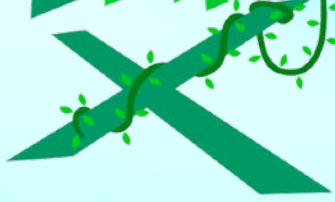


GALÁPAGOS



52 X 11 MIN
AGES 6 TO 9

SYNOPSIS

Coming from the future –where strange and funny things are happening – Oshie, Rae, Zeph, and Orchid travel to our present time in the S.S. Cumulus to track the source of the mystery occurrences and prevent them from happening. When things go sideways, Team Galapagos X sails in with an action-packed, ingenious, sometimes even hilarious fix to environmental problems!

Team Galapagos X is dispatched to unravel the mystery that is Doc Crock, our super-rich social media entrepreneur/philanthropist kidnapping all the bees so she can monopolize honey products –candles, shampoo and cereal– forever. With the help of a mystery benefactor, the team is able to defeat Doc Crock and release all the bees. Crisis averted!

Once balance is restored, our episodes also provide a positive take-away for kids at home to help empower them to combat climate change in their every day.



THE TEAM



ORCHID



OSHIE



RAE



ZEPH

FORMAT

Galapagos X aims to entertain the older age group with interesting storylines, cliffhangers and character development throughout the series. To do this, we have built 3 storylines in each episode as follows:

A Story: Storyline around our team - usually where you find the heart, where we explore the team's personal relationships and challenges.

B Story: Main mission and story - usually where you find the action/adventure/comedy.

C Story: Arc of the season: in season 1, the GX team works hard to reveal who their mystery benefactor is. In each episode we get one step closer, allowing us a continuum and cliffhangers.

At the end of Season 1, Quinn – who turned out to be the mystery benefactor – is defecting from Dr. Crock and joining the GX team as a regular team member. The season 1 finale reveals that the henchbots are being controlled by someone other than Dr. Crock... In season 2, we find out that they are secretly working for Dr. Crock's twin sister.

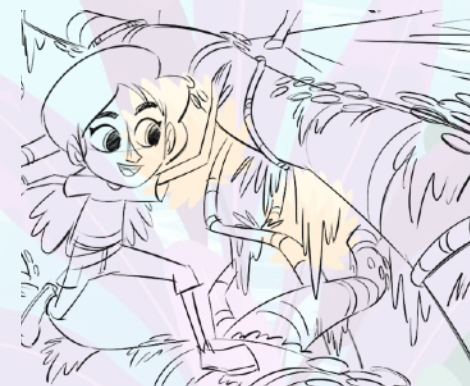
ORCHID, 12

PLANTS

Logical, responsible, and a quiet thinker, Orchid is the leader of the team. She is down to earth, independent and really brave. Quieter than the others but strong in body and mind, Orchid is like a creeping vine. You don't always notice her slowly inching toward a problem and then boom, she's taken it over! Truth is, Orchid cares. A lot. She stops to think about things when others don't.

Skills/Tech: Deep knowledge of earth, plants and the land creatures that rely on them. Orchid carries a high-tech magnifier that allows her to identify unknown plants and animals or locate a specific plant or animal in the general vicinity

Catchphrase: Only one way to find out!

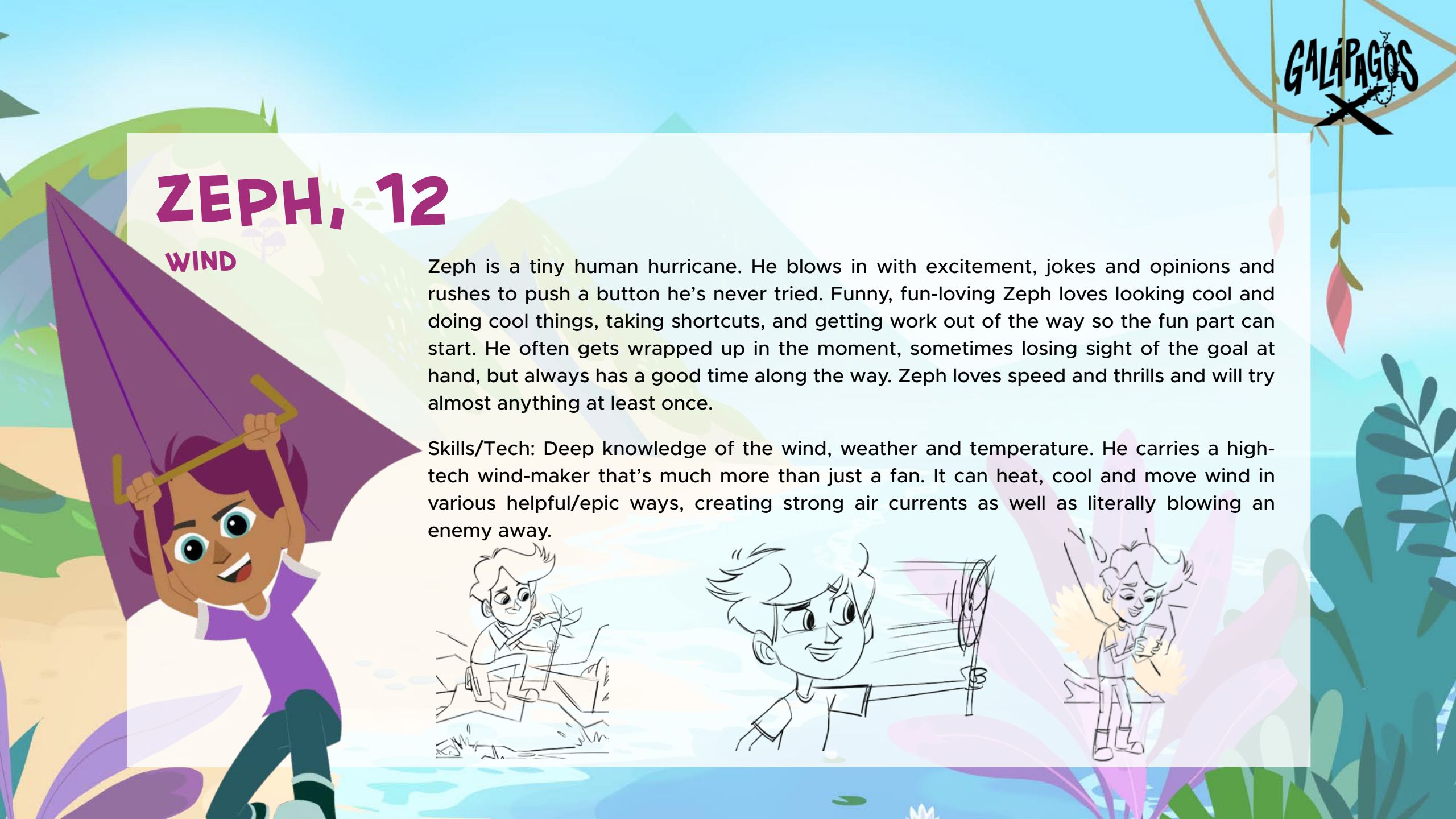


ZEPH, 12

WIND

Zeph is a tiny human hurricane. He blows in with excitement, jokes and opinions and rushes to push a button he's never tried. Funny, fun-loving Zeph loves looking cool and doing cool things, taking shortcuts, and getting work out of the way so the fun part can start. He often gets wrapped up in the moment, sometimes losing sight of the goal at hand, but always has a good time along the way. Zeph loves speed and thrills and will try almost anything at least once.

Skills/Tech: Deep knowledge of the wind, weather and temperature. He carries a high-tech wind-maker that's much more than just a fan. It can heat, cool and move wind in various helpful/epic ways, creating strong air currents as well as literally blowing an enemy away.



RAE, 10

SUN



The youngest team member, Rae is impossibly energetic, feisty and optimistic. She has a sunny disposition and puts people in a good mood just by showing up. While some people leap, then look, Rae never actually looks. She is a girl of action: if someone's gonna wrestle a dino, it's her – with fiery gusto. Always smiling and cheerful, this girl is a leaping ray of sunshine.

Skills/Tech: Deep knowledge of the sun, solar system, light, fire and electricity. She carries a souped-up solar flashlight, powered by her solar panel backpack that can redirect light and can heat and even melt things.

Catchphrase: I just got a bright idea!



OSHIE, 11

WATER



Easy-going, go-with-the-flow, zen Oshie is often the last to realize something. Not because he's not smart, but because he does things in an Oshie way on Oshie time, and spends more time taking the whole of a situation in. He is singularly affable, non-judgemental and messy, unafraid to say stuff he's thinking/feeling out loud. He's usually groovy and laid back, but if he feels strongly about something, he can suddenly rise like a powerful wave.

Skills/Tech: Deep knowledge of the water and water creatures, excellent swimmer, surfer, snorkeler and scuba diver. Oshie carries a high-tech "Jet Stream" with a water tank backpack that jets water wherever he needs it. It can also suck water from any water source – even puddles!

Catchphrases: "Here, have some of my zen!" and "Why is this happening!" (followed by some goofy thing he's sure he must've done to cause it.)



BOBBI

CYBER-BIRD

Part booby bird, part machine, Bobbi is all nanny. With the kids' safety and security always top of mind, Bobbi helps the team with everything from research to lab tests to bandaids for boo-boos.

With the wry sense of humour of a mom who's seen everything, she drily comments on what's going on in the background and directs and steers busily in the foreground. You can hear in her voice that she is a cyber-bird, but her tough love for the kids and desire to help always come through. Strong, capable and determined, she's a great match for team leader, Orchid.

Her small size and tricky missions often result in funny physical situations where she'll lose her cool for a moment before pulling herself together, and she has one very expressive eyebrow. Bobbi's voice is that of an AI (like Siri) full of personality!

Catchphrase: "Asked and answered." "Get over it." Bleeps and bloops of mechanical issues.



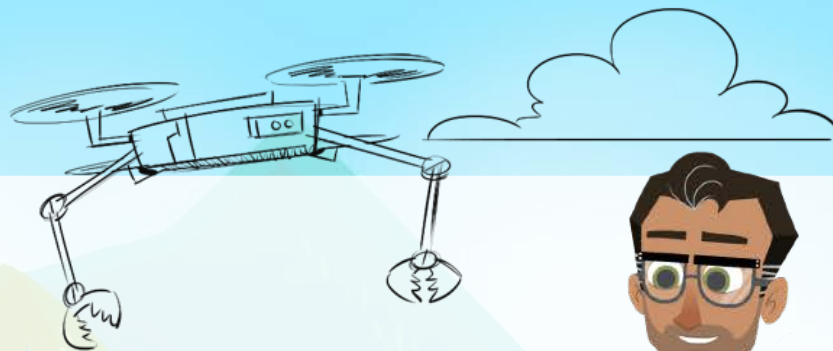
DR. FIXX

ORCHID'S DAD

Always harried and sometimes flustered, Dr. Fixx is a scientist with a penchant for minimizing his descriptions of dire situations even as his body language – rushing in, whipping off his glasses – lets us know that things are super serious.

You can often hear in his voice that he's trying to keep a lid on his alarm.

Catchphrase: This just in!



OPPOSING FORCES



DR. CATHERINE CROCK MONEY & FAME

Carefree, fly-by-night, and incredibly rich, Doc Crock is a childlike media mogul who is always posting to social media and 'changing the conversation'. A captain of industry is neither modest nor generous, and when Doc Crock delights in things, it's often over her crazy good fortune, cluelessly unaware of the price the planet pays for it. She thinks very highly of herself, likes to boss people around, and make unreasonable requests that she doesn't realize make her look bad. She's larger than life, laughs too loud, barges in instead of entering and whines over small setbacks. You can hear in her voice that she's spoiled and pampered and very, very used to getting her way.

Catchphrase: "I dunno! I'm a captain of industry, not a (fill in the blank – something she finds lowly and unworthy)"



QUINN CROCK, 13 DIGITAL MEDIA

Crock's mini-me, Quinn is a young mogul in training who copies his aunt's every move. He's parrot-y, sycophant-y, full of questions and ready to take Crock's side every time.

You can hear in Quinn's voice that he's a little unsure, learning to disregard others and revel in his wealth, and having just a little trouble telling Crock's version of right from wrong. Still, he's zippy and zingy and a tiny supportive wonder. But it isn't long before the team starts to suspect there may be more to Quinn than his propensity to agree with his aunt...

Catchphrases:

When agreeing with Crock: "It is not."

When announcing the team's arrival:
"Interlopers!"

OUR WRITING TEAM



SUZANNE BOLCH WRITER/STORY EDITOR



- Co-Creator/Writer/ Executive Producer – Naturally Sadie, Captain Flamingo, How to be Indie, Connor Undercover
- Story Editor/Writer – 16 Hudson; Magic School Bus Rides Again, Lilybuds
- Writer –The Famous Jett Jackson, Life with Derek, Caitlin's Way
- Co-Founded Heroic Television
- Bachelor of Arts from University of North Carolina at Chapel Hill
- MFA in Dramatic Writing from NYU Tisch School of the Arts
- Writers Guild of Canada Award Winner 2013
- Gemini Nominee: Best Children's or Youth Fiction Program or Series 2011
- Writers Guild of Canada Top 10 Award Winner 2001, 2002, 2003

JOHN MAY WRITER/STORY EDITOR



- Co-Creator/Writer/ Executive Producer – Naturally Sadie, Captain Flamingo, How to be Indie, Connor Undercover
- Story Editor/Writer – 16 Hudson; Magic School Bus Rides Again, Lilybuds
- Writer –The Famous Jett Jackson, Life with Derek, Caitlin's Way
- Co-Founded Heroic Television
- Hon B.A. in Visual Arts / Communication Studies from University of Windsor
- Writers Guild of Canada Award Winner 2013
- Gemini Nominee: Best Children's or Youth Fiction Program or Series 2011
- Writers Guild of Canada Top 10 Award Winner 2001, 2002, 2003

Joining Suzanne and John are an array of talented, gender-balanced, and diverse writers. Amongst them:

- Taylor Annisette, Writer – Credits include The Snoopy Show, 16 Hudson, Dino Ranch, Ruby and the Well, etc.
- Leonard Chan, Writer – Credits include 16 Hudson, Hello (Again), This Hour Has 22 Minutes, Strays, etc.
- Josette Jorge, Writer – Credits include 16 Hudson, Bloom Room, Pinecone & Pony, etc.



OUR EDUCATIONAL CONSULTANTS



Shalom Fisch, Ph.D. – Professor of Childhood and Literacy Education



For over 35 years, Shalom Fisch has applied educational practice and empirical research to help create effective educational media for children. As President and Founder of MediaKidz Research & Consulting, he provides educational content development, hands-on testing, and writing for producers of children's media. Past and current clients include Sea World/Busch Gardens, and the National Academy of Sciences, among many others. Prior to founding MediaKidz, Dr. Fisch was Vice President for Program Research at Sesame Workshop, where he oversaw curriculum development, formative research, and summative research for a broad range of television series and school-age magazines.

Sara Poirier, MSc. – Science Communication Consultant



Sara Poirier is a consultant with 20 years of experience developing public programs and educational content for television and interactive media. Sara began her career as a staff scientist at the Ontario Science Centre. In addition to developing exhibits and programs, she regularly created content for networks like Discovery Channel Canada and TVOKids. Her science show, Ask Sara, ran for over a decade. Sara has a MSc. in Science Communication and Public Engagement and a BSc. in Astrophysics. Her graduate work focused on communicating climate change with family audiences. Sara is currently a member of the National Network for Ocean and Climate Change Interpreters.

Along with Shalom and Sara, our team also includes:

- Dr. Jeffrey Shaman, PhD – Columbia University Climate Program
- Dr. William Damon, PhD Professor of Education Stanford University, Senior Fellow Hoover Institution



EDUCATIONAL GOALS & TEAM



The show is designed with four educational goals in mind:

- 1) To promote awareness and appreciation for the natural world among kids, and encourage them to help make a positive difference.
- 2) To show that all life is interconnected with the 'systems' on earth.
- 3) To encourage inquiry and scientific process skills.
- 4) To get kids excited about helping, and demonstrating real life ways to do so.

While season 1 focuses on preventative action – with themes like water and soil conservation, reducing waste, and biodiversity –, in season 2, we're adding a second approach: adaptive action. We know that kids are becoming more anxious of climate change, witnessing heat waves, drought, flooding, and fires. But they need to know things aren't hopeless. We can adapt, be resilient, and figure out how to handle a 'worse case' future scenario.

Tackling both preventative and adaptive action puts some power into kids' hands, inspires them to effect change, and helps them see these problems not as hopeless but as challenges to tackle in their lifetimes. Some interesting science topics we are exploring in season 2 include miyawaki forests, climate conscious construction, Indigenous and traditional ecological knowledge, and waste heat recovery.

We've developed storytelling strategies to weave the material into the episodes, like keeping it visual, using accessible language and always using a positive tone that makes kids want to head out into their world and make it a better place.

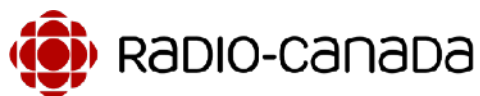


AWARDS

- 2 PRIX JEUNESSE NOMINATIONS FOR "BEST SERIES 7-10 YEARS FICTION" & THEME PRIZE: "FOR US, NO PLANET B"
- 1 GOLD & 2 SILVER TELLY AWARDS FOR "BEST CHILDREN SERIES", "BEST ANIMATED SERIES", & "BEST SUSTAINABILITY" (2024)
- 1 LEO AWARD WIN FOR "BEST SOUND, CHILDREN SERIES" (2024)
- 1 PULCINELLA AWARD SELECTION TO THEIR "PANORAMA" INTERNATIONAL SHOWCASE (2024)



BROADCASTERS & PARTNERS



CANADA
MEDIA FUND

FONDS DES MÉDIAS
DU CANADA

creativeBC







PRESS KIT

SEASON 1 : 26 X 11'

AVAILABLE IN ENGLISH, SPANISH, GERMAN & FRENCH

SEASON 2 : 26 X 11'

IN PRODUCTION



EPISODE 1 THE BOOBY TRAP

The Galapagos X Team heads off on its first exciting test mission to take the future back! But when they accidentally travel back to the wrong time and Bobbi is bird-napped by future-enemy Doc Crock, will the team somehow manage to turn this wayward mission into their first success?



EPISODE 2 GLITTER VOLCANO

In the future it's raining glitter, which is both horrible and fabulous at the same time. The team goes back in time to discover how Doc Crock's unrecyclable plastic glitter created a mountain of trouble.



EPISODE 3 RASPBERRY JAM

In the future there are no raspberries! Or raspberry jam! So the Galapagos X gang goes back in time to discover that Doc Crock has cornered the market on bees. Could this somehow be connected to the future's 'berry' disappointing breakfast?



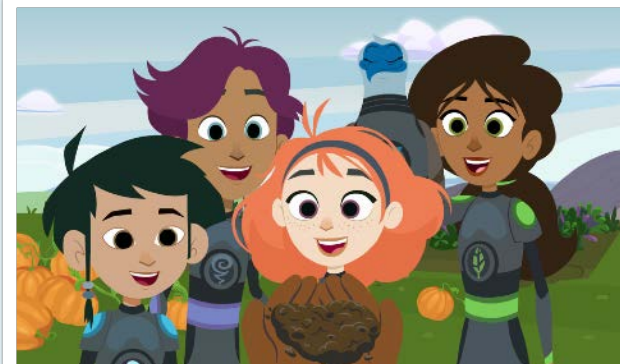
EPISODE 4 MISSION MANGROVE

In the future, ocean-view condominiums and their less-than-impressed residents are floating out to sea! The team goes back in time and discovers Doc Crock leveling wetlands to construct the luxury buildings. Could the wetlands serve a purpose that no one realizes?



EPISODE 5 DR. GOLDFIN

In the future, they've reached "Code Orange" due to a global invasion of goldfish! The team goes back in time to discover how one tiny mistake can create a huge orange problem.



EPISODE 6 MOONFLOWER

In the future, Orchid and her dad want to plant a special singing moonflower on a nearby hill – but it seems someone has stolen the dirt! The team goes back in time to discover that the problem may just be clueless Doc Crock trying her hand at farming.



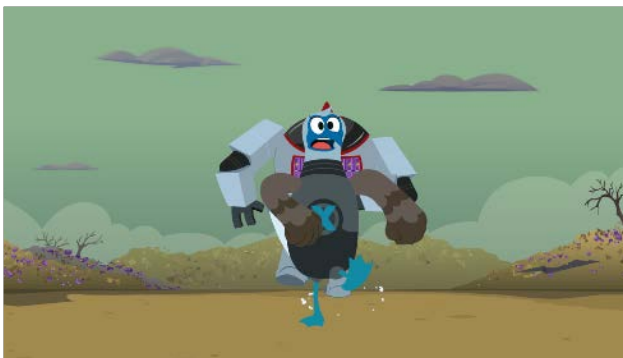
EPISODE 7 ZEPH THE VAMPIRE HUNTER

The future has gotten really loud! Mostly because everyone spends all their time noisily vacuuming up pollution. The gang goes back in time to fix the problem and discovers a surprising foe: The Energy Vampires.



EPISODE 8 TOTAL TREECALL

In the future, real trees have been replaced by Crock brand high-tech rake-free trees. But are these amazing new trees too good to be true? In a word, yes. The gang goes back in time to discover what real trees do for the planet and stop the fake trees before it's too late.



EPISODE 9 WASTELAND

In the future, a pile of battery waste has grown so big, it's taken over yet another country! Can the team go back in time and fight Crock in an epic battle for rechargeables – all before Bobbi's last disposable battery runs out of juice?



EPISODE 10 WATER GAMES

In the future, there's a major water shortage and cities are now on wheels so as to better chase rain clouds. How did it get to this? Crock, of course! But how can the team convince this Olympic-sized water waster to turn off her tap?



EPISODE 11 BLOX POX

The future is plagued with the super-sneezy Block Pox virus! The team goes back in time to find the virus's source: a critter that has escaped a Crock Brand video game into the human world. But who on the team can outplay it to get it back into the game where it belongs?



EPISODE 12 ROBOT DANCE BATTLE

In the future, there is no more fossil fuel and power is generated by people on stationary bikes. Keeping the lights on is GASP! hard work! The team goes back in time to find Doc Crock sabotaging renewable energy sources. How to fix this one? With a robot dance battle, of course!



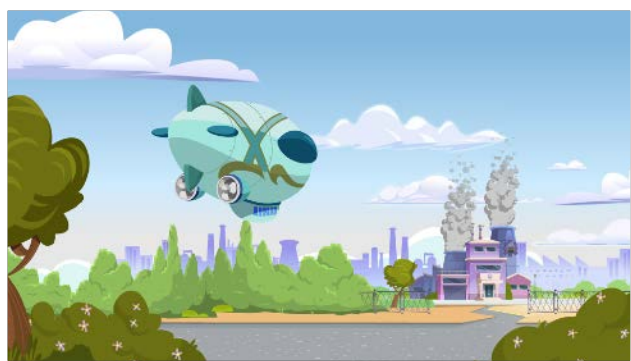
EPISODE 13 PEST BEHAVIOUR

In the future, nobody drinks tap water anymore. Now it's for burning holes in things! The kids go back in time to find out why and discover the problem is a feud between farmers and bugs! Can the team somehow make friends out of these age-old enemies?



EPISODE 14 THE LAST LAUGH

The future is really hot, and worse -- everybody's too cranky to appreciate Zeph's humour. The team goes back in time to discover a surprising source of the laughter-killing-heat: Doc Crock's restaurant??



EPISODE 15 KELPMANIA

The future is running out of resources – everything from kelp snacks to rubber duckies! The gang goes back in time to discover a seemingly endless supply of kelp is not actually endless at all! And if they want to save the future's favourite snack, there's going to be some drama.



EPISODE 16 FOR THE BIRDS

In the future, animals have taken over the streets! The gang goes back in time to discover Doc Crock's banner crops of smoothie berries and also some very well-fed birds. What could these two things have to do with the rhino traffic jams of the future?



EPISODE 17 PLEASE NOT PLUTO

The future is so hot and sticky that singing superstar Barney Pluto announces he's moving to Pluto! How can the team stop this pop culture tragedy? By going back in time to make sure everyone gets the message about cooling buildings without A/C – through song, of course!



EPISODE 18 PERFECT PLAYTIME

In the future, the ground is covered in tiny plastic toys that – Yow! Ouch! - hurts to walk on! The team goes back in time to discover Crock's trendy disposable toy line is to blame. But with a little imagination, the team might just be able to show Crock a new way to play.



EPISODE 19 CARBON BIGFOOT PRINT

When a January heatwave pulls the plug on the future's winter fun, the team goes back in time to find the problem – the big carbon footprints from Crock's new line of monster trucks. Can the team spin Crock's idea a different way and tame this beast? For future's sake?



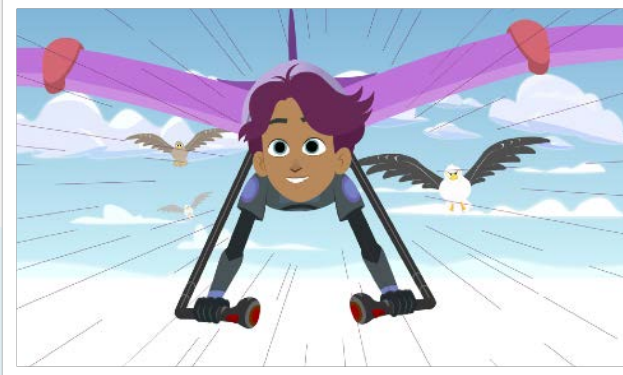
EPISODE 22 MR. FROUFROUPANTS

In the future, all the animals are shedding at once and furballs are taking over the world! The team goes back in time to discover the future's surprising new foe: Crock's heat-loving cat - Mr. Froufroupants.



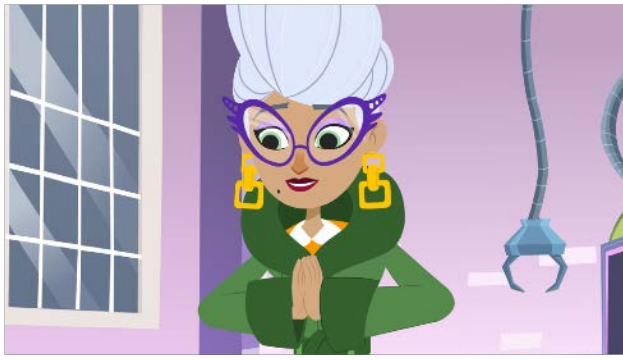
EPISODE 20 MONSTER SURPRISE

In the future, Oshie's beach party is cancelled due to a-- sea monster?! The kids go back in time to find the monster is actually a plastic garbage blob of Crock brand party supplies. Will the kids scare Crock straight about single-use plastics? Or will she go down with the party barge?



EPISODE 23 THE GREEN MENACE

A green carpet of slime is creeping across the planet, and the future is slippery! The team goes back in time to discover a Crock-brand scheme is to blame. Lucky for them they have a new secret weapon to help them keep the future from falling down.



EPISODE 21 NIGHT LIGHTS

In the future, confused birds are crashing everyone's parties. To find out why, the team goes back in time to discover Crock's super-store spotlights are part of the problem. But it may take a bit of gaslighting to get her to change her lighting.



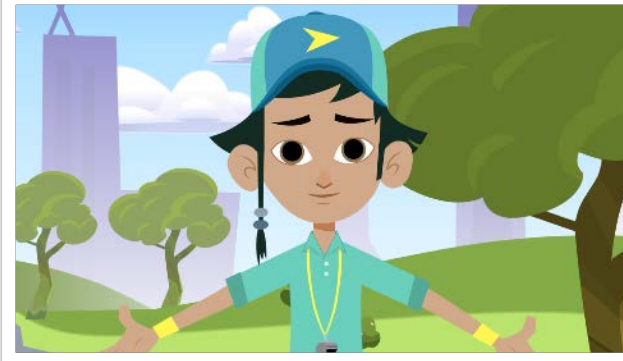
EPISODE 24 HARE OUT OF PLACE

The future is down to one last Arctic hare, and the kids go back in time to find out why. Crock, as usual, is to blame. But this time – are the kids to blame as well? And can they outwit Crock's master computerbot and reign in their own online ordering to save the bunnies?



EPISODE 25 THE PAPER PUSHER

Zeph wants to be an artist one day, but learns recycling is the only possible career in the future. What happened? The kids go back in time where Crock's new recycling program and Zeph's new origami career come together in a show-stopping fix for an age-old problem.



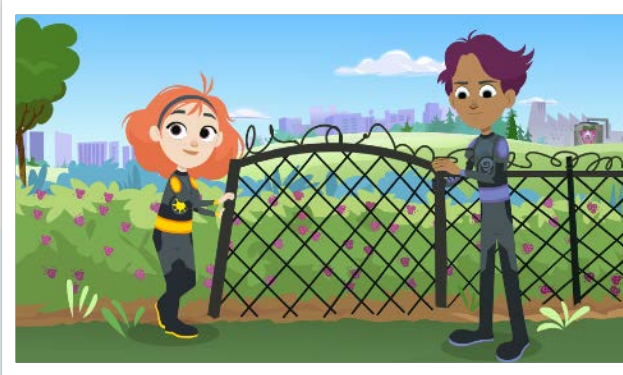
DIGITAL CODA #2 SAVE WATER

Oshie has a mission for you: save the future by saving water at home. Learn the many ways you and your family can save water with these easy, everyday tips.



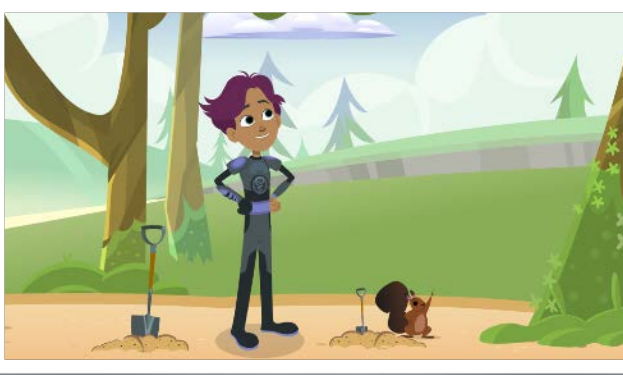
EPISODE 26 SNAILED IT!

In the future, hordes of snails are taking over! The team goes back in time to discover Crock's zest for perfection and profit might have started it. But stopping it will require a Scrooge-style look at Crock-past, -present and -future.



DIGITAL CODA #3 DON'T FEED THE BIRDS

The Galapagos X team explains to Crock that everything on the planet is connected: overfeeding wild animals can disrupt an ecosystem. Learn how you can help.



DIGITAL CODA #1 PLANT TREES

Zeph has a mission for you: plant trees at home to save the future. Learn how trees help clean the air and do much more.



DIGITAL CODA #4 A MUSICAL INTERLUDE

The Galapagos X sing along with superstar Barney Pluto about ways to stay cool without air conditioning. You can do it, too!

GALÁPAGOS
X



Based in Vancouver and Vienna, Big Bad Boo Studios is an award-winning, creative-led animation and production studio, originating, developing, producing, and distributing compelling kids content. Our shows, books and games are entertaining, educational, and multicultural. Our programs have broadcast in over 100 countries and 40 languages. With studios, facilities and teams in the United States, Canada, and Austria, we are proud to work with a roster of international broadcasters and local partners alike. Our animation facility in Yaletown offers a full range of animation production services for clients and original shows alike. Our expertise includes idea generation, script writing, character designs, background designs, prop designs, storyboarding, editing, animatics, animation, voice records, music, composition, mix and delivery. We always keep story and characters in mind and we are proud to have produced 12 award-winning animated series to date. Big Bad Boo is currently producing The Bravest Knight season 2 with Hulu and CBC, and 16 Hudson Season 4 with TVO Kids, Radio-Canada, and several international partners. We are in development on multiple projects including neuro-inclusivity bridge series Billy & The Boingo Band. The company's own streaming SVOD Oznoz provides cartoons in 10+ languages including Thomas and Friends, Babar and more.

