clanger come to get soup from the Soup Dragon, they see that Baby Soup Dragon is upset because his mother won't let him use the large and unwieldy soup spoon for safety reasons. Small and Tiny placate Baby Soup Dragon by taking him to their cave. He is so happy about being able to help with various tasks and activities, Baby Soup Dragon decides that he wants to be a Clanger. When The Soup Dragon comes to get her baby, Baby Soup Dragon informs her that he is now a Clanger because they allow him to help them, while she won't even let him help with the soup. Sensing that Soup Dragon's feelings are hurt, Small and Major make a baby-sized spoon so that Baby Soup Dragon can help his mother. When he sees the spoon, not only is he happy, but understands his mother really had his interests at heart and embraces her. All is forgiven and he is happy to go home and be himself.

**[Educational Message: Sometimes when you're angry with your parent you think you might like to be in another family. But if you understand that your parents really do love and want to protect you, it's easy to stop being angry and show how much you love them.]**

Airdate: 1/23/2016

Time:

Duration: 30:00

## **EARTH TO LUNA**

### **HOW WATER BECOMES RAIN [EETL104DH]**

When Luna and Jupiter's mom warns them not to drink all the water because then there would be no rain, they wonder how water turns into rain. To investigate, they leave a cup of water in the yard to see if a rain cloud would form over it. After observing that some of the water is gone, Luna, Jupiter and Clyde make-believe that they are drops of water to see what happened to the water in the cup. They discover that the sun turns water into water vapor, then into a cloud, and then into rain. After that, the cycle starts all over again.

**[Educational Message: The heat from the sun turns water into vapor. The vapor turns into clouds, and then into rain.]**

### **THAT JUST RAINED SMELL [EETL104DH]**

Luna exclaims that she loves how it smells after it rains; this leads her to question where this smell comes from. Luna hypothesizes that the smell has something to do with worms and creates an experiment to test whether or not the smell comes from the worm. After this experiment, Clyde communicates that the smell comes from the wet dirt. To gather more information Luna, Jupiter and Clyde make-believe that they are radishes. A worm explains to them that the just-rained smell is a result of the microbes that release a smell into the dirt and when it rains this smell is released into the air.

**[Educational Message: The "just rained" smell results from microbes in the dirt that release a smell. The rain releases this scent into the air.]**

Airdate: 1/23/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **ROBOTICUS [ELZT301DH]**

When Sportacus saves the day again, Robbie Rotten is frustrated. He orders a robot that is faster and stronger than Sportacus to be the town's one and only superhero. While Sportacus retreats to get faster and stronger and regain his position, "Roboticus" and Robbie Rotten prevent the children from having playtime. The kids decide to challenge Roboticus as a team. During the challenge, Roboticus uses many obstacles to cheat and prevent the kids from winning, while Robbie traps Sportacus underground so that he can't join the kids' team. Sportacus breaks free and joins the team. The kids use teamwork and their wits to get through the race, with a little help from their true hero, Sportacus. When the kids and Sportacus win, Robbie Rotten's role as Roboticus' sponsor is revealed.

**[Educational Message: When there is a challenge, you can work hard as an individual to prepare yourself and then as a team work together to succeed.]**

Airdate: 1/30/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA WANTS TO GROW [ENNW104DH]**

Nina despairs of ever growing taller. When she goes out to play, she sees Carlos who tells her how much better he's gotten at basketball since he's been practicing. Nina thinks that she could "practice" being tall and tries hanging by her arms from a tree, which of course doesn't work. She thinks veggies will help her grow, so eats lots and lots of broccoli at lunch. She soon discovers she's the same height after lunch as she was before. Now she's really discouraged. When she goes back outside she sees Carlos, Chelsea and Tio Javier trying to retrieve a basketball from underneath a structure where none of them can reach it. Nina is small enough to squeeze underneath and get the ball. She discovers that there are advantages to being just her size. Then Tio Javier lifts her in the air so she can dunk the basketball.

**[Educational Message: It's good to have a positive view of your size. Each size comes with its advantages and even being small can turn out to be just right for a task that a taller person could not complete.]**

### **NINA TAKES THE STAGE [ENNW104DH]**

Nina, Chelsea and Carlos notice interesting things at the Everything Store. Mrs. Lin tells them about traditional clothing and puppets from China. With the Monkey King puppet she acts out an old Chinese folk tale. Nina wants to put on a show of her own for the whole neighborhood to see and decides to be the Director. She enlists Carlos as the old monk and Chelsea as the puppet master performing the part of the Monkey King. Just before the curtain goes up, Chelsea wants to quit because of problems manipulating the puppet and Carlos gets stage fright. Nina learns that in order to meet certain directorial challenges, she has to be flexible as well as willing to modify some of her ideas and improvise. She decides to have Carlos and Chelsea switch roles, which makes them both a lot more comfortable. The performance goes off without a further hitch.

**[Educational Message: When serving as the leader, it's very important to know when and how to be flexible and adapt to make changes so that everyone is comfortable and able to do his or her best.]**

Airdate: 1/30/2016

Time:

Duration: 30:00

## **RUFF-RUFF, TWEET AND DAVE**

### **A RACING ADVENTURE [ERTDR105DH]**

Ruff-Ruff, Tweet and Dave ask the hat what is the adventure for the day and the hat reveals that they are going on a racing adventure. They get on the Spin-Again, arrive at Racing Land, and see some snails racing. The gang decides to have a race of their own. They follow the first rule of racing by lining up at the start line. After observing that Ruff-Ruff is running, Tweet is jumping, and Dave is running backwards, Hatty tells them they need to make sure they are participating in the same race, which is the second rule of racing. During the race, a sheep passes Ruff-Ruff and he decides he is losing so he may as well stop. They restart the race and Ruff-Ruff ends up winning. They all have fun.

**[Educational Message: While participating in a race, it is important to remember to line up at the start line and establish the type of race it is. Also, it is important to finish the race even if you don't win.]**

### **A COLLECTING ADVENTURE [ERTDR105DH]**

Ruff-Ruff is counting his collection of bones and Hatty explains to Tweet that a collection is a group of similar things. The hat tells them that they are going on a collecting adventure and they board the Spin-Again to the beach. Ruff-Ruff collects sticks, Dave collects round things, and Tweet collects seashells. Ruff-Ruff comes across a round pile of sticks, but just before Ruff-Ruff takes them, Hatty explains that these are for a bird's nest and that he should look elsewhere for sticks. They have fun collecting objects, then they head back home.

**[Educational Message: A collection is a group of things that all go together because they are the same type of thing. Birds collect sticks to build their nests.]**

Airdate: 1/30/2016

Time:

Duration: 30:00

## **ASTROBLAST**

### **SPIC N SPAN [EATB105DH]**

After the Astroblast crew hosts the Cinnamon Swirly Grubmeal show for the Glorprians, they are left with a big mess. They are about to start cleaning when the computer reminds them that the Crab Nebula Shooting Star show will start soon. They agree to clean up together really fast so they won't miss it. Using a chore ball they divide the cleaning, and Sputnik gets the easiest job. The crew gets frustrated and decides to finish cleaning when the show is over. Comet forgets his binoculars, and Sputnik goes to retrieve them but gets stuck to the floor and asks for help. The whole crew comes rushing in and they all get stuck. After working together to get unstuck, they decide to work together to clean the cafe from top to bottom and finish in time for the shooting star show.

**[Educational Message: Always work together to clean up right after making a mess; waiting makes the work even harder to do.]**

### **OH, BROTHER [EATB105DH]**

Comet's brother Flash visits the space station and suggests that the crew should do everything faster, because faster is always better. Halley and Radar start doing things faster, but Sputnik and Jet disagree. Comet, not wanting to upset his older brother, agrees even though he is uncertain. When he sees how things are working better faster, Comet starts wondering if he's been running the Space Station wrong the whole time. Sal tells him he likes the way Comet runs the Space Station because he doesn't tell people what to do, he listens to them, and together they figure out how to do things. Comet decides to ask the crew whether they want him or Flash to run the Space Station. Comet walks into chaos at the cafe and the whole crew starts asking for his help. Comet decides to slow everything down, and Flash admits that maybe faster isn't better.

**[Educational Message: Faster isn't always better, so take your time and do it right.]**

Airdate: 1/30/2016

Time:

Duration: 30:00

## **CLANGERS**

### **THE SINGING ASTEROID [ECLGR0005DH]**

Tiny is making music with the music trees, when she realizes that an asteroid in outer space is singing as well. She boards the boat to investigate; she discovers that there is a singing flower on the asteroid. When Tiny has to leave, she realizes that the flower sounds sad and lonely. Tiny decides to leave her flowers with the asteroid flower while she asks The Iron Chicken for help. The Iron Chicken talks to Small, who talks to Mother. The Glow-Buzzer bugs from Mother's garden plant some of Mother's seeds on the asteroid. To help the seeds grow, Tiny calls over a rain cloud so the seeds grow right away, which works. The singing flower is no longer lonely.

**[Educational Message: If you have an idea that will help someone feel better, you should try and use your idea and see if your effort works. You may be surprised at how much good you can do.]**

### **SPACE TANGLE [ECLGR0005DH]**

Small is waiting for The Iron Chicken to come to her picnic, but all her floating junk is preventing her from leaving her nest. Tiny and Small go to help her, but the floating junk breaks their fishing nets. Major decides to use a magnet to help catch The Iron Chicken's metal junk. This works, but the heavy junk weighs Major's boat down. After a safe landing on the Clanger planet, Tiny, Small and Major realize that The Iron Chicken is trapped inside the ball of junk that Major caught. They help The Iron Chicken break out of it and they enjoy their picnic. They decide to repurpose the worn out metal in order to make a guest nest for The Iron Chicken to use when she visits.

**[Educational Message: Before we throw something away, we should think about how it could be reused or disposed of carefully. Otherwise, we'll have really bad pollution.]**

Airdate: 1/30/2016

Time:

Duration: 30:00

## **EARTH TO LUNA**

### **MARTIANS, MARTIANS, MARTIANS [EETL105DH]**

When Jupiter asks questions about Mars, Luna explains to him how the solar system works. Luna and Jupiter wonder if there really are Martians on Mars. Luna resolves that they should use her telescope to look for Martians on the red planet. When they don't see any, they make-believe that they are rockets and go to Mars. They run into a Mars rover named Curiosity who informs them that there is no known life on Mars and teaches them that Mars is a freezing desert with no air. He also explains that Mars is red, but sometimes looks green.

**[Educational Message: Mars has two moons and all its water is frozen, due to its extremely low temperature. No life on Mars has been found.]**

### **SHOOTING STARS [EETL105DH]**

After Luna sees a shooting star, she asks Clyde and Jupiter to help her find it in their backyard. While they are looking, they wonder why stars fall and where they land. They spread pots, pans and buckets all around the yard to catch the falling stars. When this doesn't work, they pretend that they are shooting stars in the sky and, unexpectedly, they turn into rocks. Some other shooting stars explain that they begin as rocky asteroids that turn into meteoroids and then into meteors (shooting stars). Luna, Clyde, and Jupiter also discover that as the shooting stars fall, they break up into pieces of rock so small it looks like dust.

**[Educational Message: The phenomena we call shooting stars are not stars, but meteors. As they fall through the sky, they often disintegrate into dust.]**

Airdate: 1/30/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **PURPLE PANTHER PART 1 [ELZT302DR1H]**

Stephanie and Ziggy are inspired by a book of museums to make their own museum of Lazy Town. While everyone happily finds items for the museum, Stingy is annoyed by the plans; he only wants incredibly valuable items for the museum. Stingy sneaks away to get the town clock for the museum but gets into trouble. When Sportacus saves him, Stingy begs for his magic crystal. He promises there will be no emergency in Lazy Town while the crystal is on loan to the museum. The opening of the museum is very successful and the kids see how reading about something led to a group project with great historical value for Lazy Town. The museum opening also set the stage for a mystery that will take some time to resolve. (To be continued in a subsequent episode).

**[Educational Message: Books are an outstanding source of inspiration for projects that you and your friends can create in your own community.]**

Airdate: 2/06/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT MIRROR [EFGL110DH]**

The Floogals are having an adventure in the bathroom when they notice other Floogals in the bathroom. When Fleeter tries to talk to them, he is offended that one of them is copying everything he does. The Floogals hypothesize that these are clones of Floogals, as real Floogals would not be that rude. They are interrupted when Mom Hooman comes in and starts her bath. She drops her compact mirror through which Flo can see Girl Hooman's room, even though they are in the bathroom. She observes that it is hard like glass and she questions how she can see Mom Hooman. The Floogals conclude that it isn't clones they are seeing, it is their reflection on the painted glass surface.

**[Educational Message: A mirror is a piece of glass that is flat and shiny and shows you what is in front of it. The reflective surface is a result of the silver paint on the back of the glass and the mirror fogs up in the bathroom due to the steam from a hot bath or shower.]**

### **PROJECT BANANA [EFGL110DH]**

The Floogals overhear Mom Hooman say that bananas are a great source of energy and they wonder if they could use the bananas to power one of their machines. They decide to find out how this energy source works. The Floogals hypothesize that the bananas are batteries or rocket packs but, while trying to transport the bananas upstairs, Boomer overhears Girl Hooman say that the bananas are a fruit. Boomer tastes the banana and observes that it is soft, sweet and delicious. He also found that the banana peel is quite slippery. He is excited to share his findings with the other Floogals. They all enjoy eating the delicious banana.

**[Educational Message: Bananas are a soft, sweet fruit; the peels are yellow and slippery. You can get long-lasting energy by eating what is inside the banana skin.]**

Airdate: 2/06/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA FLIES A KITE [ENNW106DH]**

Nina and Carlos are making a kite for the Kite Festival. It's a butterfly kite, even though Carlos wanted to make a dragon kite. Before heading out to find Carlos, Nina does the Butterfly Stretch with Abuelita. Nina notices Carlos flying the kite without her and gets upset. As they fight over the kite string, the kite comes crashing to the ground, and they're sure it can't be fixed. Abuelita encourages them not to give up. They go to the Everything Store to ask Skye to help them make another. In gathering the needed supplies, Nina finds stickers that look like dragon scales. Carlos finds "antennas" for the butterfly kite. The kids decide to make a dragonfly kite instead. They work cooperatively and have a great day sharing the flight duties as The Extreme Dragonfly Team. **[Educational Message: Teamwork and compromise are important when you want to make something amazing with a friend.]**

#### **NINA'S FIRST SLEEPOVER [ENNW106DH]**

Nina is preparing her room for her first sleepover guest. Chelsea is due anytime and she's so excited. Nina has lots of fun plans, but Chelsea wants to do other things. Nina has to compromise on many things attempting to embody the "mi casa es su casa" (my home is your home) principle Abuelita taught her. Chelsea doesn't like her lunch, tosses her pillows around, jumps up and down on Nina's bed, and she rearranges Nina's room. The girls argue and Chelsea goes home. Nina feels bad about their argument and goes to find Chelsea to ask her to return. They talk about how different it is to be in someone else's home and to entertain a guest. The girls figure out how to adapt to the new experience and wind up having a great day.

**[Educational Message: You and your friends can find creative ways to have fun together despite your differences.]**

Airdate: 2/06/2016

Time:

Duration: 30:00

#### **RUFF-RUFF, TWEET AND DAVE**

##### **A GARDENING ADVENTURE [ERTDR106DH]**

Ruff-Ruff, Tweet and Dave find out that they are going on a garden adventure. When they arrive at Hatty's garden, they are all impressed by how amazing it is. They decide to plant some seeds. Ruff-Ruff, Tweet and Dave discover they need to plant the seeds in soil in order for them to grow, since it has food for the plants. Ruff-Ruff decides to plant his in the shade, Tweet plants hers in the sun, and Dave plants his under a rock. Hatty teaches them that Tweet's idea is best, since plants need sunlight to grow. Then, they water their plants and learn that it takes time for them to grow.

**[Educational Message: Seeds need soil, sunlight, water, and time to grow into plants. Also, you can use tools to plant the seeds.]**

##### **A FLYING ADVENTURE [ERTDR106DH]**

Ruff-Ruff, Tweet and Dave emerge from their sleeping pods and discover that they are going on a flying adventure. When they arrive in Flying Land, where everything can fly, they find a paper airplane that they throw to see how far it goes. Tweet wishes she could fly as far as a bluebird and the group decides she should take flying lessons from this bird. When she can't stay in the air that long, they resolve to give Tweet a few balloons to help her stay in the air. She is able to fly with the balloons, but can't get down. She unties the balloons one by one and discovers she can still fly without them.

**[Educational Message: It's always good to get help from others when you are trying to learn something new. You can start with a teacher who is an expert and then get help from your friends so you can improve.]**

Airdate: 2/06/2016

Time:

Duration: 30:00

## **ASTROBLAST**

### **I'LL SAVE YOU [EATBR106DH]**

Comet gets inspired to be a superhero after reading his Captain Super Duper comic book. After saving Radar from falling down, he realizes that he can be a hero and save people. He begins to “save” the Astroblast team from potential danger by anticipating tripping hazards, encounters with spiders, falling puzzle pieces, etc. He even begins to “save” inanimate objects. This quickly becomes annoying to his friends, who remind him that he wasn’t saving them from any real threat and that he is not Captain Super Duper. Later, Sal emphasizes that Comet should be true to himself and stop trying to be a fictional superhero. Comet realizes that his friends did not really need his saving.

**[Educational Message: You don’t have to be a superhero to be special and help your friends.]**

### **DON’T TOUCH [EATBR106DH]**

Comet receives a kung fu cape for his Captain Super Duper action figure, and the Astroblast crew plays with him. The crew decides that since his cape is delicate, they won’t play with Captain Super Duper unless Comet is around. Radar plays with Captain Super Duper without asking and breaks him. While hiding from Comet, Radar runs into Sal, who notices Captain Super Duper is broken. He tries to fix him but can’t, and Radar decides that he is going to live in the ceiling for the rest of his life. Sal uses Radar’s favorite pencil to write his “goodbye” note to the crew, and he breaks the pencil. Sal has the courage to tell Radar what happened and Radar realizes that he should have the courage to tell Comet what happened to the action figure. Radar apologizes to Comet, and although Comet is mad, he is glad that Radar told the truth. Comet fixes Captain Super Duper and the crew plays with him.

**[Educational Message: Always ask before touching someone else's things and always tell if you’ve broken something that belongs to someone else. It’s very hard to do, but if it was an accident people will eventually understand.]**

Airdate: 2/06/2016

Time:

Duration: 30:00

## **CLANGERS**

### **BUBBLE TROUBLE [ECLG0006DH]**

Major Clanger is testing his cleaning machine. Small and Tiny want to try it out, and Major tells them that he has to leave but will teach them how to use it when he gets back. Even though they are not to touch the machine without Major’s presence, Small decides that he cannot wait. Once turned on, the machine sucks up a number of objects, including Granny’s wool, Mother’s flowers and some of the Glow-Buzzers. In the process of trying to get the Glow-Buzzers out, Small and Tiny get trapped in a bubble and float out into space. Eventually, Tiny and Small are able to free the bugs and return to the planet. Major points out that none of this would have happened had they listened to his instructions in the first place.

**[Educational Message: If your parent or another adult tells you not to use a piece of equipment without them, you should really obey because the equipment might break or cause an accident you cannot control.]**

### **HOLES [ECLG0006DH]**

A box lands on the Clangers’ planet. Tiny and Small open it to discover small black pouches, which they unwrap into circular pieces of cloth. They discover that these cloths become holes; if you go in one of them, you come out the other one. Tiny and Small decide to experiment with the holes to see how far the holes can transport them. Small goes to The Iron Chicken’s nest and puts a hole there. Tiny is able to travel from the Clangers’ planet all the way to the nest, meaning that the holes allow the Clangers to travel through space.

**[Educational Message: There are so many unanswered questions in the universe. There is always something new to discover through experimentation.]**

Airdate: 2/06/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **PURPLE PANTHER PART 2 [ELZT310DR1H]**

In this second installment of the Purple Panther, Robbie Rotten breaks out of the fake Uncle Milford statue he planted in the new museum. He distracts Stingy on his guard duty with some beautiful gold coins, and tries to steal the magic crystal. When the alarm goes off, Stingy won't admit that he is in trouble. Robbie succeeds at getting the magic crystal but accidentally drops it into Stingy's pocket. Sportacus wakes up from his sugar-meltdown just in time to help. Robbie disguises himself as an inspector and accuses Stingy of taking the crystal, before taking it again himself. Sportacus arrives to find the inspector and ends up saving Robbie Rotten as Stingy saves the crystal. Stingy is ashamed that he hadn't taken better care of the crystal. Sportacus assures him it is okay to make mistakes, as long as you learn from them.

**[Educational Message: Mistakes happen. It is important to learn from mistakes, so you can avoid repeating them.]**

Airdate: 2/13/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT LEASH [EFGL112DH]**

The Floogals are up early and observe Dad Hooman attaching Scruffy the dog to a leash and they wonder what it is and what its purpose is. When Dad Hooman and Scruffy return from their walk, the Floogals get a closer look at the leash. Since they observed that the leash made Scruffy happy, they conduct an experiment to see if the leash has the same emotional effect on themselves, the cat and other random objects. They observe that the leash prevents Scruffy from going too far from Dad Hooman on their walk. Flo concludes that the leash makes Scruffy happy because, when someone picks it up, the dog knows that it is going on a walk.

**[Educational Message: A leash attaches to a dog's collar using a clip and is used to keep the dog safe when it goes outside.]**

### **PROJECT UMBRELLA [EFGL112DH]**

Flo notices a mysterious new object hanging off the table and wonders why Dad Hooman thought he needed it but suddenly didn't need it. Flo observes that this object seems like a stick with black, soft fabric covering it. They accidentally open the object and it expands into something that reminds Flo of a satellite. When Dad Hooman returns, he calls the object an "umbrella." Flo notices that when it was sunny, Dad Hooman didn't need the umbrella but now it's raining and he does need it. She concludes that hoomans need umbrellas to protect themselves from the rain.

**[Educational Message: An umbrella provides protection from the rain. Umbrellas are made of soft, waterproof material that expands when you press a button.]**

Airdate: 2/13/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA UNPLUGGED [ENNW107DH]**

Nina's community is experiencing a blackout: no TV, no computers, and no radio. As there's no power in the bakery either, there's no baking. Nina, Chelsea and Carlos don't know how they can play with no lights



or electronic games. Encouraged by Abuelita, the kids play imaginative games in the dark. Discovering what fun it can be they decide to have a blackout party. With Papi's help, they organize a party in the courtyard with all the neighbors, who play musical instruments and have fun by candlelight. They notice that in the absence of city lights, the stars in the sky are more clearly visible. Abuelita comments on how they turned a crazy day into something special. The power comes back on just as Mami and Papi are tucking Nina in for the night.

**[Educational Message: You can turn a difficult situation, like a blackout, into a special, festive occasion by bringing the neighborhood together. In the case of a blackout, some candles, flashlights, music, and special attention to the sky can turn into a happy blackout party.]**

### **NINA THE GREAT [ENNW107DH]**

Nina is doing magic for Star just as Chelsea comes in to show her a magic trick. Chelsea the Unbelievable thinks she's the best magician and Nina the Great thinks she's the best. They decide to perform their tricks for Abuelita and let her decide. Abuelita brings out the costumes that Nina's Mami used in her magic shows when she was a girl. Carlos el Magnifico opts to join the competition. When Nina's trick goes awry, Chelsea offers to help. That surprises Nina because she thought competitors wouldn't be amenable to helping each other. Nina is able to complete her trick with the help of Chelsea and Carlos. Abuelita declares the last trick the winner. What started out as Nina's trick ended as collaboration. She says the fact that they worked together made it the best trick ever.

**[Educational Message: Working together with your friends to reach a common goal is more important than being the best.]**

Airdate: 2/13/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **A DANCING ADVENTURE [ERTDR107DH]**

When Ruff-Ruff and Tweet wake up, they have fun dancing, while Dave thinks that blue pandas don't dance. The hat reveals that they are going on a dancing adventure. They all board the Spin-Again, arrive in Dancing Land, where Hatty teaches them about tempo, which he defines as the speed of a piece of music. They choose a tempo that is right for Tweet's dance. Then Ruff-Ruff tries to teach Dave his dance. To help Dave, Hatty counts the rhythm of Ruff-Ruff's dance, which he defines as the beat of the music. Dave comes up with his own dance, and discovers that blue pandas *can* dance.

**[Educational Message: Tempo is the speed of a piece of music, and rhythm describes the beat of the music. Also, everyone has their own style of dancing.]**

### **A KITE ADVENTURE [ERTDR107DH]**

Ruff-Ruff, Tweet and Dave are playing with "flappy flying things," which Hatty tells them are kites. His hat reveals that they are going on a kite adventure. They all pack their kites and board the Spin-Again. When they get to Windy Land, they fly their kites and discover that kites need wind to blow in order to fly. To find the wind, they look at the windmills to see where it is blowing. They are able to get their kites flying again, but they break when they all crash. They make a new kite out of sticks, cloth and string from the old broken kites. When the wind blows, the new, big super kite flies.

**[Educational Message: Kites need wind in order to fly; objects like windmills can help you locate where the wind is blowing. Also, if your kite breaks, you can use the materials from the old kite to make a new one.]**

Airdate: 2/13/2016

Time:

Duration: 30:00

## **ASTROBLAST**

### **ARE YOU MY PIFFIN? [EATB107DH]**

The Astroblast crew finds a lost pet in the cafe and decides to find the owner. While waiting for a response from the owner, Radar becomes attached to “Puffy.” The crew worries about Radar and try to warn him that “Puffy” won’t be with them for long because he’s someone else’s pet. “Puffy’s” owner contacts the crew and Comet tells Radar that “Puffy” has to leave. When his owner comes to get him, Radar is upset to have to say goodbye, but his owner tells Radar that they will come visit again.

**[Educational Message: Pets usually have owners who care about them, so if you find a lost pet you should always try to return the animal even if it makes you sad.]**

### **HALLEY’S WANNABE [EATB107DH]**

Halley needs help delivering a large order of smoothies and asks for Sputnik’s help. Sputnik reluctantly helps and after the delivery, Halley becomes Sputnik’s hero. Sputnik starts dressing and acting just like Halley. Sal tells Sputnik that the only person she needs to be is herself. Halley gets annoyed with Sputnik and lies to get away from her. Sputnik finds out and decides to not be like Halley anymore. Comet, Jet and Radar remind Sputnik of all her awesome qualities and that she doesn’t need to be like anyone else. Sputnik and Halley apologize to each other.

**[Educational Message: Trying to act like another person just makes you a copycat, so it’s best to develop yourself based on your own talents and personality. People want to know you not a copycat.]**

Airdate: 2/13/2016

Time:

Duration: 30:00

## **CLANGERS**

### **HOME SWEET HOOT [ECLGR0007DH]**

Tiny is playing a tune for Mother and Major, when Mother suggests that the whole universe should be able to hear Tiny’s music. Suddenly, a horn (“Hoot”) falls onto the Clangers’ planet. The Hoot seems frightened and uncomfortable and runs away when Tiny and Small try to catch it. Once they apprehended it, Tiny and Small realize that the Hoot is sad because it misses its friends and family. They decide to help Hoot get back to its planet by using the speaker Major originally built to amplify Tiny’s music. It works. Hoot’s planet comes to get him and it is able to return home to its friends and family.

**[Educational Message: If you think another child is lost, find an adult who can help you develop a way to reach the child’s parent and return them home safely. ]**

### **THE LOST NOTES [ECLG0007DH]**

The Iron Chicken warns the Clangers that there is a big wind on the way, and Mother uses the wind to dry her wet laundry. After the strong winds subside, Tiny realizes that the notes from her musical trees have blown away. When she gets discouraged while searching for her lost notes, Small reminds her not to give up. They look everywhere for them and, eventually, they hear Tiny’s marvelous tune coming from the sky. Tiny uses the telescope to search outer space for the notes and she finds them in a cloud, which wants to keep Tiny’s notes. It does, however, rain on Tiny’s music trees, causing them to grow new notes.

**[Educational Message: When you lose something, you should not give up looking for it.]**

Airdate: 2/13/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **LITTLE PINK RIDING HOOD [ELZT303DH]**

The kids are making Sportacus a sports candy flyer for Surprise Day. Just when Robbie Rotten is becoming discouraged about his plans to get rid of Sportacus, he observes the children’s plans and decides to take

advantage. While Stephanie is delivering the gift, Robbie Rotten, disguised as a wolf, trails her in order to plant a sugar apple. The flying camera the kids are testing crashes into Robbie Rotten but he manages to beat Stephanie to Sportacus. Robbie then tricks Sportacus into eating the sugar apple. Sportacus has an immediate sugar crash. Robbie disguises himself as Sportacus, but Stephanie is not fooled. She gets out of the air ship just in time, and she and the kids have to work together to get Sportacus back to normal to save the air ship. They succeed and spoil Robbie Rotten's plan once again.

**[Educational Message: It is fun to surprise your friend with something they will like, and to work together to help your friend is even more rewarding.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT TOOTHBRUSH [EFGL111DH]**

Fleeker observes that the exact same sound comes out of the bathroom every morning and every night. They enter the bathroom and climb onto the sink to investigate further. The Floogals see four objects; two are tall and two are short. They notice that there are brushes on the ends that smell fresh and minty. They conclude that the toothpaste goes on the brush and the electric brush shakes back and forth in order to clean the hooman's teeth. Flo also notices that there is one brush for each member of the family and that the minty string on the sink is used to clean between the hooman's teeth.

**[Educational Message: A toothbrush is tool used with minty toothpaste to clean your teeth twice a day. Floss is a thread used to clean in between the teeth to keep them healthy.]**

### **PROJECT GLUE [EFGL111DH]**

Boy Hooman is making something and he is waiting for Mom Hooman to bring him something called "glue." When the Floogals accidentally spill the glue, Flo hypothesizes that the sticky, white substance is paint. But when Flo's drawing of Boomer disappears when it dries and Flo and Fleeker stick to each other after falling in glue, they rethink this hypothesis. Boy Hooman comes in and the Floogals overhear that glue washes off with water. They use the glue to repair one of their tools and observe that glue needs a bit of time to get its stickiest. As Boy Hooman finishes his craft, the Floogals conclude that the glue isn't paint; it is used for its "sticky powers."

**[Educational Message: Glue is a liquid that adheres things together and can be used to make and fix things. When working with glue, it is important to be patient and careful.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA AND PAPI PLAY BASEBALL [ENNW108DH]**

Nina asks Abuelita to help her learn how to throw a baseball so she can throw as fast as Nico. Abuelita tells her about someone who was once "the most fearsome baseball pitcher in the county," La Bola de Fuego, The Fireball. When she brings out his picture Nina discovers that it's her Papi. Papi teaches her that practicing anything you want to master is very important, and takes her out to teach her to pitch.

Interestingly, Papi has lost his magic; his pitches are not very powerful and his back begins to ache. Nina, remembering the lesson her Papi so recently taught her, devises some very imaginative ways to encourage Papi to practice. He, in turn, helps Nina learn to pitch.

**[Educational Message: It's important to practice diligently in order to learn a new skill. It can be just as important to practice if it's something you haven't done in a while. Also, it's great to help a family member regain their confidence by playing a fun game.]**

#### **NINA THE SHADOW CHASER [ENNW108DH]**

When Papi, Mami and Abuelita head out to a concert, Nina convinces Skye, her babysitter, to let her watch a scary movie. It turns out to be too scary for both of them. Nina continues to be frightened after the movie has been turned off so Skye suggests making Shadow Chaser masks. They search the house and courtyard wearing their masks and brandishing a flashlight, chasing away the shadows. At bedtime, Nina explains to Mami that sometimes things look scary in the dark.

**[Educational Message: If you find that you are frightened, playing a game with a friend can take your mind off of it and may even lessen the fear. You might even discover there was nothing to be afraid of.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

#### **RUFF-RUFF, TWEET AND DAVE**

##### **A COWBOY ADVENTURE [ERTDR108DH]**

Ruff-Ruff, Tweet and Dave are making animal sounds when Hatty's hat informs them that they will be going on a cowboy adventure that day. They arrive at Six Cow Corral, find cowboy hats, and discover there is only one cow there when there should be six. To figure out how many cows they need to find they use addition (5+1) and find out they need to find five cows. While looking for the missing cows, they use counting and addition to make sure they have found all six cows. They end up finding a surprise baby cow and bring it back to the corral, which they rename the "Seven Cow Corral."

**[Educational Message: "Adding" means to bring things together so you have more than "1".**

**Counting carefully and adding can help you figure out if anything is missing from a group of things.]**

##### **A BIRTHDAY ADVENTURE [ERTDR108DH]**

It is Hatty's birthday and they all head to his birthday party to play fun games. The Spin-Again takes them to Party Land where, upon arrival, they all realize they don't have a present for Hatty. They all agree the present should be a surprise. They play a number of really fun games at Hatty's party. While playing the games, Ruff-Ruff, Tweet and Dave collect items for Hatty's present. They surprise Hatty with a present that pleases him very much.

**[Educational Message: Games are a great way to have fun at a friend's birthday party. Also, you can surprise your friend with a thoughtful present at their party.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

#### **ASTROBLAST**

##### **SPUTNIK THE SPOILER [EATB108DH]**

After Sputnik finishes reading an exciting book, Halley borrows it. Sputnik is excited to discuss the book with Halley, but keeps interrupting and ruining moments in the book. Finally, she tells Halley the end, ruining her reading experience. Sputnik sits in on a card game with Radar and Comet but gives away the cards, making them quit. During a magic show, Sputnik tells her friends the secrets behind the tricks, ruining the fun for the audience. After not being invited to a movie, Sputnik confronts her friends who tell her she's a spoiler. Sputnik is upset and decides to read in the library. While choosing a book, Bob keeps ruining the endings for Sputnik because he is excited to discuss them. Sputnik realizes she did the same thing and apologizes to her friends.

**[Educational Message: It is more fun for people to find things out for themselves instead of listening to a show-off share too much information, ruining their experience.]**

**BILLY STARRIDER [EATB108DH]**

Radar and Halley are playing with action figure, Billy Starrider, and when Halley has to leave, Radar goes to Sal to continue his game. He is so obsessed with the action figures Sal decides to leave and warns Radar that he needs to try something new. Radar then goes to a pick-up game of Anti Anti-Gravity Freeze Tag but quickly inserts Billy Starrider into the game. Finally, in frustration, the team goes to work at the Frosty Star. Radar still wants to play Billy Starrider. He is driving customers away. Radar's friends confront him about always playing and talking about his action figures. Radar agrees and asks for help figuring out what else he could play that doesn't involve Billy Starrider. Halley takes him out on her surfboard, and he discovers that yes, there are other games to be played.

**[Educational Message: Fixating on just one thing all the time means you aren't having as much fun with friends as you could have. You might lose friends because you won't try new things.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

**CLANGERS**

**FIND THE ECLIPSE [ECLGR0008DH]**

Tiny and Small are playing hide-and-go-seek with the Froglets. After they find the final Froglet, Tiny and Small ask Major about solar eclipses. Major explains that they occur when the moon moves in front of the sun. The whole family goes outside to observe the eclipse. They are ready with their solar eclipse glasses when they realize that The Iron Chicken's nest is blocking the eclipse, and she is fast asleep. Small suggests that they stand somewhere else so they can see around The Iron Chicken; but, no matter where they go, the nest is in the way. Tiny remembers how she and Small moved Granny to find the Froglet earlier and decides to apply the same method to the nest. Luckily, a Sky-Moo helps them move The Iron Chicken's nest and they are able to see the beautiful eclipse

**[Educational Message: A solar eclipse occurs when the sun, moon and earth are aligned so that the moon blocks the sun.]**

**THE CURIOUS TUNNEL [ECLGR0008DH]**

Major Clanger is fixing the creaky doors by putting oil on the hinges, but he runs out of oil. Small and Tiny decide to get moonflower oil from Mother's garden. However, they are distracted by a curious tunnel, and start dropping objects into it. Unbeknownst to them, the tunnel terminates right over Granny's usually peaceful, quiet knitting spot. Granny is not happy about being disturbed, and Major, Tiny and Small are quite apologetic about disturbing Granny. They all get some moonflower oil to fix the squeaky door and Tiny and Small help Granny tidy up the mess they made.

**[Educational Message: Whether it's doing work or having fun, you may not realize how your noise or games might be upsetting to others. Be mindful and try to find ways to do what you need to do without disturbing those around you.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

**LAZYTOWN**

**THE BLUE KNIGHT [ELZT304DH]**

Mayor Milford prepares to tell the story of the Blue Knight to prepare for the medieval festival, and the kids invite Robbie Rotten to listen. He rejects the invitation but listens in and decides to steal the story book. Uncle Milford asks Sportacus to help with the festival, as he's got to practice to be able to move in the heavy armor. Robbie Rotten decides he can disguise himself and invade the festival. Ziggy is upset

because he cannot figure out what knights do. Uncle Milford tells him they are brave and are always helping others. Ziggy decides to be a helpful knight and help with the laundry, but the Blue Knight (Sportacus) has to save him. The kids work together to capture the sword and save the festival from Robbie Rotten in his flying dragon. Ziggy is able to secure the sword and reminds himself to believe. The Blue Knight saves the day, and Ziggy is able to help.

**[Educational Message: When you believe in yourself and practice and work hard, you can accomplish your goal.]**

Airdate: 2/27/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT TORTOISE [EFGL101DH]**

Boy Hooman brings home his classroom pet, Toby the tortoise, so that he can care for him for a few days. This mysterious “rock” piques the Floogals’ interest, so they get closer to collect data. They observe the “rock’s” size, the details on its shell and, when it begins to walk, they are surprised that it can move. Since it moves quite slowly, they try to motivate it to speed up by initiating a race. Despite this attempt, the tortoise continues to walk slowly in the opposite direction. The Floogals’ investigation is interrupted when Girl and Boy Hooman come in to check on the tortoise. The Floogals overhear that tortoises live on dry land and Flo concludes that Toby is an animal, as he eats, drinks and walks.

**[Educational Message: A tortoise moves slowly and has scaly legs and patterns on its shell, which also serves as its house. In order to live, it needs a source of heat (like a heat lamp), vegetables to eat and water to drink.]**

### **PROJECT WASHER DRYER [EFGL101DH]**

The Floogals notice the hoomans throw clothes down a chute. In order to figure out where the clothes go, the Floogals jump down the chute. They find themselves in a room that starts shaking all of a sudden. They observe a machine that’s making the room shake. The machine has a window through which they can see something spinning quite rapidly. Then, they observe Mom Hooman take wet clothes out of one machine and put them in the other machine. Flo comes to the conclusion that the dirty clothes go into the first machine where they get wet and clean and the second machine dries the wet clothes.

**[Educational Message: A washing machine uses soap, water and a really rapid spin to get clothes clean. A dryer tumbles the clothes around in hot air, which dries them.]**

Airdate: 2/20/2016

Time:

Duration: 30:00

## **NINA’S WORLD**

### **NINA THE ARTIST [ENNW109DH]**

Nina is looking for something to sketch to serve as the basis for a painting she’s doing for her class. Out in the courtyard, she encounters Chelsea completing a collage and Carlos working on a dinosaur sculpture. Nina struggles with a painting of Star in the sky but is not able to be satisfied with the results. Later, Abuelita intercepts Nina trying to throw her painting in the garbage. Abuelita convinces her to reevaluate her work. Carlos, Chelsea and Papi really like it, each one discovering something different in it to admire. After hearing their observations, Nina takes another look and she too begins to see things she hadn’t appreciated before. At bedtime, with the picture in a frame, Nina tells Papi she sees something different every time she looks at it.

**[Educational Message: Sometimes we can be our own harshest judges. If we've done our best, we often need to step back and listen to the feedback of others to understand the value of our efforts.]**

**NINA AND THE MISSING MYNAH [ENNW109DH]**

Nina and Abuelita go to the Pet Vet to get food for Hush and visit Vikram, the talking mynah bird. Not only does Vikram talk but also, they discover, he can imitate Dr. Kapur when she sings. Carlos leaves the door open when he enters the Pet Vet and Vikram flies away. Nina suggests she, Abuelita and Carlos can find Vikram. Nina draws Vikram's picture on a "Lost" poster and Dr. Kapur makes copies, which they post all over town. They try lots of things, but can't catch him. Abuelita advises a frustrated Nina, "If something doesn't work this way or that way – maybe we need to think of a different way." Nina remembers Dr. Kapur had said Vikram would come if she sang. Abuelita is able to drape a towel around Vikram, as he sits atop Nina's head, drawn there by her song.

**[Educational Message: When trying to accomplish a goal you should vary your methods if your initial attempts are not successful.]**

Airdate: 2/27/2016

Time:

Duration: 30:00

**RUFF-RUFF, TWEET AND DAVE**

**A BUILDING ADVENTURE [ERTDR109DH]**

Hatty shows Ruff-Ruff, Tweet and Dave a model of his Bubblecopter. Hatty's hat reveals that they are going on a building adventure. When they reach Build-a-lot-Land, they all put on hard hats, and decide to build a playhouse for a rabbit and all his friends. They figure out that they need to build the walls first, which they end up making out of square-shaped bricks because they are strong and straight. They decide to put the large flat piece on top of their walls to make a roof for protection. The rabbits love their new playhouse.

**[Educational Message: When building something, you should build the walls first with square shapes, since they fit together nicely, and then the roof for protection. Also, teamwork can help get a job done more efficiently.]**

**A PUZZLE ADVENTURE [ERTDR109DH]**

Ruff-Ruff, Tweet and Dave are putting together a jigsaw puzzle and, fittingly, the hat reveals that they are going on a puzzle adventure that day. They encounter a door that tells them that behind it is a maze; they have to get to the middle of the maze and find their way back. Then end up following the yellow arrows to the center. However, they have to find their way out, but Dave collected all the yellow arrows that led them there. They have to solve a matching game and a jigsaw puzzle to get out of the maze, which they do successfully.

**[Educational Message: In order to complete a jigsaw puzzle, you have to find the correctly shaped piece. Also, mazes and matching games are types of puzzles.]**

Airdate: 2/27/2016

Time:

Duration: 30:00

**ASTROBLAST**

**SORE LOSER [EATB109DH]**

Radar introduces Comet to his favorite game "Super Galarian Space Pong." When Comet beats him twice, Radar becomes very angry. Radar tries to get rid of the game, but Sal reminds him that even if you don't win, a game can still be fun. Radar decides to create a game where Comet won't know the rules, so he can win. Radar wins the game, but his friends refuse to play again with him. Radar finds them playing Holographic Dodgeball, and when he asks why he wasn't invited, Comet tells him that they

wanted to play for fun, not to win. Radar tells him that it's fun to win, but Comet tells him it's also fun to play and not worry about who wins or loses. Comet invites Radar to play with them and Radar apologizes to Comet.

**[Educational Message: Even though we all like to be winners, games are fun even if you don't win. In fact, win or lose, playing makes you better so your chances of winning can get better.]**

### **HALLEY GOES SOLO [EATB109DH]**

Radar invents a Zippity Squeeze-a-licious-tron, which enables one person to run the cafe alone. He tells them to put only one fruit or veggie in at a time, so it doesn't get jammed. Comet is excited because it's "2-for-1" day at the Pingo Pongian Waterpark Superslide, and Halley decides to stay behind at the store since she's already been to the Waterpark. After the crew leaves, a large group of Kahoodians comes in and overwhelms Halley. She realizes that it will take forever to make smoothies for the large group if she only does one fruit at a time, so she puts a bunch in and overloads the Zippity, causing a big mess in the kitchen. Halley goes looking for Sal but he is not available, so she decides to take it one step at a time. Halley fixes and cleans the Zippity, and successfully fills all the orders of the Kahoodians.

**[Educational Message: When you are overwhelmed, try to calm yourself down and take things one step at a time. It might be possible to still get your work done without any help and things will be okay.]**

Airdate: 2/27/2016

Time:

Duration: 30:00

### **CLANGERS**

#### **DRAGON DAY [ECLGR0009DH]**

Small suggests that the Clanger family create Dragon Day, to thank The Soup Dragon for her consistent and outstanding service. Tiny invites The Iron Chicken to the dedication, and she excitedly plans to find a special gift for The Soup Dragon. When the day comes, the whole Clanger family gives Soup Dragon their special gifts but Small notices that The Iron Chicken isn't there. When he finds her, he notices that she is not well and everyone leaves to help The Iron Chicken. The Soup Dragon thinks the Clangers have forgotten about her on her special day and gets sad. But when it becomes clear that the Clangers are just trying to help The Iron Chicken, she also rushes to help her. The Iron Chicken starts to feel better, and gives the Soup Dragon her gift of a jar of stardust. This is truly a very special gift, everyone is delighted, and the celebration is a success.

**[Educational Message: When others try to do something nice for you, just trust that they wouldn't deliberately hurt your feelings and ruin your day. Give them an opportunity to explain what appeared to be rudeness and things will turn out alright.]**

### **I AM THE EGGBOT [ECLGR0009DH]**

The Clangers hear a strange noise in the cave and decide to investigate its origin. After telling Tiny that she is too young to accompany them while they investigate the noise, Small and Major realize that she is the only one small enough to fit inside the hole from which the sound was coming. Tiny is able to see the Eggbot, who seemed quite sad until it heard the booming noise of another, much larger Eggbot coming from outside. Tiny hypothesizes that this big Eggbot is the smaller one's friend. When the large Eggbot is too big to fit into the cave opening, it opens up to reveal a smaller Eggbot. It continuously opens to reveal small and smaller Eggbots as required by the size of the hole. Thanks to teamwork, the Eggbots are all reunited.

**[Educational Message: When it takes a team to figure out the best way to solve a problem, brain power is more important than size. Be inclusive and you may spend less time being puzzled.]**

Airdate: 2/27/2016

Time:

Duration: 30:00

### **LAZYTOWN**

#### **SCAVENGER HUNT [ELZT305DH]**



The kids are Scouts and can earn badges going on a scavenger hunt to clean up the town and bring their finds to the recycling center. As Uncle Milford, who is their Scoutmaster, gets ready to distribute the scavenger hunt cards, he slips on a loose skateboard, requiring a rescue by Sportacus. The ruckus from the rescue wakes Robbie Rotten from his nap and this sets in motion a sabotage of the scavenger hunt. The kids are sent off to look for chocolate cake, which they devour and end up with a sugar crash. In the meantime, Sportacus and Robbie Rotten have both fallen into an underground recycling pit designed to crush recyclables. Though Sportacus is able to toss Robbie Rotten out of the pit, the kids have to eat sports candy (apples and carrots) and work like a coordinated team to save Sportacus from the crusher. They all recognize the benefit they got from their food fuel and their teamwork in saving their superhero, Sportacus. **[Educational Message: Working together as a team, and using healthy foods and exercise, you can accomplish your goals.]**

Airdate: 3/05/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT BALLOON [EFGL102DH]**

It is Girl Hooman's birthday and the hoomans got her pink balloons. When they leave, one of the balloons frightens Fleeker, as it appears to be following him. The Floogals launch a scientific investigation to find out more about this "big pink floaty thing." Flo and Boomer notice the squeaky sound the balloon makes when they rub it. When they untie the string that keeps the air inside the balloon, the balloon deflates. Despite following Fleeker, Flo observes that the balloon is not alive and that it is made of stretchy, rubbery material that expands when it's filled with air. When the hoomans return for their forgotten balloon, the Floogals learn that "balloons" are used as decorations for special events. The Floogals work together to refill the missing balloon with air. Dad and Boy Hooman take it back to Girl Hooman so she can have the best birthday ever.

**[Educational Message: Balloons are made of a stretchy rubber material that helps them expand when they are filled with air. They are quite light when they are filled with air and are used to decorate happy events.]**

### **PROJECT TRUMPET [EFGL102DH]**

When Boy Hooman comes home from soccer practice, the Floogals notice a mysterious case on his bedroom floor. They open it to discover a curiously shaped metal object that they liken to a Floogal horn. They observe that it has buttons and hypothesize that it is a telephone, which they quickly rule out. They develop a few more hypotheses, one of which causes Fleeker to accidentally get stuck in the horn. Observing Mom Hooman blow into the trumpet gives the Floogals a hint as to how to get Fleeker out. They use a soccer ball pump to generate a burst of air, which pushes Fleeker out and makes an unexpected sound. Flo concludes that this object is a musical instrument, called a trumpet. They decide to play the Floogal national anthem on the trumpet and it sounds great.

**[Educational Message: Trumpets make music when you blow air down the pipe and push the buttons at the same time.]**

Airdate: 3/05/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA DELIVERS [ENNW110DH]**

Nina wants to go to her cousin's wedding in Mexico. She's looking forward to all the Mexican wedding traditions. Mami informs her that there's no one to run the bakery in their absence, so they won't be able to go. Mami suggests sending Mexican wedding cookies, so they'll know they are thinking of them. Nina and Abuelita go to the post office. Abuelita has a gift to mail and Carlos and Mrs. Goldstein also have things to send off. They borrow Mrs. Goldstein's shopping cart to carry all the packages. While they're rushing, one of the wheels falls off. After a brief panic on Nina's part and a quick search they find the wheel and slide it back on. They make it to the post office in time. Postmaster Mavis prints the special stamps needed to send packages to Mexico, Israel and New York City.

**[Educational Message: If you can't make it to someone's special event, you can still let them know you care by mailing a package, a letter or even a postcard. Also, if someone is counting on you to make a delivery, you should try your best to overcome any obstacle that threatens to stand in your way.]**

### **NINA'S LIBRARY HOP [ENNW110DH]**

Abuelita tells Nina and Chelsea that it's important to be respectful of other people in the library: be very quiet and no running around. Chelsea and Nina find a frog on the way to the library and decide to keep it in Nina's purse until they can find a good home for him. They name him Hoppy. Mr. Lambert, the librarian, tells them that a book is a treasure and a library card is the key to "unlocking a kingdom of stories." Hoppy leaps out of Nina's purse. The girls break every library rule, trying to catch him. When they finally do, Mr. Lambert explains that the library is no place for animals and finds a book about frogs, which Nina is able to sign out with her very own library card. Hoppy is released into the river, which the girls have identified, through reading the book, as a good place for his new home.

**[Educational Message: The library is full of books that can take you on exciting adventures and teach you a lot about anything that interests you. It is also very important to follow library rules.]**

Airdate: 3/05/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **A COUNTING ADVENTURE [ERTDR110DH]**

Hatty's hat tells Ruff-Ruff, Tweet and Dave that they will be going on a counting adventure. They get on the Spin-Again and arrive in Number Land, where they see lots of balloons shaped like numbers with bananas in them. The balloons popped, their bananas came out, and Ruff-Ruff, Tweet and Dave combined their bananas, which added up to nine bananas. The squirrel took one banana, leaving them fewer bananas. They get more balloons and count larger and larger numbers.

**[Educational Message: When you take something away from a group of things, you always have less. Also, the more numbers you put next to each other, the bigger number you get.]**

### **AN OPPOSITE ADVENTURE [ERTDR110DH]**

Hatty is talking to Ruff-Ruff, Tweet and Dave about opposite words and his hat tells them that they are going on an opposite adventure. When they reach Opposite Land, they play a game in which they find the opposite of what Hatty says. This game teaches Ruff-Ruff, Tweet and Dave more about opposites and allows them to have fun while doing it. The gang also makes a new hat for Hatty out of the material from their opposite game. He loves it.

**[Educational Message: "Opposite" means that two things are as different as different can be.]**

Airdate: 3/05/2016

Time:

Duration: 30:00

## **ASTROBLAST**

### **WHAT A MESS [EATBR110DH]**

The Astroblast crew is cleaning the Space Station for the arrival of their friends, Bludu and Dublu. Radar decides to learn how to play the new game he received instead of cleaning. After learning their friends are arriving early, the crew rushes to finish cleaning, but Radar continues to make a mess wherever he goes. After cleaning all day, the crew becomes frustrated with Radar's messiness and confronts him, but he doesn't understand their frustration. Radar plays in the game room, but when Bludu and Dublu arrive, he can't find the new game. They decide not to play and Radar is upset that he ruined the day for everyone. Radar cleans the game room and the friends all play the new game.

**[Educational Message: Always clean up after playing so you don't leave a mess and so you can find what you need when you need it.]**

### **ZMAX MARKS THE SPOT [EATBR110DH]**

The Astroblast crew is playing a guessing game together, when Radar receives a pair of Tribly Z-Max 3 electronic game goggles. When they each get their own Tribly Z-Max 3, they stop playing together and neglect their work. Sal tells them that there is a time to work and a time to play, but they don't pay attention. When the power goes out, the friends and customers are bored. Comet thinks back to what they did before their Tribly Z-Max 3s and the Astroblast crew and customers create their own fun.

**[Educational Message: It is more fun doing things together than playing by yourself all the time.]**

Airdate: 3/05/2016

Time:

Duration: 30:00

## **CLANGERS**

### **THE GIANT PLANT [ECLGR0010DH]**

Tiny is growing a flower in her small garden and Small and Tiny want it to grow right away. Despite Mother explaining that things have to grow at their own pace, Tiny and Small decide to speed up the growing process with magical water from the cloud. They collect it and pour all of the magical growing water onto the flower and then go upstairs to play catch with Granny. Suddenly, Mother runs up and informs everyone of a giant flower in the garden that is ruining her plants. Tiny and Small have over-watered their plants, causing this rapid, destructive growth. Tiny and Small are able to fix the damage done to Mother's garden and realize that they should have been patient and allowed the flower to grow at its own pace.

**[Educational Message: We should strive to be patient; when we aren't, it can create other problems. When these problems do arise, however, we can fix them with creative solutions.]**

### **THE LITTLE THING [ECLGR0010DH]**

A Sky-Moo comes to the Clangers' planet with a mysterious object. Small shows it to the Clanger family and his friends; no one knows what it is. Small decides to take the boat to The Iron Chicken's nest, but she can't identify it either. She, however, gladly accepts the object when Small offers it to her. While riding, Small notices a big thing made of smaller pieces, similar to a jigsaw puzzle. Small realizes that there is a piece missing from the giant puzzle, so Small gets the piece back from The Iron Chicken and fits the piece in its place. This causes the giant puzzle to glow beautifully. Small is happy that he was able to find where it belonged.

**[Educational Message: We should work hard to investigate where a lost object belongs. Sometimes something very small can be very important.]**

Airdate: 3/05/2016

Time:

Duration: 30:00

## **LAZYTOWN**

### **BREAKFAST AT STEPHANIE'S [ELZT306DH]**

Pixel invents an invisinator so that he can play video games without being interrupted. He hasn't slept, drunk water or eaten healthfully for two days. Ziggy steals the invisinator helmet and escapes outside. He bumps into Robbie Rotten who steals the helmet. Robbie Rotten wants to be invisible so he can do silly things that will make Sportacus look bad. Robbie manages to trick Sportacus, and the kids think he has been hurt and needs their help. They invite Sportacus over for a healthy breakfast and Sportacus feels great. Invisible, Robbie Rotten is able to make Sportacus mess up his signature move. Sportacus goes back to his gym to practice his moves. The kids decide they should figure out who has the invisinator and get it back. Pixel prints a picture that shows a plan to embarrass the mayor and get Sportacus banned from Lazy Town. They send a message up to Sportacus to save Uncle Milford and identify the invisible thief, none other than Robbie Rotten.

**[Educational Message: To be your best and do your best it is important to eat a healthy breakfast, drink lots of water, and get plenty of sleep.]**

Airdate: 3/12/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT PUZZLE [EFGL103DH]**

Girl Hooman is excited to show her puzzle to her grandmother, which leads the Floogals to question what a puzzle is and what is its purpose. When they go to take a closer look, they accidentally break the puzzle. The Floogals decide that fixing the puzzle will be their mission of the day. Once they collect all the pieces, Flo wonders how to put the pieces together. They observe a picture on the puzzle box. They conclude the picture illustrates how the pieces are supposed to look when they are put together. They observe that the shapes and colors of the pieces indicate which ones fit together. The Floogals are able to repair the puzzle and grandma loves it.

**[Educational Message: A jigsaw puzzle is a picture broken up into pieces. You can use the shapes, patterns and colors on the pieces to help you fit them together.]**

### **PROJECT HELICOPTER [EFGL103DH]**

While enjoying some raisins on the counter, Boomer accidentally gets carried off into the backyard by a mysterious craft. Fleeker and Flo approach this craft and collect some data. They observe that it needs an operator and that the blades on the top of it cause it to move. They conclude that this craft is a toy and that it is their best chance to save Boomer. After happening upon a remote control car and its remote, they look for and successfully find the remote control to the helicopter. Flo flies the helicopter to the backyard and rescues Boomer. When he is safely back in the house, Flo shares that the helicopter is not a UFO; it is a toy that Boy Hooman can control from a distance.

**[Educational Message: Toy helicopters are fun and are guided by a remote control device. You have to point the device directly at the helicopter to successfully maneuver it.]**

Airdate: 3/12/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA'S HENNA HIJINKS [ENNW112DH]**

Nina sees Dr. Kapur reading a book about Mehndi, a South Asian tradition using henna paste to make designs on the hands and feet. Dr. Kapur practices her Mehndi artistry on Nina and tells her she has to be patient and let the Mehndi dry. Nina, anxious to join her friends playing Frisbee, smudges her flower design and gets some wet henna on Star. She's frightened Dr. Kapur will be angry, but Dr. Kapur tells her that

when she was a little girl she did the same thing. That evening at bedtime, Nina shows Mami the beautiful Mehndi flowers on her hands and puts pictures of them in her art book.

**[Educational Message: Mehndi is a beautiful South Asian art tradition. Patience is required while getting it done and letting it dry. You should always follow instructions.]**

### **NINA'S EVERYTHING GARDEN [EFGL112DH]**

At the community garden, Abuelita and Nina see Dr. Kapur and Mr. Lin. Initially, Nina wanted to plant only purple pansies in her garden, but after visiting Mr. Lin in his garden and Dr. Kapur in hers, and seeing all the wonderful and varied beauties they have, she begins to appreciate the value of variety. Mr. Lin gives her lemon balm plants and Dr. Kapur gives her marigolds. She asks Abuelita if they can combine the pansies, lemon balm and marigolds with Abuelita's vegetables to make one big Everything garden, which they do to beautiful effect.

**[Educational Message: Community gardens are a good way for people in crowded spaces to be able to grow fruits, vegetables and beautiful flowers. It is beautiful because the plants are as diverse as the people who grown them.]**

Airdate: 3/12/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **A VEGGIE ADVENTURE [ERTDR111DH]**

Ruff-Ruff, Tweet and Dave are sad that their lunch boxes are empty and Hatty suggests that they try new foods. Hatty's hat lets the gang know that they are going on a veggie adventure in Hatty's amazing garden. When they get there, they establish that vegetables come from plants. Hatty shared that he plants the vegetable seeds in soil, waters them and allows them to get lots of sunlight. Hatty also shows Ruff-Ruff, Tweet and Dave how some veggies grow in pods and some grow underground. They find lots of colorful veggies in Hatty's garden and use them to make veggie soup for lunch.

**[Educational Message: Vegetables come from plants, which grow from seeds with the help of water and sunlight. You should eat vegetables because they make you strong.]**

### **A HAPPY ADVENTURE [ERTDR111DH]**

Everyone is in a good, happy mood except Tweet because she lost her tweet toy. The hat reveals that they are going on a happy adventure to Happy Land. When they get there, Hatty explains that a person's facial expression can tell you a lot about the way that person is feeling. Tweet has a sad face, and when Ruff-Ruff loses his ball, he has an angry face. When Dave hears an unfamiliar noise, his friends can tell he is scared based on his face. Ruff-Ruff is able to get his ball back, Dave discovers that it was just a frog making that noise, and Tweet gets her toy back. They are all happy and smiling.

**[Educational Message: Our faces can tell us a lot about the emotions that we are experiencing. Also, it feels good to help make a friend happy.]**

Airdate: 3/12/2016

Time:

Duration: 30:00

### **ASTROBLAST**

#### **BECK AND CALL [EATB111DH]**

Halley is picking up a delivery when she tells Comet that one of their customers gave them tickets to the grand reopening of the Pingo Pongian Waterpark Superslide. As she is leaving the Frosty Star, Halley twists her ankle and can't make deliveries. The crew waits on her and Halley abuses their help. Halley also learns that her ankle is better, but loves the attention, so she doesn't tell her friends. After a week, her friends are tired, and since Halley is still hurt, they decide to all stay home and not go to the

Pingo Pongian Waterpark Superslide. Halley overhears and shows her friends that she is better, but her friends don't believe her. Halley shows them that she is better, apologizes and they all go to the Pingo Pongian Waterpark Superslide as a group.

**[Educational Message: Taking advantage of others because they want to help you is really bad and, if you are not honest, they may not be there for you when you really need them.]**

### **SPUTNIK TAKES CHARGE [EATB111DH]**

Sputnik wants to make changes to The Frosty Star to make it more organized and efficient. The Astroblast crew tells her that the craziness works for them as long as the customers are happy. The crew reluctantly lets Sputnik make changes, but after reorganizing, the cafe becomes chaotic. The crew is upset, but doesn't want to hurt Sputnik's feelings. When Sputnik asks Sal what he thinks of her changes, he asks her how the others feel. Sputnik asks the others, who tell her that they liked things the way they were. The crew then decides to go back to the old way of running The Frosty Star.

**[Educational Message: You should always consider how others feel because your ideas are not the only ones that have merit.]**

Airdate: 3/12/2016

Time:

Duration: 30:00

### **CLANGERS**

### **IN THE SOUP [ECLGR0011DH]**

The Soup Dragon is cleaning up when Tiny and Small come to get some soup. Without asking, Tiny gets some soup from the well and makes a mess in the process. The Soup Dragon is not happy about this. When Tiny tells her parents about the encounter, they explain that the Soup dragon may not like to be disturbed every time they want soup. Major invents a machine that transports the soup, so they don't have to disturb the Soup Dragon. Major decides to take multiple days worth of soup without asking. This upsets the Soup Dragon. When the container gets stuck in the doorway and they need the Soup Dragon's help, she angrily tells them that they left a mess and didn't use their manners. Small apologizes and they all help to get to clean up the mess.

**[Educational Message: We should always remember to be courteous, considerate and clean up our messes.]**

### **THE FLYING FROGLETS [ECLGR0011DH]**

It's Granny Clanger's birthday and Mother wants them all to make a nice present for her. Despite designing a gift that isn't sensible, Small does not give up. He has another gift idea but has trouble staying on task and gets distracted. Tiny gets Granny some singing flowers, Mother bakes a cake, and Major gets her a gadget for knitting. Small surprises Granny with an entertaining "flying Froglet" routine, which makes her quite happy.

**[Educational Message: If you have an idea to do something really special for another, it will take some persistence to figure out what works best. If you do, you and the recipient will both be very happy.]**

Airdate: 3/12/2016

Time:

Duration: 30:00

### **LAZYTOWN**

### **CHEF ROTTENFOOD [ELZT308H]**

Uncle Milford loves to cook, but he needs some serious help. The kids order a cookbook for him; it teaches cooking step-by-step with healthful ingredients. Robbie decides he can cook too, and plans to open a restaurant so that everyone will be lazy and stop cooking. When Chef Pablo Fanastico opens a restaurant nearby everyone is excited. They ask him to help Uncle Milford prepare a special dish for Miss Busybody. Robbie Rotten kidnaps Chef Fantastico and disguises himself as the instructor, making very unhealthy

meals. Sportacus rescues the captured chef, and they reveal Robbie Rotten as the imposter through a cook-off.

**[Educational Message: Cook with healthful ingredients and follow directions step-by-step to make healthy, delicious meals.]**

Airdate: 3/19/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT ICE [EFGL104DH]**

The Floogals discover a piece of ice that Dad Hooman dropped on the floor while filling the cooler. They wonder what it is and what humans use it for. The Floogals observe that ice is cube-shaped, sparkly and freezing cold. Flo and Fleeker climb to the top of the refrigerator to further observe how the hoomans are using the ice in the backyard. Flo concludes that they use the cold ice when it's hot in order to cool them down; she also observes that sunshine, or any heat source, melts the ice.

**[Educational Message: Ice is frozen water and it is used to cool us down when we feel hot. When ice is exposed to a heat source, such as sunlight, it melts into water.]**

### **PROJECT SLEEPOVER [EFGL104DH]**

The Floogals observe that Girl Hooman is cleaning her room, which she never does. Then, her friends come in and mention that they are having a sleepover. The Floogals wonder what a "sleepover" is and decide to investigate to find out more. They observe the girls laying out sleeping bags on the soft carpet, playing games, dancing, and eating snacks. This causes the Floogals to wonder why there isn't more sleeping happening at this so-called "sleepover." When Mom Hooman turns off the light, the Girl Hooman and her friends finally go to sleep. One of the girls misses her parents and her bed and Girl Hooman describes this as being "homesick." The Floogals decide to have their own sleepover in the dollhouse and fall asleep together. In the morning, Flo concludes that a sleepover is when friends sleep over at another friend's house

**[Educational Message: A sleepover is when you sleepover at a friend's house where you do fun things like playing games and eating snacks. When you miss your parents and your house, it is called feeling homesick.]**

Airdate: 3/19/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA'S FAMILY MUSEUM [ENNW113DH]**

Nina has decided to make a Flores Family Museum at home as a surprise to cheer up Mami. Abuelita and Nina search the house for artifacts to place in the museum. Their search takes them to "The Chamber of Rattling Pipes," the boiler room, where they find toys that belonged to Nina as a baby. When all of the "finds" are brought together and presented as museum pieces, Mami is indeed surprised and loves viewing the family treasures. There's Tio Javier's panpipe, the veil Mami wore at her wedding, and a cracked vase Papi made for Abuelita when he was a boy. Nina also included some of her own artwork.

**[Educational Message: When faced with disappointment, it's good to focus on making someone else happy. That is sure to make you feel better. Also, lots of memorabilia can be found in your home and, quite possibly, you can make your own family museum exhibit.]**

### **NINA DIVES IN [ENNW113DH]**

When Nina and Abuelita get to the new community pool, she is surprised at how large it is. This fills her with trepidation. When Eddie does a cannonball dive, water splashes on Nina's face so she decides she's ready to go home. Carlos then shows Nina how Nico taught him to hold his breath underwater. He convinces her to try. After holding her breath out of the water first, she holds it underwater and finds it's a lot of fun. She even does it again so she can blow bubbles underwater like Carlos. When Star falls in and begins floating toward the deep end, Eddie dives in and retrieves him. That evening, she tells Papi she wants to swim in the ocean one day.

**[Educational Message: It's okay to be a little afraid to try a new thing or experience. If you don't give up and you take the time to learn and engage the experience slowly, you may find you like it a lot and want to do more and more of it.]**

Airdate: 3/19/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **A RAINBOW ADVENTURE [ERTDR112DH]**

Dave is sad because he has lost his rainbow cuddly blanket. The hat reveals that they are going to go on a rainbow adventure. When they arrive at Hatty's garden, they are greeted with a giant rainbow. Hatty identifies the colors in a rainbow: red, orange, yellow, green, blue, indigo, and violet. He also shares that rainbows only occur when there is rain and sun at the same time. Dave proposes that they make their own rainbow from the things in Hatty's garden. They make a creative rainbow out of things like fruits, veggies and birds.

**[Educational Message: There are seven colors in the rainbow: red, orange, yellow, green, blue, indigo, and violet. Also, you can only see rainbows when there is rain and sun at the same time.]**

#### **AN EXPLORING ADVENTURE [ERTDR112DH]**

Ruff-Ruff, Tweet and Dave are drawing when Hatty's hat tells them that they are going to go on an exploring adventure. They have a whole island to explore. Ruff-Ruff, Tweet and Dave wants to find a Doggie-Birdie-Panda. At Hatty's request, they narrow down a few characteristics of the Doggie-Birdie-Panda that will help them identify it. They find a number of animals, none of which are the Doggie-Birdie-Panda. They discover that, based on the clues, they are the Doggie-Birdie-Panda. They were following themselves.

**[Educational Message: When exploring and looking for something specific, you can follow clues about its characteristics in order to find it.]**

Airdate: Airdate: 3/19/2016

Time:

Duration: 30:00

### **ASTROBLAST**

#### **COMET'S GIFT [EATB112DH]**

The Astroblast crew is decorating for their winter party and giving gifts. Comet has made the perfect gift for Radar, a parachute for his favorite action figure, Billy Starrider. Comet shows Halley the gift and she suggests he test it to make sure it works. After testing the parachute, Comet decides he wants to keep it. When he tells Sputnik, she tells him that gifts are meant to be given. During the party, friends exchange gifts and Comet hides to avoid Radar. After the party, Comet overhears Radar who is upset that he wasn't able to give Comet his present. Radar and Comet exchange gifts and find out that they both made parachutes for the other's action figure.

**[Educational Message: It feels just as good to give presents as it does to receive them.]**



### **A STAR IS BORN [EATB112DH]**

The Astroblast crew is putting on a play: "The 3 Little Piffins," and Comet, who is used to being the lead, is upset when he has only one line. During rehearsals, Comet is disruptive to Halley and the rest of the cast even though Sal tells him how important it is that they respect and support each other. During their last rehearsal, Halley becomes frustrated that she's not good enough and suggests she and Comet switch parts. Comet steps in for Halley but he sees her family in the audience and decides that they should reverse their roles. Halley tells Comet that he deserves the lead because during rehearsals she didn't do well, and Comet admits that it's because he was always butting in on purpose. He apologizes for not being supportive and respectful.

**[Educational Message: If you resent the task you've been given to perform, you may unfairly end up making things hard for everyone else in the group.]**

Airdate: 3/19/2016

Time:

Duration: 30:00

### **CLANGERS**

#### **TINY'S LULLABY [ECLGR0012DH]**

The Clangers are playing Clangerball when Mother tells Small and Tiny that it is bedtime. Tiny is having trouble falling asleep and calls The Iron Chicken on her radio hat. The Iron Chicken sings her a lullaby to help her sleep. The radio hat, however, breaks before she is able to sleep. She enlists her flower friends to sing her to sleep, but they end up waking Small, so the flowers run away. She tries to find someone else to sing to her, with no luck. Baby Soup Dragon and the Froglets beg for a lullaby from Tiny, which ends up putting everyone to sleep. She even puts herself to sleep.

**[Educational Message: Sometimes it is very hard to fall asleep. Closing your eyes and singing to yourself might relax you down just enough that you fall asleep on your own.]**

### **THE METAL BUG [ECLGR0012DH]**

Small is fishing in the music boat and catches a mysterious metal ball. It moves and hatches a metal caterpillar that eats the copper leaves in the house. The Soup Dragon sees the nibbled leaves and rushes to tell the Clangers. Major notices that the ball Small found is broken and empty. They all realize that they have a hungry visitor and split up to search for the culprit. When they catch the caterpillar and put some leaves in the bucket for it to eat, the caterpillar chews right through the bucket. Then they see that it is making a cocoon. After some time, the cocoon transforms into a beautiful moth. Small leads it outside so that it can be free and happy.

**[Educational Message: Caterpillars turn into moths or butterflies through a process call metamorphosis. It eats the leaves so it can have enough food to live while it is changing inside the cocoon.]**

Airdate: 3/19/2016

Time:

Duration: 30:00

### **LAZYTOWN**

#### **WHO'S WHO [ELZT309DH]**

Everyone is learning to dance, but Trixie is afraid she'll mess up and that everyone will laugh at her. Stephanie shows her some moves and encourages her to practice. Robbie Rotten wants to stop all the dancing, and makes a life-size Stephanie-puppet to try to trick everyone. When Stephanie joins Sportacus to save Uncle Milford and Miss Busybody, the Stephanie-puppet arrives and is rude and upsets everyone. They have to determine who is the real Stephanie, and so they host a dance-off. Stephanie decides to quit after Robbie tells her that the fake Stephanie is sad. They all know there is only one person who would behave so kindly and with such self-confidence: the real Stephanie.

**[Educational Message: Always be true to yourself, and your friends will know the real you and not be deceived by the actions of others.]**

Airdate: 3/26/2016

Time:

Duration: 30:00

## **FLOOGALS**

### **PROJECT PAINTING [EFGL113DH]**

The Floogals are in Girl Hooman's room wondering what she is looking at so intently. When she leaves, they get a closer look and find what appears to be some paper, some faulty straws in water, and a flat object with colored buttons. Fleeker tries to press on the buttons with his feet, but nothing happens. When he walks on the paper, they notice that he is leaving colored footprints all over the paper. Flo concludes that the "buttons" are actually pigment and the faulty straws are actually brushes to transfer the color from the palette to the paper. When they realize what it is and that they've ruined it, they set about recreating it. They observe that mixing colors creates new ones.

**[Educational Message: A painting is a picture of something you create by dipping a brush into paint and brushing the paint on paper.]**

### **PROJECT EGG HUNT [EFGL113DH]**

The Floogals are enjoying the backyard when they observe Dad and Mom Hooman carrying a basket of small, colorful objects. The Floogals notice that the basket is empty when the hoomans return to the house and wonder where all the colorful objects went. They find one of these objects and collect data about some of its characteristics. They observe that it has rounded edges, is not hollow, has a "wobbly shape," and it is a different color than some of the others. They break it open and notice smaller eggs inside. They decide to collect all of these objects and return them to the basket. Then they overhear Girl Hooman say she's excited about the egg hunt. When the Floogals realize they made a huge mistake, they quickly re-hide the eggs. Fleeker notices how much fun

Girl and Boy Hooman have hunting for the eggs. Flo concludes that the eggs are filled with candy and that hiding and finding the eggs is a fun game.

**[Educational Message: An egg hunt happens when small plastic eggs filled with candy are hidden in various places. You win the egg hunt game by finding the highest number of eggs.]**

Airdate: 3/26/2016

Time:

Duration: 30:00

## **NINA'S WORLD**

### **NINA'S BIRTHDAY [ENNW101DH]**

Nina tells Star that today is her birthday and it's going to be the best birthday ever because everything will be perfect. Her family will be present, Tio Javier will sing her favorite song, Mami will bake her favorite cake, and the piñata will be smashed. But immediately, Nina has big problems. Her special yellow birthday hair bows are missing. Then she is disappointed because Tio Javier will not be able to sing at her party. Next, on the walk home from the store, Nina trips and breaks the piñata. The perfect birthday party is falling apart. However, Abuelita assures her that it is still the best day ever because it's the day she came into the world. That makes the day special no matter what else happens. Consoled, Nina finds her yellow bows in her purse, she and Abuelita repair the piñata, and Tio Javier surprises her by arriving just in time to serenade her. Her birthday turned out to be wonderful after all.

**[Educational Message: Even though things may not go as planned on your birthday, it is important to remember that it is still a special day and you may be pleasantly surprised by the outcome.]**

### **NINA'S BIG ADVENTURE [ENNW101DH]**

Nina is playing with a ball painted with the countries of the world and talking with Star about the trip Tio Javier is taking to a music festival in Peru. She and Abuelita pretend to fly around the world. On the Komodo Islands, they encounter Komodo dragons. In Africa they discover that the Nile in Egypt (water rushing through the gutters) is the longest river in the world. They paddle across the "Nile" with their tree branch "oars," encounter a crocodile (Max the dog), have to paddle around a waterfall (gushing fire hydrant), and get (leaf) stamps for their "passports" before heading up the tallest mountain in the world, Mt. Everest in Asia. Carlos joins their adventure as they enter Central America (the playground), where the jungle gym stands in for a Mayan Temple and the sandbox becomes the site of buried treasure. At bedtime, she shows her parents her book where she drew pictures of her adventure.

**[Educational Message: You needn't travel far away to have fun experiences. Your imagination can serve as your passport to adventure.]**

Airdate: 3/26/2016

Time:

Duration: 30:00

### **RUFF-RUFF, TWEET AND DAVE**

#### **AN OBSTACLE ADVENTURE [ERTDR113H]**

Ruff-Ruff accidentally digs a hole right in front of the door to Dave's sleeping pod. He has created an obstacle, which Tweet defines as a big word for something that gets in the way. Hatty's hat reveals that they are going on an obstacle adventure that day. When they arrive, they have an obstacle race in which they have to find creative solutions to obstacles like a bumpy road, a square-shaped hole, a river, and a mud puddle. They are able to successfully find their way around all of the obstacles.

**[Educational Message: An obstacle is something that gets in the way. It is fun to find creative ways to get around obstacles.]**

#### **AN UPSIDE DOWN ADVENTURE [ERTDR113H]**

While looking at a drawing of a banana, the gang wonders whether or not everything has a right way up. They go on an upside down adventure to find out more. They arrive in Hatty's garden and encounter a bouncy castle that is upside down. They flip it the right way and have some bouncy fun on it. They also see an upside down wheelbarrow, which, like the bouncy castle, is only functional when right side up. An apple crate, however, is useful both as a crate and a sturdy stool when turned upside down.

**[Educational Message: Some objects lose their functionality when upside down, while others can still be useful. Some objects have more than one useful orientation.]**

Airdate: 3/26/2016

Time:

Duration: 30:00

### **ASTROBLAST**

#### **DON'T FEAR THE SURFBOARD [EATB113DH]**

Laney from Planet Michu calls The Frosty Star with a rush order of 50 smoothies. Halley makes the delivery, but uncharacteristically arrived late. She was so embarrassed by her tardiness she decides not to make any more deliveries. The Astroblast crew tries to help Halley get her confidence back, but they fail. Sal tells Halley that everyone makes a mistake once in a while. Laney calls again needing 50 more smoothies and Radar elects to make the delivery. Laney asks why Halley can't deliver them and she tells Laney about her sense of failure for being late. Laney tells her that even though she was late, she got there with the smoothies and that's what counts. Halley makes the deliveries and gains back her confidence.

**[Educational Message: Everyone makes mistakes and we should learn from our failures by continuing to work and try to better the next time.]**

### **CLEAN MACHINE [EATB113DH]**

Sal invents The Intergalactic Wash-a-Tron 3000 to help keep The Space Station clean. He shows Comet how to use it, but tells him it's not finished so no one should touch it. The crew is excited to use it and asks Comet if he would show them. Comet does, but the Wash-a-Tron starts to clean everything in sight. Sputnik suggests calling Sal, but Comet tells her that Sal will be really mad. Comet tries to figure out how to stop the Wash-a-Tron on his own, but breaks it instead. Sal returns and Comet confesses that he broke the Wash-a-Tron and apologizes.

**[Educational Message: If you've been told not to do tamper with someone else's equipment, don't let your peers influence you to use the equipment without permission. Your inexperience may result in a mistake that breaks or damages the equipment.]**

Airdate: 3/26/2016

Time:

Duration: 30:00

### **CLANGERS**

### **CRASH BANG CHICKEN [ECLGR0013DH]**

Small and Tiny are playing with Bubble Flowers. When one of the bubbles pops, it wakes Granny up from her nap. The Sky-Moo tries to eat one of the floating Bubble Flowers and ends up knocking The Iron Chicken out of her nest. After Major patches up The Iron Chicken, she attempts to fly home, but she is too scared. Small and Tiny try their best to help her fly again. They end up strapping a number of Bubble Flowers on the chicken, which break. But by then, The Iron Chicken lost her fear and was flying again.

**[Educational Message: If you've caused an accident to happen, try to help correct the problem that results. Not only will you show how much you care about the other person, sometimes your ideas will be very helpful.]**

### **LONELY AS A CLOUD [ECLGR0013DH]**

Tiny and Small are playing hide-and-seek and then a jumping game with the cloud. They also play a shape game with the cloud before Major tells them it is bedtime. When Tiny realizes that she cannot find the stone that Baby Soup Dragon gave her, she goes outside to get it. When she does, the sad, lonely cloud wants to continue to play with Tiny and she agrees. Granny realizes that Tiny is not in her room and grows nervous, but finds her asleep on the cloud. When Granny takes her inside, she gives the cloud the stone that Baby Soup Dragon gave her to remind the cloud that even when it is alone, there is always a friend nearby.

**[Educational Message: Even though we may feel lonely sometimes, it is important to remember that you aren't really alone, even when your friends have gone home to sleep.]**

Airdate: 3/26/2015

Time:

Duration: 30:00

### **LAZYTOWN**

### **THE LAZY CUP [ELZT312H]**

The kids are excited about the World Cup, and decide to have their own "Lazy Cup." They practice and are all ready to play until they realize they don't have another team to play against. Robbie Rotten jumps in with a team of monsters he fabricated in his lair. The stakes are if the Robbie Rotten team wins, Sportacus has to leave town forever. The kids are frightened by the monsters, and chaos prevails until Sportacus steps in to play. However, Robbie fabricates a second team of characters based on soccer players. Sportacus competes against them all by himself, but Stephanie manages to get away from the monster mess, giving Sportacus some back-up and an apple to sustain his strength. They pull off the win. Sportacus can stay in Lazy Town forever.

**[Educational Message: Exercise, be active, eat healthy, and be honest about your abilities to help your team win.]**

**For 1st Quarter 2016**  
**January - March, 2016**

THERE WAS NO OTHER PROGRAMMING FOR THE 1ST QUARTER 2016 THAT CONTRIBUTED, AS PART OF NBC'S OVERALL PROGRAMMING, TO SERVE THE EDUCATION AND INFORMATIONAL NEEDS OF CHILDREN 16 AND UNDER.

**1st Quarter 2016 PSAs**

**NETWORK PUBLIC SERVICE SCHEDULE JANUARY 2016**

<b>AIR DATE</b>	<b>SHOW TITLE</b>	<b>HIT TIME</b>	<b>DURATION</b>	<b>MATERIAL ID</b>	<b>PRODUCT TITLE</b>
20160102	LAZYTOWN	9:56:35 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160102	LAZYTOWN	9:56:50 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160102	NINA'S WORLD	10:26:47 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160102	RUFF RUFF	10:57:02 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160102	RUFF RUFF	10:57:17 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160102	ASTROBLAST	11:27:02 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160102	CLANGERS	11:55:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160102	LUNA	12:27:07 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160109	FRI-1ST LOOK	4:24:08 AM	0:15	ZNBC5126H	PSA 2015 TMYK Alison Sweeney Environment :15
20160109	NINA'S WORLD	10:26:47 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160109	RUFF RUFF	10:57:02 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160109	RUFF RUFF	10:57:17 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160109	ASTROBLAST	11:27:02 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160109	CLANGERS	11:55:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160109	LUNA	12:26:52 PM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160109	LUNA	12:27:07 PM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160109	LAZYTOWN	12:56:01 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160116	FRI-1ST LOOK	4:25:26 AM	0:15	ZNBC5128H	PSA 2015 TMYK Benjamin Stockham Environment :15
20160116	LAZYTOWN	9:54:46 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160116	LAZYTOWN	9:55:01 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160116	NINA'S WORLD	10:26:47 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160116	RUFF RUFF	10:57:02 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160116	RUFF RUFF	10:57:17 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160116	ASTROBLAST	11:27:02 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160116	CLANGERS	11:55:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160116	LUNA	12:27:07 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160123	FRI-1ST LOOK	4:25:11 AM	0:15	ZNBC5126H	PSA 2015 TMYK Alison Sweeney Environment :15
20160123	LAZYTOWN	9:57:16 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160123	NINA'S WORLD	10:26:47 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160123	RUFF RUFF	10:57:02 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160123	RUFF RUFF	10:57:17 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160123	ASTROBLAST	11:27:02 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160123	CLANGERS	11:55:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160123	LUNA	12:26:52 PM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160123	LUNA	12:27:07 PM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160130	FRI-1ST LOOK	4:24:54 AM	0:15	ZNBC5128H	PSA 2015 TMYK Benjamin Stockham Environment :15
20160130	NINA'S WORLD	10:26:47 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160130	RUFF RUFF	10:57:02 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160130	RUFF RUFF	10:57:17 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160130	ASTROBLAST	11:27:02 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15

20160130	CLANGERS	11:55:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160130	LUNA	12:27:07 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160130	LAZYTOWN	12:56:47 PM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160130	LAZYTOWN	12:57:02 PM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15

#### NETWORK PUBLIC SERVICE SCHEDULE FEBRUARY 2016

AIR DATE	SHOW TITLE	HIT TIME	DURATION	MATERIAL ID	PRODUCT TITLE
20160206	LAZYTOWN	9:56:23 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160206	FLOOGALS	10:26:32 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160206	NINA'S WORLD	10:56:32 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160206	NINA'S WORLD	10:56:47 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160206	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160206	ASTROBLAST	11:56:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160206	CLANGERS	12:25:47 PM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160206	CLANGERS	12:26:02 PM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160213	FLOOGALS	10:26:32 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160213	NINA'S WORLD	10:56:32 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160213	NINA'S WORLD	10:56:47 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160213	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160213	ASTROBLAST	11:56:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160213	CLANGERS	12:26:02 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160213	LAZYTOWN	12:56:49 PM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160213	LAZYTOWN	12:57:04 PM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160220	FRI-1ST LOOK	4:25:15 AM	0:15	ZNBC61070H	PSA 2016 TMYK Lester Holt NBC News Environment "Ch
20160220	FLOOGALS	10:26:32 AM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160220	NINA'S WORLD	10:56:32 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160220	NINA'S WORLD	10:56:47 AM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160220	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160220	ASTROBLAST	11:56:47 AM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160220	CLANGERS	12:25:47 PM	0:15	CNFT0046000H	NBC ENT PSA 2015: AD COUNCIL - THIS IS A FOREST
20160220	CLANGERS	12:26:02 PM	0:15	ZNBCMC5127H	PSA 2015 TMYK Benjamin Stockham Health :15
20160220	LAZYTOWN	12:56:37 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160225	MONEY AN	3:51:08 AM	0:15	ZNBC61044H	PSA 2016 TMYK Hoda Kotb NBC Today Diversity "Somet
20160227	FRI-1ST LOOK	4:24:13 AM	0:15	ZNBC61004H	PSA 2016 TMYK Ari Zucker NBC DOOL Community "Text
20160227	LAZYTOWN	9:56:57 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160227	LAZYTOWN	9:57:12 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160227	FLOOGALS	10:26:17 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160227	FLOOGALS	10:26:32 AM	0:15	ZNBC61076H	PSA 2016 TMYK Tim Kubart Sprout Environment - Fish
20160227	NINA'S WORLD	10:56:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160227	NINA'S WORLD	10:56:47 AM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160227	RUFF RUFF	11:26:17 AM	0:15	ZNBC61096H	PSA 2016 TMYK Tim Kubart Sprout Health - Food Rain
20160227	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160227	ASTROBLAST	11:56:47 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160227	CLANGERS	12:25:47 PM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160227	CLANGERS	12:26:02 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15

**NETWORK PUBLIC SERVICE SCHEDULE MARCH 2016**

<b>AIR DATE</b>	<b>SHOW TITLE</b>	<b>HIT TIME</b>	<b>DURATION</b>	<b>MATERIAL ID</b>	<b>PRODUCT TITLE</b>
20160305	FLOOGALS	10:26:17 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160305	FLOOGALS	10:26:32 AM	0:15	ZNBC61076H	PSA 2016 TMYK Tim Kubart Sprout Environment - Fish
20160305	NINA'S WORLD	10:56:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160305	NINA'S WORLD	10:56:47 AM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160305	RUFF RUFF	11:26:17 AM	0:15	ZNBC61096H	PSA 2016 TMYK Tim Kubart Sprout Health - Food Rain
20160305	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160305	ASTROBLAST	11:56:47 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160305	CLANGERS	12:25:47 PM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160305	CLANGERS	12:26:02 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160305	LAZYTOWN	12:57:01 PM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160305	LAZYTOWN	12:57:16 PM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160310	MONEY AN	3:52:44 AM	0:15	ZNBC61044H	PSA 2016 TMYK Hoda Kotb NBC Today Diversity "Somet
20160312	FRI-1ST LOOK	4:24:49 AM	0:15	ZNBC61004H	PSA 2016 TMYK Ari Zucker NBC DOOL Community "Text
20160312	LAZYTOWN	9:57:04 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160312	LAZYTOWN	9:57:19 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160312	FLOOGALS	10:26:17 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160312	FLOOGALS	10:26:32 AM	0:15	ZNBC61076H	PSA 2016 TMYK Tim Kubart Sprout Environment - Fish
20160312	NINA'S WORLD	10:56:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160312	NINA'S WORLD	10:56:47 AM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160312	RUFF RUFF	11:26:17 AM	0:15	ZNBC61096H	PSA 2016 TMYK Tim Kubart Sprout Health - Food Rain
20160312	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160312	ASTROBLAST	11:56:47 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160312	CLANGERS	12:25:47 PM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160312	CLANGERS	12:26:02 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160319	FLOOGALS	10:26:17 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160319	FLOOGALS	10:26:32 AM	0:15	ZNBC61076H	PSA 2016 TMYK Tim Kubart Sprout Environment - Fish
20160319	NINA'S WORLD	10:56:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160319	NINA'S WORLD	10:56:47 AM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160319	RUFF RUFF	11:26:17 AM	0:15	ZNBC61096H	PSA 2016 TMYK Tim Kubart Sprout Health - Food Rain
20160319	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160319	ASTROBLAST	11:56:47 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160319	CLANGERS	12:25:47 PM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160319	CLANGERS	12:26:02 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15
20160319	LAZYTOWN	12:56:56 PM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160319	LAZYTOWN	12:57:11 PM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160324	MONEY AN	3:49:16 AM	0:15	ZNBC61044H	PSA 2016 TMYK Hoda Kotb NBC Today Diversity "Somet
20160326	FRI-1ST LOOK	4:24:26 AM	0:15	ZNBC61004H	PSA 2016 TMYK Ari Zucker NBC DOOL Community "Text
20160326	LAZYTOWN	9:57:02 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160326	LAZYTOWN	9:57:17 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160326	FLOOGALS	10:26:17 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160326	FLOOGALS	10:26:32 AM	0:15	ZNBC61076H	PSA 2016 TMYK Tim Kubart Sprout Environment - Fish
20160326	NINA'S WORLD	10:56:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160326	NINA'S WORLD	10:56:47 AM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160326	RUFF RUFF	11:26:17 AM	0:15	ZNBC61096H	PSA 2016 TMYK Tim Kubart Sprout Health - Food Rain
20160326	RUFF RUFF	11:26:32 AM	0:15	ZNBCMC5165H	PSA 2015 TMYK Kaitlin Becker Health :15
20160326	ASTROBLAST	11:56:47 AM	0:15	ZNBC61054H	PSA 2016 TMYK Tim Kubart Sprout Education "Once Up
20160326	CLANGERS	12:25:47 PM	0:15	ZNBC61086H	PSA 2016 TMYK Tim Kubart Sprout Financial Ed - Pig
20160326	CLANGERS	12:26:02 PM	0:15	ZNBCMC5104H	PSA 2015 TMYK Bob Harper Health :15

## **NBC NETWORK NON-BROADCAST EFFORTS**

January – March, 2016

### **NBCUniversal's *The More You Know* website:**

Since 1989, *The More You Know* has brought the nation's most important social issues to the forefront, and remains a trusted voice for sharing knowledge to improve lives and inspire action. *The More You Know*'s comprehensive website ([themoreyouknow.com](http://themoreyouknow.com)) includes in-depth resource and referral information on the campaign's important focus issues including:

- HEALTH – fighting childhood obesity, encouraging nutrition and physical fitness
- ENVIRONMENT – encouraging everyday actions that reduce environmental impact
- EDUCATION – recruiting new teachers and promoting their long-lasting impact
- DIGITAL LITERACY & INTERNET SAFETY - sharing online safety tips and information
- DIVERSITY – embracing differences and promoting inclusion, tolerance and respect

Also featured on site is The More You Know Learning series' *Growing Up Online*, a free eBook on digital literacy and Internet Safety. *Growing Up Online* is an important tool to initiate conversation with children about online safety. The eBook is a media-rich, two-part learning resource that provides easy-to-use information about navigating the digital world in a unique and engaging way. Part one includes safety tips, discussion questions and key takeaways for parents and teachers. Part two features four entertaining video comic books for children, focused on real situations that come up when kids go online.

Additional content on the site includes public service announcements, behind-the-scenes videos, a general overview, a talent directory, and a list of the campaign's accolades such as the prestigious Emmy and Peabody awards.