**1301 “Duck Stop”**

*Topics:* Migration; Mapping; Cardinal Directions; Skip Counting

*Big Idea:* Some animals need a ‘summer’ home and a ‘winter’ home to survive, and travel between the two often following the same route each year.

Every year, the Northern Frontier ducks migrate to Restoria, returning stronger, refreshed and full of energy. Hacker believes that if he felt as good, he could take over Cyberspace once and for all. Determined to discover where Restoria is, Hacker sends Buzz and Delete to follow the ducks. The CyberSquad tags along during the migration, helping the flock avoid numerous hazards along the way.

**1302 “The Great Outdoors”**

*Topics:* Appreciating Nature; Telling Time; Mapping

*Big Idea:* Being out in nature offers many rewards, but it’s important to treat the natural world with respect, in return.

A mysterious creature is trampling all over Crestwood Park, and visitors are too scared to enter. Even Digit is frightened of the unknown. The CyberSquad goes to investigate. Along the way they experience the wonders of nature firsthand and discover why they should leave nature the way they found it. Can the kids find out who or what the creature is? Will Digit overcome his fears?

**1303 “Coral Grief”**

*Topics:* Coral Reefs; Thermal Pollution; Temperature; Mapping; Collecting Data

*Big Idea:* When you protect the health of coral reefs, you also protect the vast amount of ocean life that depend on the reefs as places to live or find food.

In Coralina, the CyberSquad and Digit marvel at the cybersite's colorful coral reef. Inez hopes to bring back a piece of coral as a gift for her aunt until they learn coral is alive and the reef is under threat! Something is causing the ocean to become hot and murky, and it’s bleaching the coral. With the help of an action hero crab, can the kids find the source of the heat before it's too late?

**1304 “Sustainable By Design”**

*Topics:* Sustainable Design; Prototyping; Geometry

*Big Idea:* When you reuse or repurpose materials to make something new, you help make sure Earth’s resources are there for the future.

The CyberSquad gets fashionable in Factoria! Jackie wins the chance of a lifetime to apprentice with the incomparable fashion designer Fabio DeZine. Jackie quickly learns, it takes more than just a pretty drawing to design something with real, sustaining impact.

**1305 “Hacker’s Bright Idea”**

*Topics:* Light Pollution; Bortle Scale; Comparing Data; Mapping and Cardinal Directions; Counting Down Time

*Big Idea:* When too much artificial light pollutes the night, it can be unhealthy for many kinds of living things.

Atop Mount Stellandia, the CyberSquad awaits the return of Kacy's Comet – an event that only takes place every fifty years! Even Hacker and his bots can’t wait to see it. There's just one problem—a light is glaring into the sky and blocking out all the stars. The Squad investigates and along the way help several animals also struggling with the blinding light. Will they find the source in time?

**1306 “Buzz and the Tree”**

*Topics:* Trees; Comparing Data, Measuring Distances

*Big Idea:* Plant trees where there aren’t any and they will give back in surprising ways.

It's Arbor Day in Cyberspace—a special day to plant a tree for a best friend–but Buzz has other plans. Concerned that Buzz is absorbed by his video game, "The Terrific Tree", Delete calls on the CyberSquad to help get his best buddy back. They head out to the forest and use Buzz’s knowledge of trees learned from his video game to help Delete pick the perfect tree to plant in Buzz’s honor.

**1307 “The Lilting Loons”**

*Topics:* Non-point Source Water Pollution; Mapping; Ratios; Measuring Distances

*Big Idea:* When pollution comes from many different places, make choices that keep as much of it from reaching the water as possible to help improve the waterway’s health.

The Lilting Loons of Botsberg—beloved for their soothing songs—have gone missing, and the pond they call home has been replaced by trash. Thanks to Digit’s shrink ray, the CyberSquad shrink down, travel through the water pipes and discover that the source of the pollution is coming from different places miles apart! Will their little actions lead to big solutions?

**1308 “Living In Disharmony”**

*Topics:* Invasive Species; Comparing and Charting Data; Reading Maps; Doubling

*Big Idea:* Introducing a living thing to a new environment can sometimes cause harm to the plants and animals that already live there.

Hacker's adorable niece is back in the Northern Frontier and so is a new pet, Sparkletoes! While visiting another cybersite, Harmony convinces Hacker to let her bring it home. It causes chaos in no time. When Hacker sneakily releases it into the wild, it multiplies and takes over the entire local ecosystem. With help from the CyberSquad, will they round up all these rambunctious critters?

**1309 “Traffic Trouble”**

*Topics:* Alternate Forms of Transportation; Prototyping; Measuring Distances and Time

*Big Idea:* When there are too many cars on the road, you can find other, cleaner ways to move around to ease congestion, lower pollution and maybe even get some exercise.

Another Dingerball season is just around the corner for the Dingerville Dragons. But the team is far from ready for Opening Day. The reason--there's so much traffic in town, the players can never reach the field in time to practice. They need an alternate way to avoid the traffic. With a bit of creative thinking the CyberSquad test ideas and design a pedal-powered solution--the Dingermobile!

**1310 “A Garden is Born”**

*Topics:* Biodiversity; Counting; Collecting Data; Comparing Data; Pictographs

*Big Idea:* A balanced ecosystem supports a wide variety of life—from the very big to the very tiny—with everyone playing an important role in the ecosystem’s overall health.

Judge Trudy's beautiful Roadrunner Ranch is the talk of Cyberspace. Her centerpiece? A beautiful desert garden teeming with diverse wildlife, lush plants and prized “Prickly Peach Cactus.” All is peachy until several cacti suddenly go missing! Meanwhile, Buzz and Delete are building their own garden in the Northern Frontier. But why do some of their plants look strangely familiar?