



MOBILE UNIT

CREATED BY TIM MCKEON & ADAM PELTZMAN

ODD SQUAD MOBILE UNIT

SOLVE ODDNESS. SEE THE WORLD.

LOGLINE: ODD SQUAD AGENTS TRAVEL THE WORLD USING MATH AND SCIENCE TO SOLVE ODD PROBLEMS

CURRICULUM LOGLINE: MATH; PHYSICAL SCIENCE; ENGINEERING & TECHNOLOGY

If something odd happens like your dog is doubled or your spouse is shrunk, not to worry. Simply call your friendly local Odd Squad precinct and those kids will fix you right up. But what happens when oddness doesn't stay put? Like a globe-trotting creature or a villain causing oddness across multiple towns? In that case, you call the Odd Squad Mobile Unit.

At the end of Season Two, Ms. O is promoted to Big O, heading up every aspect of the Odd Squad Organization. OSMU is one of the Big O's newest initiatives and a key to making the world less odd. This 4-person team is ready to go anywhere in the world at the drop of a juice box, enlisting the help of local agents to solve problems on the go or going to far-flung places to help them solve an international oddity.

Unlike seasons one and two, which found our agents in the same nameless town for every adventure, this new format allows Odd Squad to go somewhere new every episode. In addition to traveling across the globe, there is also the opportunity to explore specific regions in the U.S. We believe this new format will make Odd Squad more global, but also more local than ever before.

The series will kick off with an origin story in which we'll see how this mobile unit comes to be and, more importantly, why there is such a need for it. Unlike other Odd Squad precincts where every kid has a specific role — agent, scientist, tube operator, creature wrangler—the four members of OSMU will be figuring it out as they go along. While many episodes will take place in fabulous locations across the world, there will still be smaller character-based stories inside headquarters. In this case, headquarters is a mobile HQ — a FLYING/DRIVING/FLOATING VAN! OSMU's van is complete with travel-sized versions of everything you'd find at a regular Odd Squad HQ, and just like in Seasons One and Two, this headquarters is bigger on the inside than the outside and has endless doors that lead to endless rooms for our characters to explore and learn from.

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MEET THE NEW SQUAD.

OPAL

When we first meet Opal, she's an agent at the Arctic Circle Odd Squad, where nothing odd ever happens. For someone as driven as Opal, this is a nightmare! Opal has big dreams and wants to solve big cases. It's this ambition that leads her to bend the rules, and take matters into her own hands by seeking out oddness on her own — without an order from a Mr. or Ms. O. And it's this initiative, daring, and passion that the Big O recognizes and rewards by giving Opal and her friends control of the brand new Odd Squad Mobile Unit!

Because it was Opal's ticket out of the Arctic, she is extremely dedicated to OSMU. She sees OSMU as an “elite team” and wants everyone else to see them that way too — much like how Peter Quill (Chris Pratt) wanted to be known as “Star Lord” in Guardians of the Galaxy. It drives Opal crazy when no one has heard of OSMU — she wants OSMU to be legendary and she won't stop till they're the best squad in the whole organization.

Because Opal is such a keener, she has a hard time letting others take control. Part of Opal's journey will be learning to let other people take the lead and shine. Even though Opal can be a bit bossy and competitive, she still loves to have fun and her partner Omar helps bring that out in her. Opal has an unquenchable thirst for adventure and willingly runs towards the unknown — so basically OSMU is the perfect job for her and she LOVES it.

OMAR

Omar is Opal's upbeat and easy going partner. Even when they were stationed at the incredibly dull Arctic Odd Squad together, he still managed to look on the bright side — “it's not dark half the year, it's sunny half the year!” But after they were chosen to be in the very first ever Odd Squad Mobile Unit, he was pumped. Not only will he get to travel the world seeing the sights and buying souvenirs (he's got a huge collection), but he gets to be part of a team and you know what that means? Team jackets! And team t-shirts! And team friendship bracelets! And team trust-building exercises!!! You get the idea.

Omar is enthusiastic and optimistic like Olympia from season two, but he can also be a bit gullible like Otto from season one, which the team finds charming and... sometimes uses to their advantage. Omar is always up for fun, which can sometimes get in the way when he should be working. And he loves to celebrate every occasion, no matter how small — “Happy Vaniversary! That's the anniversary of the day we got the van cleaned.”

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Omar is proud of his chill approach to life, and he's great at calming others down and being supportive when situations get stressful. It's unusual for him to get competitive, he just likes to play the game and have fun. The only things that would really ruffle his feathers would be if he couldn't find a souvenir on one of their missions, or if he ran out of cheese while making his famous nachos — NOOOOO!

ORLA

When we first meet Orla, she has been guarding an ancient Odd Squad headquarters for the past 400 years. Because she's been inside for so long, Orla isn't familiar with the modern world—but that doesn't stress her out. She's confident in her ability to learn on the fly, and hardly anything fazes her. “So that moving metal box thing is called a car? In my day we called them horses.” Even though she may not bat an eye at major new developments like the Internet, she might lose her mind over something really small and mundane. Like the first time she sees a sandwich. “They put stuff on bread and then put another piece of bread on top of that! Are you guys seeing this?!”

Orla has shades of Otis from season two in that she has lots of surprising skills from back in the old days. For example, she can tame a jaguar, or climb a super high wall in only a few seconds. Having spent 400 years by herself, Orla is very patient and pretty unflappable. Most of the time she's very sure of herself, although she's not without fear. Riding the tubes for the first time was a bit scary, though she would NEVER admit it. Orla might be strong, stoic, self-assured, and pretty blunt—but she's not without emotion. She cares about her friends, and is very loyal. She also has a strong sense of duty and a desire to do what's right. And because she's so ancient, she tends to look at the world through a different lens, which often leads to an out of the box idea that helps the group.

OSWALD

Before joining OSMU, Oswald was an Odd Squad librarian/museum worker whose only companion were lots of dusty books and artifacts. He was an armchair adventurer—reading about oddness but never experiencing it. But now, he's thrilled to finally be out in the field solving cases! Well, sort of. In person it can be a bit scary, can't it? Or messy. And following the protocol he read about in books doesn't always work in real life. But Oswald pushes himself (or is sometimes pulled by his friends) past his fears and into the unknown.

Because Oswald is so booksmart, he can be a bit of a know-it-all. He tends to go on and on about things, but can be slow to take action. He's a LOOK HARD before you leap kind of guy. And when it comes to bending the rules or thinking outside the box (the way Opal might), Oswald would rather do things by the book. But often, his keen interest in Odd Squad lore and adventures leads him to go outside his comfort zone and try new things. Strangely,

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one of the hardest transitions from librarian to agent isn't the danger part—it's the people skills! Oswald is used to working alone, but now he has teammates and also has to deal with the public. Because of this, Oswald can be a bit awkward in a charming kind of way—somehow even more awkward than Orla and she lived alone for 400 years!

BIG O (FORMERLY MS. O)

The OSMU team will be reporting directly to Ms. O (now the Big O), and she'll be the one who calls them up in most episodes and gives them their mission. Sometimes she may even appear in the field (when she's not too busy running all of Odd Squad, of course).

SPECIAL SKILLS AGENTS (OR AGENTS WE MEET ALONG THE WAY)

Since OSMU will be traveling around the world to many different Odd Squads, we'll have the chance to meet various agents like Octavius, the head librarian, Owow, the chief of graph, and Onika, an Odd Squad explorer and address finder.

There will also be many other Mr. and Ms. O's from around the globe. Including the Ms. O of New York City who is the WORST chef on the planet. The Mr. O from the Arctic (where Opal and Omar used to work) who has never solved a case before (there aren't many odd cases in the Arctic). And Ms. O North Carolina who loves to golf.

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WILL SEASON THREE STILL FEEL LIKE ODD SQUAD?

Yes, there is a lot that's different. But there is also much that's the same. This is still a show — with a mix of 11 minute and 22 minute stories — about powerful, diverse kids solving silly, odd problems using deductive reasoning and logical thinking. And episodes will continue to include broader themes like teamwork and perseverance.

As excited as we are about the new mobile HQ, we've also saved a piece of the original set — Ms. O's office. Luckily, we've established that all Odd Squad precincts look very similar. By saving this set piece, we can slightly re-dress it for when the new agents visit a local Odd Squad office in New York or North Carolina for example.

ODDTUBE PART TWO

We had so much fun creating and producing the Emmy-nominated web series Oddtube, in which Agent Olympia talked to fans and answered questions about the world of Odd Squad. You know who was also a fan of that show? Agent Omar. In fact, he liked it so much that he is launching his own version of Oddtube. Except this time it will be a travelogue with Omar filming himself (and his camera-shy friends) in far-flung locations across the globe.

There may even be local agents across the world starting up their own versions of Oddtube, specific to their country and their oddness.

This new version of Oddtube has the potential to take transmedia to a whole new level. With a local Oddtube, Odd Squad can literally come to your town and interview real kids! It could provide an opportunity to collaborate with local Broadcasters to make local fans feel part of the Odd Squad world.

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ODD IS THE PROBLEM. MATH AND SCIENCE ARE THE SOLUTIONS.

After producing two seasons of the series, we need to refresh the curriculum in order to spark new story ideas and creative directions for the series. For that reason we would like season three to explore not only math, but the math in science. By introducing science, engineering and technology into episodes, we believe we can keep the series feeling new and fresh.

To give you a sense of where we're headed, the curriculum write-up and story ideas at the end of this document show how math and science can work together in the new season.

MATHIENCE: ODD SQUAD AND THE MATH IN SCIENCE

(WRITTEN BY ODD SQUAD CURRICULUM ADVISOR)

Math often lacks relevance. When educators and parents look for ways to make math relevant to elementary-aged kids, the same activities come up time and again: measure out flour when baking a cake, use a ruler to figure out who is taller. These are great, but there are many more compelling, complex and very 'real-world' applications for math than this limited list.

Science IS the real world. When a child asks questions like "Why is the sky blue?", "How did the Grand Canyon happen?" and "How does my body know to breathe when I'm not thinking about it?" they are taking on the role of inquisitive scientists. In attempting to answer these questions, there is discussion and experimentation and... there is often math. Whether in the form of data collection and analysis, operational thinking, or the ability to identify patterns, mathematical thinking is an essential tool to problem solve, explore and experiment in science.

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For example, 'Interdependent Relationships in Ecosystems' is one of the overarching themes, specifically, 'Make observations of plants and animals to compare the diversity of life in different habitats'. In addition to the specifics of the scientific content, folded into each theme are:

- > **SCIENCE AND ENGINEERING PRACTICES** ('Ask questions and define problems', 'create models')
- > **CROSSCUTTING CONCEPTS** (those that span all the science disciplines, 'Cause and Effect', and 'Structure and Function')
- > **COMMON CORE MATHEMATICS STANDARDS** ('Use mathematical tools effectively', 'Create, interpret, and analyze bar graphs')

In Odd Squad's Mathience incarnation, an episode could focus on the capture of a plant/creature menace with certain characteristics that could only thrive in a certain type of environment. This globetrotting story could focus on three different Headquarters in three very different climates, all being monitored to see if they have the suitable conditions for this organism to thrive so the agents know where to go find it. This monitoring would involve observation, data collection and analysis as the agents narrow in on the actual location of the creature.

NEW CASES (WITH NEW CURRICULUM)

1) ODD BEGINNINGS (SEASON 3 44-MINUTE PILOT)

SCIENCE CURRICULUM: Explore the function of simple machines to solve problems (wheel, lever, inclined plane, wedge); Design and conduct an experiment to show the effects of different conditions, and explore how weight affects movement of objects.

MATH CURRICULUM: Measuring length — measuring length in inches (and centimeters) using an everyday object as a guide

SCIENCE AND ENGINEERING PRACTICES: Constructing explanations.

CROSSCUTTING CONCEPTS: Systems and System models; modeling how a simple machine works.

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Opal and Omar leave their dull jobs in the Arctic Circle to go on an adventure in search of the legendary 44-Leaf Clover—an ancient and odd clover that is 11-times luckier than a 4-leaf clover and believed to grant magical powers. Opal and Omar’s quest takes them around the world—first to New York City, where they meet an Odd Squad librarian, Oswald, who has a map that leads them on a journey to find the clover in the South American jungle (where they meet Orla). The problem is that two villains—the Sticky Sisters—have caught wind about the location of the clover, and so the race is on to get there first. Along the way Omar and Opal must use several simple machines to cleverly get out of jams and traps (their Mr. O didn’t have any gadgets to give them). They also have to use a foot-long model of the Empire State Building (that Omar bought as a souvenir in New York) in order to solve riddles by measuring various lengths. In the end, our new team must use their final simple machine (the wedge) to pry open the box that contains the clover in order to get it before the villains. Thanks to their heroic work, The Big O assigns the group to run a new mobile unit, chasing oddness around the world.

2) RUNNING ON EMPTY

SCIENCE CURRICULUM: Plan and conduct investigations to gather information about different types of man-made and natural objects; describe and classify materials by their properties; observe and test which materials have the best properties for certain uses.

MATH CURRICULUM: Measurement and data—recognizing, describing and comparing measurable attributes.

CROSSCUTTING CONCEPTS: Structure and function: e.g. Solid, non-porous materials like plastic are good materials for use as bowls.

While on their way to deliver a baby blob to its big brother blob (who is terrifying the city of London), the DSMU team’s vehicle runs out of fuel and powers down—getting stranded in the desert! With the power down, the baby blob is able to escape its containment unit and run amok in the van, while Omar and Oswald have to catch it. Meanwhile, Orla and Opal must fill the fuel tank with 1 gallon of water so the vehicle can run again—unfortunately there is no water in the van, only pineapple juice. So Orla and Opal must embark on a quest to find water in the desert using 4 quart sized containers to equal a gallon (liquid measurement). Back in the van, Oswald and Omar run into problems trying to catch the baby blob using porous containers, and in the end they realize they must use a non-porous container in order to catch it. And when Orla and Opal lose one of their quart containers in the desert, and need something with which to carry their final quart of water back to the van, they are inspired by the lesson Omar and Oswald learned and use a PVC rain hat as a non-porous container to carry the water. Finally, the team are able to power up the van and successfully deliver the baby blob to its big brother in London.

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ADDITIONAL NEW STORY IDEAS

ODD SQUAD IN THE SHADOWS: DSMU is called to North Carolina to stop a villain so that the local precinct can host their annual mini golf tournament; meanwhile, Omar discovers a secret shadow organization in headquarters.

JEREMY: Odd Squad meets a regular kid, Jeremy, when they get locked out of their van on a small family farm.

THE THRILL OF THE FACE: When DSMU returns to Oswald's old museum, they must defeat a stone warrior that Oswald's replacement accidentally let loose.

FOLLOW THE LEADER: To capture the mysterious Leader of the International Villain Network, the agents must go undercover as villains.

SAMPLE OF NEW YORK: DSMU is put in charge of defending New York City against oddness... while also making a delicious lunch.

ORLAS' BIRTHDAY: Omar and Oswald hunt down traditional birthday items to give Orla for her 500th Birthday as Opal and an assembly of villains keep the birthday girl distracted.

PORTALANDIA: Orla must save her squad from the dangerous 17th Dimension, where they have become trapped due to Orla's impatience and tendency to rush.

TEACH A MAN TO ICE FISH: When oddness finally strikes The Arctic, DSMU reluctantly returns, committed to teaching Mr. O how to handle his own cases.

MUSIC OF SOUND: When DSMU accidentally breaks up Soundcheck, the agents must convince the band to reunite in order to prevent a villain band from hypnotizing the masses.