

ZDFE.junior

52 x 11' HD

QPootle5™

MEDIA KIT



 ZDF.enterprises

KEYFACTS

Title: Q Pootle 5

Format: 52 x 11' HD

Logline:

Space is a fun place to be with Q Pootle 5!

Genre: ZDFE.junior

Subgenre: Animation

Target Group: preschool / 3-5 years

USPs:

- Based on the best-selling books by world-renowned writer and illustrator Nick Butterworth!
- Great stories, set in space, with rich and nuanced characters, produced for CBeebies.
- Groundbreaking CGI animation with great co-viewing potential – fun to watch for children and grown-ups too!

Focus:

Space, friendship, discovery, fun, laughter, adventure.
Friendship, fun, adventure and discovery



Credits:

Produced by: Q Pootle 5 Ltd
and Snapper Productions Ltd

Producer: Ben Butterworth

Executive Producer:
Nick Butterworth

Coproducer: ZDF Enterprises

Directors: Adam Shaw

Writer: Multiple writers.
Head writer, Lee Pressman

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SYNOPSIS

Space is a fun place to be with Q Pootle 5! Out there... amongst the millions and billions of stars is a little planet called Okidoki. You might be able to see it if you look very closely... along the Milky Way, just past the Gold Top Nebula. This magical planet provides the perfect playground for a friendly little alien called Q Pootle 5.

There's never a dull moment on Okidoki. Stranded on Crumbly Moon? Help is at hand. A planet with a temperature? No problem. A party hat for a two-headed friend? They'll find one that fits... or maybe two!

Join Q Pootle 5 and his friends Oopsy, Eddi, Stella, Ray, Groobie, Bud-D and Planet Dave, as they tackle the everyday problems of the final frontier.

Creative and resourceful, Q Pootle 5 and his friends find fun and adventure wherever they go, with stories that will spark children's imaginations everywhere!

Friendship is at the heart of the series. With fun and engaging stories, and rich and nuanced characters, space is a fun place to be with Q Pootle 5.



MAIN CHARACTERS

Q Pootle 5

Q Pootle 5 is the central character. He's fun, easy-going, kind, and resourceful. He's a leader without being bossy. There's nothing he loves more than spending time with his friends - they look up to him, but he doesn't really notice.



Oopsy

Oopsy is Q Pootle 5's best friend. She's excitable, impetuous and OK, a bit gung-ho! Oopsy has the most infectious giggle in the galaxy. She loves to dance and draw.

Eddi

Eddi is one person with two heads. A worrier who's often in two minds! He doesn't mean to be rude but he can sometimes be, how shall we say, direct! Eddi is a bit of a techie and can often be found tinkering with his spaceship.



Stella and Ray

Stella is creative, offbeat and independent. She loves growing things in her garden and she's very generous. She plays the bagpipes (there's room for improvement) and she lives with her bird, Ray. Ray is a major bird who doesn't like heights. He's grumpy, offhand and lazy. But Stella loves him to bits!



Groobie

Groobie is very jolly, very obliging and rather disorganised. He runs a café-cum-store and if he hasn't got what you need, he'll almost certainly be able to get it. He plays the piano in a style somewhere between Les Dawson and Jerry Lee Lewis.

Bud-D

Bud-D is Groobie's right-hand-robot. He's loyal, enthusiastic and cheerful, but not always that reliable.



Planet Dave

Planet Dave is a giant of a friend. He has the patience and wisdom of someone who's seen it all in his four billion years. He spends a fair bit of time dozing, but he loves the company of his friends from Okidoki. For a planet, he gets involved more than you might think.



Q&A: The Making of Q Pootle 5 with Nick Butterworth (Creator, Executive Producer, Production Designer and Writer)

Nick Butterworth is a multi-million selling, award-winning author and illustrator. His books include Q Pootle 5, the Percy The Park Keeper series, Tiger, Albert Le Blanc and The Whisperer. Nick has sold over 15 million books worldwide and his books have been published in more than 30 languages.

How would you describe Q Pootle 5 as a show?

Q Pootle 5 is a fun and exciting show with friendship at its heart. It taps into the world of young children where imagination always trumps reality!

And how would you describe him as a character?

Q Pootle 5 is a friendly and fun-loving person who has a real sense of adventure.

He's very kind and loves spending time with his friends. He's good at solving problems – but he's not infallible – sometimes it can be a problem of his own making!

How did Q Pootle 5 make the jump from book to screen? Tell us about the creative process.

The idea came from my two books, Q Pootle 5 and Q Pootle 5 In Space. My son, Ben and I initially looked at the two books and the characters that we felt could be developed. Ideas would arrive very quickly. For example, one of us might suddenly ask, "Where does a character live?" and from this, we might develop a number of ideas, not always related to the original question! It was very satisfying when one idea sparked another. Of course we wanted to maintain the integrity of the original books, but the possibilities that animation offered, the creation of a world with movement, voices, music and sound effects, inspired us to take things further.



Snapper is a family company - what is it like working with your family on the series?

Speaking for myself and for my wife Annette, who is also deeply involved in the production process, I can say that it has been a real pleasure. We each have individual strengths and areas of responsibility. But we also have a certain amount of overlap.

What do you love about Q Pootle 5?

For me it has been hugely satisfying to be able to widen the scope of what I have been trying to do in the field of children's books. TV is a much more collaborative process than publishing. Working with Ben and Annette has allowed me to work with people I like and respect towards the common goal of creating a high quality, narrative based children's TV series.

What makes the show appealing to the pre-school audience (and parents)?

Space is exciting and intriguing to people. The series has diverse, strong stories and rich nuanced characters that people can identify with. There is a lot of fun and laughter in the series and some very tender moments too, which all seem to really resonate with children and parents.

Why did you choose to create the show in CGI?

CGI gives us the opportunity to create very real environments and we knew with the right animators - and Blue Zoo are very much the right animators - we could realise much more of our vision for the series. Being able to move and fly through the world and space in three dimensions gave us so much scope for storytelling.



About Snapper Productions

Snapper Productions was set up in 2009 by British children's author and illustrator Nick Butterworth with his wife Annette and their son, award-winning producer and writer Ben Butterworth.

Snapper aims to produce programmes of the highest quality, with engaging narratives at the heart of every project.

CBeebies

CBeebies is dedicated to delighting and surprising its young audience and it remains the UK's most watched and most loved channel for the under-sixes. Just under half of the target audience tune in every week (parents and carers with children aged 0-3 and four- to six-year-olds in digital homes). Our reach is over double that of our nearest competitor.

CBeebies was Freesat's Channel of the Year 2012 and was previously crowned BAFTA's Children's Channel of the Year in 2010 and 2011.

About Blue Zoo

Blue-Zoo Productions is an award-winning animation studio founded in 2000 by entrepreneurs Adam Shaw, Tom Box and Oli Hyatt. This creative, adventurous and independent company has a renowned reputation for their passionate, stand-out, high-quality animation for TV, commercials, children's programming, titles and idents.



EPISODES

Episode 1. The Great Space Race

It's the day of The Great Space Race and Oopsy and Q Pootle 5 are both determined to win. But when Oopsy's spaceship develops a leaky booster, she has to make an emergency landing on crumbly moon. Pootle sacrifices his own position in the race to rescue Oopsy and helps his friend win the race.

Episode 2. The Evenfruit Picnic

Q Pootle 5 and Oopsy travel in search of evenfruit for the picnic they are having with the shooting star show. When they arrive, Stella is there too, trying to get some evenfruit seeds. But nobody knows how to get the fruit down from the tall evenfruit tree. Unexpectedly, they discover the only time for gathering evenfruit is in the evening!

Episode 3. The Groobie Woogie

Groobie will be performing his piano concert on Okidoki, but Planet Dave is disappointed

that he won't be able to see it. Q Pootle 5 decides that if they can't bring Dave to the concert then they'll bring the concert to Planet Dave!

Episode 4. Pootle's House Guest

Whilst Oopsy decorates Stella's house, Stella and Ray stay at Q Pootle 5's house. Oopsy's decorating doesn't go quite to plan, whilst Pootle finds sharing a house with Stella and Ray rather uncomfortable. The solution to both problems is for Pootle to enlist all his friends to come and help get the painting done quickly.

Episode 5. The Picture Puzzle

Q Pootle 5 visits Oopsy to show her his camera. When Oopsy takes some photographs, a mysterious smiling face that appears on every photo puzzles them. Everybody searches for the shy stranger only to discover that it's a smiley face painted on Oopsy's finger!



Episode 6. Officer Bud-D

Groobie takes a well-earned day off and leaves Bud-D in charge of the shack. But when the enthusiastic robot flamboyantly attempts to mix an Astro Fizzbuzz for Q Pootle 5 he gets splashed with fizzbuzz juice, causing his circuits to malfunction and turning him into a very bossy robot indeed! It's up to Pootle to find a way to fix Bud-D.

Episode 7. Where's Ray?

After Q Pootle 5 and Oopsy fail to crack open a delicious astronaut, the large nut mysteriously disappears during the night. As Pootle and Oopsy go off on an astronaut hunt they discover other people's things have gone missing – and Ray! The mystery is solved when they find Ray, in a makeshift nest, attempting to hatch the missing astronaut.

Episode 8. Eddi's Hat

Groobie's having a hat party and Eddi is the only one without a hat to wear. It's difficult to find a two-headed hat that's suitable – until some wobbly fruit accidentally lands on Eddi's head and saves the day.

Episode 9. Oopsy's New Do

Pootle helps Stella with a spot of gardening and to speed things up they use Stella's Galacto Planter 2000. Meanwhile Oopsy has a new hairstyle, which makes Dave wish that he, too, could have a new look. Using the Galacto Planter 2000 Pootle gives Dave the makeover of the millennium.

Episode 10. Sports Day

Everyone is having fun at the sports day – except Eddi. Having two heads has its drawbacks when attempting to skip and limbo dance. Depressed at his lack of success Eddi slopes off and nobody can find him. Pootle and Oopsy find him and show him that he actually can be good at the games!



Episode 11. Groobie To The Rescue

When Groobie has an accident in his spaceship on Planet Dave, he loses his confidence and refuses to fly anymore. The ever-faithful Bud-D takes over the delivery of parcels, but gets in a muddle and everybody ends up with the wrong things. Q Pootle 5 has the idea to stage a rescue (in which Oopsy is 'stranded' in deep space) and only because his spaceship is broken only Groobie can rescue her. Groobie gets his confidence back and everybody else finally gets the right things delivered!

Episode 12. Rocket Bird Oopsy

Oopsy wishes she could fly, and when Q Pootle 5 lends her his rocket boots her dreams come true. 'Rocket Bird Oopsy' takes to the skies, but her stunts become increasingly ambitious until the rocket boots go out of control and Pootle has to come to her rescue.

Episode 13. A Day With Ray

While Stella is away for the day she leaves Ray with Q Pootle 5 and Oopsy to keep him company. The enthusiastic duo lay on a whole range of exciting (but exhausting) activities, but pretty soon Ray has had enough of all this exertion. When the opportunity to play hide and seek presents itself Ray disappears.

Pootle and Oopsy search the whole of Okidoki, but they can't find Ray. When they go to tell Stella the bad news, they also find Ray, a lot closer to home than they realised.

Episode 14. Map Muddle

When Q Pootle 5 and Oopsy find a map in a bottle they are convinced that the red spot on the map marks the place where treasure is hidden. After a long hunt the duo don't find treasure, but are delighted when their digging unleashes a geyser of delicious jam!

Episode 15. Two Places At Once

Q Pootle 5 has agreed to help Eddi construct his new telescope, but has also promised to help Oopsy bake some cakes. Not wanting to let either of his friends down Q Pootle 5 attempts to help them both, rushing from one place to another and not managing either job very successfully!

Episode 16. Asteroid Alert

When Oopsy sees a comet hurtling dangerously towards Okidoki, she gets everyone to evacuate to Planet Dave. Q Pootle 5 has a plan to stop the asteroid, but it turns out not to be as big as Oopsy thought it was. But, it could still mess up Stella's moon marrows, so a tennis net, baseball mit and some long johns are brought in to save the day.





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