



# THE ZULA PATROL

Earth, Life, and Physical Science  
Astronomy



13 30-min. Programs  
Grades PK-3  
Website  
SOL Correlations Below

The lovably wacky band of animated characters blasts off on a new set of intergalactic adventures in **THE ZULA PATROL III**. The Zula Patrol—Captain Bula, Professor Multo, Zeeter, Gorga and Wizzy & Wigg—journeys across the universe, fending off the villainous Dark Truder while stimulating young viewers' interest and curiosity in science and astronomy. This entertaining and educational series promotes literacy, vocabulary, tolerance, problem-solving and language-building skills for young children through nonviolent, engaging stories. The Zula Patrol, a 3D/CG animated children's show, is designed to entertain while promoting an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. In every episode of The Zula Patrol, the characters demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and an excitement for scientific exploration and problem solving. **All episodes have the following SOL: Math:** K.14, K.15, 1.18, 3.21; **Science:** K.1, K.4, 1.1, 2.1, 3.1; **English:** K.1, K.2, K.3, K.4, K.5, K.6, K.8, K.11, K.12, 1.1, 1.2, 1.3, 1.5, 1.8, 1.9, 1.11, 1.12, 2.1, 2.2, 2.3, 2.7, 2.8, 2.9, 2.11, 3.1, 3.2, 3.4, 3.5, 3.6, 3.7, 3.9, 3.10

**301a. Larva or Leave Me** — Skip needs the help of The Zula Patrol to find his best friend, Wriggly. On their search, they find out the missing worm isn't a worm at all but a beautiful butterfly. Through their search mission, The Zula Patrol learns about the life cycles of different creatures and about a stage of growth called metamorphosis. Now that she's been found, Wriggly worries, that Skip won't like her anymore because she's different. Nonsense! Change is a part of life.

**Science:** K.6, K.8, 1.4, 1.5, 2.4, 3.6, 3.8

**301b. Egg Hunt** — Deliria hatches an evil plan to steal all of the frogs and their eggs on Zula and use them in her quest to takeover the planet. Wizzy and Wigg catch wind of her scheme and come up with their own plan to stop her. Along the way, they discover that the eggs hatch into tadpoles and then grow into frogs through metamorphosis.

**Science:** K.6, K.8, 1.4, 1.5, 2.4, 3.6, 3.8

**302a. Spin Control: The Venus Effect** — Venus refuses to pose for a picture on Multo's Mega-Map of the Solar System because she feels that she doesn't fit in with the other planets. The Zula Patrol figures out how unique Venus is, then manage to convince her that having a "retrograde" rotation really rocks!

**Science:** 1.2, 3.1, 3.6, 3.10

**Math:** K.8 1.12, 2.12, 3.14

**302b. Crater Raters: Journey to Mercury** — The Zulean Crater Rater Society is late in arriving for Multo's luncheon and that means trouble. The Zula Patrol must race to the planet Mercury to rescue the Raters from the clutches of Dark Truder—who wants to use their knowledge of craters to build a gigantic golf course where even HE can't miss the holes.

**Science:** K.6, 1.4, 1.5, 2.5, 2.8

**303a. Hey Kids, Amazing Space Monkeys!** — Wizzy and Wigg send away for their very own Live Space Monkeys. When they add the freeze-dried Space Monkey eggs to water, they spring to life. But at night, the Space Monkeys sneak out of their tank, take a part Zula Patrol headquarters and everything in it, roll it all up into a giant mixture, and make off with it. The ZPers have to chase down the aqua-primates and get the mischievous pets to reassemble the pieces to restore HQ.

**Science:** K.1, 1.1, 2.1, 3.1, 3.3

**Math:** 3.14

**303b. The Blorp** — When Deliria gets her hands on some solid Smellanium and liquid Stenhide she ends up creating a monster

concoction she calls "The Blorp." But before long, "The Blorp" takes off on a path of destruction. The Zula Patrol can't figure what the blobish thing is or how to stop it as it almost wipes out their Headquarters and the city of Zulopolis.

**Science:** K.1, 1.1, 2.1, 3.1, 3.3

**Math:** 3.14

**304a. Vanishing Cream** — Deliria and Clويد start a galaxy-wide "beautification" project to remove the craters from every moon, planet and asteroid. When the planets start missing the features that make them unique, it's up to The Zula Patrol to stop Deliria before the problem gets any crater...er, greater.

**Science:** K.6, 1.4, 1.5, 2.5, 2.8

**304b. There Goes the Neighborhood** — Dark Truder has moved his secret hideout into The Zula Patrol's back yard...the nearby Zula Canyon. His very presence is threatening to destroy the ecosystem. As The Zula Patrol fights to keep the destruction of the canyon in check, Wizzy and Wigg uncover fascinating lessons about their habitat...and Dark Truder learns a lesson, too.

**Science:** K.6, 1.4, 1.5, 2.5, 2.8



## THE ZULA PATROL (Continued)

**305a. The Missing Elements** — While Wizzy and Wigg learn about elements, the building blocks of matter, Dark Truder puts his latest devious scheme into action. The plan: use elements to create tools needed to take over the universe. However, his plan goes awry and he accidentally releases several gremlin-like elements from their container. The Zula Patrol steps in to track them down. But the runaways transform themselves into a giant rubber band which slingshots Truder far into space. Fortunately, the ZPers convince the homesick elements to return to the Keeper of the Elements and everyone is happy.

**Science:** 2.1, 2.3, 3.1  
**Math:** K.8, 2.19, 3.17

**305b. Journey to the Center of Gorga** — To help explain chemical reactions, Multo uses the Sizerizer to shrink Bula and Zeeter down to atomic size—but before they can get back to normal, they must escape from a refrigerator ice tray, bacteria in a container of spoiled milk, and a bowl of sticky cake mix. Unfortunately, Gorga swallows the mix, sending our micro-heroes on a journey to the center of Gorga, learning more about chemical reactions, and even using one to help them get out!

**Science:** K.1, 1.1, 1.5, 2.1, 3.1, 3.3  
**Math:** 3.14

**306a. Choosing Sides** — The Zula Patrol is worried—their shipment of honey never arrived and oatmeal just isn't the same without it. The flowers, beetles and bees have all walked off the job, each claiming they are the most important cog in the honey production wheel! Zeeter, Bula and Multo take different sides in this standoff. It's Wizzy and Wigg, armed with knowledge of ecosystems, who finally prove that none can exist without the others—when they work together, can't be beat, just like the ZP!

**Science:** K.6, 1.4, 1.5, 2.5, 2.8

**306b. Camp Worm** — When Zeeter and Bula scoff at the big importance of tiny earthworms to the ecosystem, Multo sends them to Camp Worm. They expect a cake-walk, but face a rude awakening when Camp Leader Burrows pushes them and their worm teammates (Team Wiggler) to the limit. Zeeter and Bula gradually learn to respect the value of worm activities. So when an ecosystem emergency springs up, Team Wrigglers are the only worms available. With training and heart, they answer the call, save the ecosystem and earn the honor of being called worms.

**Science:** K.6, 1.4, 1.5, 2.5, 2.8

**307a. May the Force Be Wigg You** — One of Multo's gadgets accidentally Wigg with superstrength, giving Wigg a chance to live out his superhero fantasies. But when a bully challenges him to a show of force to determine who's the strongest, Wigg has to rely on his friends (and their knowledge of force) to save the day.

**Science:** 1.2, 3.1, 3.6, 3.10

**Math:** K.8 1.12, 2.12, 3.14

**307b. Five Zuleans in a Boat (and Gorga)** — While on a relaxing boat trip down the Amazula River, the Zula Patrol spots Deliria racing up the river, causing mayhem in her vast luxury cruise liner. But her perilous piloting causes the ship to become wedged in a narrow part of the river. Water builds up behind her boat, threatening a flood! It's up to the Zula Patrol to utilize the law of force to find a way to pull it free before the Amazula bursts its banks.

**Science:** K.1, K.4, K.5, 1.1, 2.1, 3.1, 3.3, 3.9  
**Math:** K.8, K.10, 1.12, 1.20, 2.15, 2.17, 3.14

**308a. Where Did All the Water Go?** —

When Bula reads about a “vanishing lake” in Zula's tabloid newspaper, Zeeter is skeptical. They go to investigate and find out the lake is hoax perpetrated by the nefarious villain, Dark Truder, whose ultimate goal is to make all the water of Zula disappear by vaporizing it. He traps Multo, Bula and Zeeter, but they manage to escape, thanks to their knowledge of evaporation and vaporization. They're too late to stop Dark Truder's wicked plan, but the joke is on Truder—when he learns the hard way that vaporized water turns to rain.

**Science:** K.1, K.4, K.5, 1.1, 2.1, 3.1, 3.3, 3.9  
**Math:** K.8, K.10, 1.12, 1.20, 2.15, 2.17, 3.14

**308b. The Dew Drops** — The Zula Patrol learns all about condensation when they meet the Dew Drops, three drops of water who sing like a 50's Doo-Wop group. The Dew Drops need the Zula Patrol's help to enter a Battle of the Bands contest. Our heroes discover that Dark Truder has a condensation-singing group of his own, and will stop at nothing to make the Dew Drops lose! Using what they've learned about condensation, Wizzy & Wigg and the Zula Patrol save the Dew Drops and foil Truder's plans!

**Science:** K.1, K.4, K.5, 1.1, 2.1, 3.1, 3.3, 3.9  
**Math:** K.8, K.10, 1.12, 1.20, 2.15, 2.17, 3.14

**309a. The Show Must Float On** — It's time for the annual Ballet of the Water Striders, a beautiful water-top dance to celebrate the coming of Spring. However, during rehearsals the water striders can't keep themselves on top of the water! Enter the Zula Patrol, who found out the water striders are having trouble holding onto each other. It turns out; an unwelcome substance is making it impossible for the water molecules to form their natural elastic layer. The ZPers need to find the source of the pollution fast or the water could get way too sick to recover... and the water ballet will have to be cancelled!

**Science:** K.1, K.4, K.5, 1.1, 2.1, 3.1, 3.3, 3.9  
**Math:** K.8, K.10, 1.12, 1.20, 2.15, 2.17, 3.14

**309b. The Truder Crown Affair** —

Princess Marina invites The Zula Patrol to the Zulean Isles to enjoy her coronation, but when a suspiciously familiar “Count Von Troodles” takes her crown, the ZPers are back on the job. Unfortunately, Wizzy and Wigg discover the crown they've retrieved floats instead of sinking like the genuine article. The ZPers will have to get the real crown back from Truder before he becomes king of the isles and Marina's hopes sink like...well, like her crown should!

**Science:** K.1, K.4, K.5, 1.1, 2.1, 3.1, 3.3, 3.9  
**Math:** K.8, K.10, 1.12, 1.20, 2.15, 2.17, 3.14

**3010a. The Great River Race** — As The Zula Patrol competes in Zula's annual Great River Race, Dark Truder, plans to win the race by cheating so he can become famous. Unfortunately, for Truder, every time he plots to knock the ZPers out of the competition, they rally back using their newfound knowledge about rivers. In the end, with quite a bit of help from Gorga, the ZPers win the race and Truder and Traxie wind up all wet.

**Science:** K.1, K.4, K.5, 1.1, 2.1, 3.1, 3.3, 3.9  
**Math:** K.8, K.10, 1.12, 1.20, 2.15, 2.17, 3.14

**3010b. When You Wish Upon a Sea Star**

— The Zula Patrol is spending a fun day at the beach, when they meet Stella, a young Sea Star, in a tide pool. She needs the Zula Patrol's help to find her way back home, and in the process, our heroes learn all about the ocean's different habitats, and their fascinating inhabitants.

**Science:** K.6, 1.4, 1.5, 2.5, 2.8

**3011a. Mine Shaft** — Dark Truder is at it again. At Zula's mines, he switches the labels of the minerals being shipped out to manufacturing plants and now everything is in disarray. Then, disguised as a home redecorating guru, Truder gets the ZPers to replace their “dingy old” equipment. Soon, at the ZP HQ and all over Zula, nothing, absolutely nothing, is working like it should. While the ZPers, in their new wobbly ship, try to find out what's gone wrong, Truder is the only one with equipment that works properly! Will Truder finally win?

**3011b. The Crystal Cavern** — Thanks to a rocky Truder space chase, The Zula Patrol needs a new crystal to power their ship. That means an expedition to the mysterious Crystal Cavern, where the legendary (and notoriously growly) Big Toe lives. Will they find the special crystal they need in time to stop Truder, or will they hit rock bottom?

**Science:** K.6, 1.4, 1.5, 2.5, 2.8

**3012a. The Lizard Who Came to Dinner**

— Ziggy the Iguana comes to stay with The Zula Patrol, and his abundance of energy and desire to “help” makes him a handful. He wears out his welcome further by turning up the thermostat to keep his ectothermic

## **THE ZULA PATROL** (Continued)

system from cooling off. But when Ziggy loses the eggs he's babysitting, The Zula Patrol mounts a rescue expedition to the desert, where they learn that being ectothermic can be cool after all.

**3012b. Island of the Endotherms** — When Dark Truder sends a phony distress signal, the Zula Patrol find themselves trapped on a remote island with extremely rapid weather changes. While the Zula Patrollers search the island for a power source to start their ship, they learn about endotherms and how they are able to keep their body temperatures relatively constant. Meanwhile, Dark Truder takes over their headquarters, and learns NEVER to touch anything without knowing what it does!

**3013a. Villain of the Year** — Dark Truder, Deliria and every other villain in the galaxy are competing for this year's Villain Of The Year Award, trying to outdo each other with acts of nefarious nastiness. The Zula Patrol has their hands full trying to quash the cosmic crime wave, especially when Truder announces to all that he plans to pull off the ultimate heist, he's going to steal an entire galaxy!

**3013b. One Is the Loneliest Number** — Zeeter is given a tough choice when The Zula Academy offers her a position that means leaving The Zula Patrol. But her decision is put on hold when the space pirate Captain Jacquie Stellar starts stealing stars out of their binary pairs. As the whole Zula Patrol works together to stop Jacquie, Zeeter realizes her place is with her friends.

### **Additional Resource Information:**

The website to support this series is found at [www.zula.com](http://www.zula.com)