

ELINOR WONDERS WHY
EWW119A Water You Doing?

by Kate Barris

Elinor's Question: Where did the pool of water go?

Logline: Elinor discovers that putting some rocks into a stream can affect where the water flows.

Curriculum Goals: SEP1. Asking questions

- a. Demonstrate curiosity about the greater world outside of their local environment
- b. Ask more complex questions about observable phenomena
- c. Ask and/or identify cause and effect questions that can be answered by an investigation
- d. Identify a problem that can be solved by the design of a new or improved object or tool (By asking questions, Elinor and her friends realize they have blocked the stream, and decide to make a small bridge instead).

ES2. Understand that plants and animals (including humans) can change their environment:

- a. Construct an argument (using evidence) for how plants and animals (including humans) can change the environment to meet their needs (Elinor and her friends change their environment by placing a rock to help them get across the stream)

ND1. (RTL Crosscutting concept 'Patterns'): Understand that modes of life in the natural world and engineered solutions in the designed world have common patterns, and engineers often look to natural patterns for inspiration. (Elinor gets the idea for the bridge from the ants using the leaf to cross the puddle.)

ND5.(RTL Crosscutting concept 'Cause and Effect'): Appreciate that events are connected to each other via cause and effect, and that similar links can be found in the natural and designed worlds. (Elinor and her friends learn that their actions have an effect on the stream, and on the fish)

ET1. Begin to understand that asking questions, making observations, and gathering information are helpful in thinking about problems, and that it is important to clearly understand the problem before beginning to design a solution

- b. Define a simple problem that can be solved through the design of a new or improved tool or technology. (Elinor and her friends realize that if they build a small bridge OVER the stream they will not stop the flow of water).

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It's another beautiful day of fun possibilities in Animal Town. ELINOR, ARI and OLIVE are walking along in the forest.

1 ELINOR 1
Hands up if you want to go
EXPLORING!

2 ARI 2
 (raising his hand)
Yeah, I love to explore! It means I
get to run and jump and...

ARI (CONT'D) 3
Oof! Uh... (trying to recover) Sit
on the ground and rest!

4 ARI (CONT'D) 4
Okay, that's enough realxing.
 (Ari gets up and dusts
 himself off)
Ok, Elinor, where should we go
explore?

5 ELINOR 5
Hmmm... let's see... Ooh, how about
that big tree on that hill?

He hops on a rock and hangs on a nearby tree branch <SFX: HUP!>, striking a "let's go" pose.

7 ARI (CONT'D) 7
Come on, Olive. We're going to
explore that big tree over there.

Olive is down on the ground, staring at something.

8 OLIVE 8
Wait a second. Look at this.

Elinor and Ari run over to Olive.

9 ARI 9
Cool! Ants!

They peer over Olive's shoulder to see some ants walking near a small puddle. We see a line of ants walking towards the puddle, and then pan to the other side of the puddle where the line continues.

10 OLIVE 10
Yeah. Look, they're trying to get
from one side of this puddle to the
other side. But because they can't
swim, they walk around this way...

Olive gets up and follows the trail of ants: the ants veer to one side and go along the edge of the puddle, over a small rock, then climb on a large fallen leaf that connects to a stick in the puddle that takes them safely to the other side. The ants then resume their trail.

11 OLIVE (CONT'D) 11
... then they climb up this rock
and leaf and onto this stick, and
that gets them to the other side.

12 ARI 12
Cool. A stick bridge.

13 ELINOR 13
Ants are so clever.

14 OLIVE 14
Yup. They always find a way to get
to where they're going.

15 ELINOR 15
And speaking of going ... let's get
going to that tree.

Ari looks at the ants and in the direction towards the tree
on the hill.

2. EXT. FISHY POOL - MOMENTS LATER

Olive hops onto a rock and looks SURPRISED. She stops and puts her arms out to maintain her balance. <SFX: WHOOA WALLA>

Elinor and Ari come up behind her and bump into Olive. The three of them comically hold on to each other as they squeeze in trying to stay on the rock. They peer around them and see there isn't anywhere to step onto next.

23 OLIVE 23
Uh oh, I think we ran out of places
to step on.

Elinor looks at her friends and they exchange smiles.

24 ELINOR 24
Ready? One... Two...

25 ELINOR/OLIVE/ARI 25
...Three!

The three jump off the rock at the same time, tumbling and rolling on the ground <SFX: GIGGLING and LAUGHING>.

26 ARI 26
Haha, that was fun.

27 OLIVE 27
Well, we almost made it to the
tree.

Just beyond is the big tree. Gazing at it, Elinor gets up and charges ahead.

28 ELINOR 28
I guess we'll have to run the rest
of the way on the ground. Let's go
EXPLORE- Whoops!

Elinor stops just before stepping into a stream that separates them from the tree, just off the other side. Right where they are, the stream widens into a small pool.

29 OLIVE 29
Hmmm. We can't walk on water.

Ari flaps his wings again and lifts off the ground.

30 ARI 30
Have no fear, Ari Airplane to the
rescue!

40 ELINOR 40
I mean, the ants didn't give up and
turn around when they got to the
puddle. They found a way!

She points upstream.

41 ELINOR (CONT'D) 41
The stream isn't as wide up there.
Maybe it'll be easier to cross.
C'mon!

Ari and Olive follow her upstream. Ari stops and calls back.

42 ARI 42
Bye little fishy! We'll come back
and tell you all about that tree.

3. EXT. UPSTREAM NARROWS - MOMENTS LATER

They arrive at a NARROWER part of the stream.

43 ELINOR 43
See? It's not as wide, so it's not
as far to the other side. Maybe we
can get across here without getting
wet.

Olive looks hesitant.

44 OLIVE 44
Hmmm, I don't know. I don't think I
can jump that far.

45 ELINOR 45
We need more ideas.

46 OLIVE 46
That's why I always carry my
notebook. My mom says it always
helps to draw what you want to do.

Olive gets out her notebook and crayons from her backpack.
She draws the two edges of the stream, and some little waves
in between. Then she draws stick figures of the three of them
on one side.

47 OLIVE (CONT'D) 47
Let's see. This is the stream. And
this is us on one side.

48 ELINOR 48
And we want to get to the big tree
on the other side, but it's too far
to jump.

49 ARI 49
I know! Maybe you could use a long
stick to jump across?

Ari gets a THOUGHT BUBBLE over his head of OLIVE POLE VAULTING OVER THE STREAM! Olive looks at Ari with surprise.

50 OLIVE 50
(giggle) I don't think I can jump
that high, Ari.

HIS THOUGHT BUBBLE POPS.

51 ELINOR 51
What else could we use around here?

Elinor and Ari look around. He's standing on a rock.

52 ARI 52
All I see is rocks.

Elinor's face lights up.

53 ELINOR 53
Rocks! That's it!

ARI

What's it?

55 ELINOR 55

Remember when we were pretending to
be ants, and we walked on things
instead of on the ground? What if
we put some big rocks in the water?

Olive draws two big rocks in the water, making a walkway, and draws a double-arch arrow showing how they would hop across.

56 OLIVE 56
Then we could walk on the rocks to
get across.

57	ARI	57
	Awesome idea! Let's do it!	

The three of them gather around the rock Ari was on.

58 ELINOR 58
Ready?

59 OLIVE/ARI 59
Ready!

They push the rock, <EFFORT SOUNDS>, causing it to roll toward the stream. Then <PLUNK> it drops into the stream and rolls once, so it's touching the other bank.

60 OLIVE 60
Perfect! Now, just one more rock like that, and we can walk across.

They get behind another big rock, and roll it toward the stream. <EFFORT SOUNDS>. It drops <PLUNK> into the water. One side of the rock is touching the other rock and the other side of the rock is touching the bank in front of them. So they've effectively created a walkway (and a dam).

61 ELINOR 61
Yay! We built our own path.

62 OLIVE 62
Well, let's see if it works.

They hop across on the rocks and land on the other side. Then they high-five each other.

63 ARI 63
We did it!

64 ELINOR 64
We found a way, just like the ants!
Now we can go explore that tree.

They all start running towards a big tree in the distance.

As they leave, the camera moves to the spot where they put the rocks in the water. There's a little water coming between the two rocks, but a significant amount of water is being diverted by the rocks and is spilling onto to the other bank of the stream. A TWIG floats downstream toward the rocks, but instead of continuing toward the fishy's pool, it flows with the diverted water and lands on the other bank, where a puddle is forming.

4. EXT. THE TREE AT THE TOP OF THE SMALL HILL - LATER ON

In a quick montage with music, we show the kids having fun at the tree. They run around the tree, explore the branches, look at the bark, wave at each other with leaves that they pick up, and find small nuts on the ground.

5. EXT. THE OTHER SIDE OF THE STREAM - LATER ON

Elinor, Ari and Olive are walking on the far side of the stream, retracing the route they took earlier. They've brought some leaves and nuts back with them.

65 OLIVE 65
It was a great idea to go to that tree.

66 ELINOR 66
There was so much to explore. Those big leaves made it nice and shady. And I've never seen this kind of nut before.

67 ARI 67
Hey, let's go show our fishy friend what we found.

6. EXT. UPSTREAM NARROWS - MOMENTS LATER

The three arrive at their walkway, but as they get close to it, we hear <SQUISH> and Elinor makes a face.

68 ELINOR 68
Oh! There's a big puddle here. I don't remember stepping in a puddle when we came across before.

69 OLIVE 69
Maybe we just stepped around it.

70 ELINOR 70
Mmm, maybe.

71 ARI 71
Come on! Let's go see fishy.

They hop across the rocks.

7. EXT. FISHY POOL - MOMENTS LATER

They run up to the fishy pool, Ari in the lead.

72 ARI 72
Hey little fishy. Look what we ...
Huh?

Elinor and Olive join Ari at the edge of the pool.

73 ELINOR 73
What's the matter, Ari?

ANGLE ON: The water level is lower than it was earlier. The little fishy is still there.

74 ARI 74
There was lots of water in fishy's pool before, but now there's hardly any.

75 OLIVE 75
Oh no, what happened?

They look at the fish, who seems to have very little room to move around in.

76 ELINOR 76
Fishy doesn't have a lot of room to move around in.

77 ARI 77
That can't be good. If the water keeps getting lower...

They all give each other a worried look.

78 OLIVE 78
We HAVE to help fishy. Fishy needs more water to live in.

Ari squats down by the pool and examines the edge. He shows a wet line where the water level was before.

79 ARI 79
The water in fishy's pool used to be this high, and now it's a lot lower.

80 OLIVE 80
The water must've gone **somewhere**.

81 ELINOR 81
Hmmm, that's SO interesting.

Elinor takes a step and notices the <SQUISH> sound it makes on the ground where the water was before. Something clicks.

82 ELINOR (CONT'D) 82
<GASP!> I think I might know where the water went. Let's go back to where we crossed the stream. C'mon, we need more observations!

8. EXT. UPSTREAM NARROWS - MOMENTS LATER

Elinor, Ari and Olive walk back to their rock walk. Elinor points to the puddle that's formed on that side of the bank.

83 ELINOR 83
There's **less** water in fishy's pool,
but there's **more** water here next to
the rocks we moved.

Olive crosses over to see the puddle.

84 OLIVE 84
You're right, Elinor. But what does
that mean?

They look from the puddle to the water that's flowing around the rocks. A TWIG floats toward the rocks, then swings around into the puddle.

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85             ARI
85             Hey, did you see that twig?

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86 I saw it! ELINOR 86

87 OLIVE 87
Here comes another one.

Another twig swings around the rocks into the puddle.

88 ARI 88
It's going around the rocks and
into that puddle.

89 OLIVE 89

So the water's making a puddle
here, instead of going down to
fishy's pool.

They look at each other, realizing what they've done.

90 ELINOR 90
Oh no. When we put the rocks in the
stream to get to the other side...

She points downstream to where fishy's pool is.

91 ELINOR (CONT'D) 91
... we made the water **stop** going to
fishy's pool.

92 OLIVE 92
We never meant for *that* to happen.

93 ELINOR 93
 Oh, poor fishy. And all because we
 wanted to explore that tree.

94 ARI 94
 We have to fix it, or fishy might
 not have any water left to swim in.

95 ELINOR 95
 But what can we do?

96 OLIVE 96
 Let's pull the rocks back, so the
 water can go through again.

Ari and Olive agree <WALLA>. Ari and Elinor stand on one side of the stream and work together to pull one rock out. <EFFORT SOUNDS>. The rock rolls back and the water starts flowing through, but still moves around the other rock, which Olive is standing on.

97 ARI 97
 It's working. Let's move the other
 one away.

Ari flies across and Olive steps on the other side of the stream. Then they reach down and roll the other rock back. <EFFORT SOUNDS>.

The water gushes straight through, like it did when they first got there. Olive and Ari high five each other.

98 ELINOR 98
 Yay! We **undid** it!

99 ARI 99
 Let's go see if there's more water
 in fishy's pool.

Ari flies back across.

100 ELINOR 100
 Okay. Come on Olive.

101 OLIVE (O.S.) 101
 Um... That might be a problem.

They look and see Olive on the other side of the stream.

102 OLIVE (CONT'D) 102
 Now that the rocks are gone, I
 can't get across anymore!

Elinor and Ari look at each other.

103 ELINOR 103
 Uh oh. We can't put the rocks back.
 What should we do?

Elinor looks at the water flowing through and sees another
 TWIG on the water. She smiles.

104 ELINOR (CONT'D) 104
 Wait, I know!

A THOUGHT BUBBLE appears of the ants they saw earlier
 crossing the puddle on the stick.

105 ELINOR (CONT'D) 105
 Remember the ants we saw crossing
 over the puddle on the stick?

Ari looks skeptical.

106 ARI 106
 I don't think Olive could walk on a
 stick.

Elinor <GIGGLES>.

107 ELINOR 107
 No, but maybe we could make a
 bridge like the ants made. One that
 goes **over** the stream, without
 blocking the water.

Olive gets her notebook, and quickly draws another diagram of
 the stream, now with the two rocks on either side.

108 OLIVE 108
 I think I know what we could do.

She points to the rocks on either side of the stream.

109 OLIVE (CONT'D) 109
 We have the rocks on the side of
 the stream. If we put something on
top of them, we can make a bridge.
 Like this.

She draws a rectangle across the stream, using the rocks as a
 base and sketches herself walking across. She holds it up and
 shows it to them.

110 ARI 110
 What about the logs we were walking
 on before? One of those might work.

111 ELINOR 111
Great idea Ari. Let's go.

As they all sing, Elinor and Ari bring a log to their side of the stream (They do NOT go far to get it because we don't want to leave Olive alone). They stand it up and lower it down. On the other side of the stream, Olive takes the end. On both sides, they guide the log so that it sits securely on top of the rocks.

9. SONG: WE'LL FIND A WAY

112 ELINOR/ARI/OLIVE 112
*We'll find a way,
Find a way.
If we try and try again,
We'll find a better way.*

*First we built a path of rocks
Because we didn't know
It would stop the stream from going
Where it used to go.*

*We'll find a way,
Find a way.
If we try and try again,
We'll find a better way.*

*So we built a little bridge
That lets the stream go through
Now we go just where we want to
And the stream can too!*

*We found a way
Found a way
We tried and tried again.
And found a better way!*

The bridge is built and Olive is ready to cross.

113 ELINOR 113
Come on Olive. Cross the bridge.

She steps tentatively, and then hops across.

114 OLIVE 114
It works!

115 ARI 115
Yay! Let's go tell fishy.

They hurry downstream to visit fishy.

10. EXT. FISHY POOL - MOMENTS LATER

Fishy is happily swimming in his pool, which is up to the same level as it was before.

116 ARI 116

Hi fishy! We're really sorry we
took water away from your pool.

117 OLIVE 117

We didn't know the rocks we moved
would stop the water from going
through.

118	ELINOR	118
	But just like ants, we didn't give up and we found a better way. We built a bridge! It's much better, because it doesn't stop the water. Right fishy?	

Fishy jumps out of the water and splashes back in.

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119          ARI 119
Fishy says "Right!"
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The kids <GIGGLE>. They wave goodbye to fishy and head back to where they first started, and we see Ari do a quick bounce off a rock.

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120          ARI (CONT'D)                                120
      I love exploring!

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The kids run/skip/have fun as they <SFX: WOO HOO/AWESOME/LET'S GO WALLA> and we...

FADE OUT

SEGMENT 2.

1. EXT. RIVER BEHIND SCHOOL - DAY

Elinor, Olive and Ari are stooping over the river bank with other kids playing nearby. We look over their shoulders and see a salmon whipping its way over some small rocks in shallow water.

121	ARI	121
	Wow, that fish is so jumpy!	

122 ELINOR 122
It's sure swimming fast. I wonder
where it's going.

We hear MZ. MOLE, who joined the kids unnoticed.

123 MZ. MOLE (O.S.) 123
That fish is on its way to lay eggs
up the river, which means it has to
swim against the flow of the water.

Pull out to see Mz. Mole standing over the kids shoulder, the
fish already on it's way, leaping in the background.

124 OLIVE 124
I didn't know fish could lay eggs.

125 ARI 125
But won't the eggs just wash down
this fast river?

Mz. Mole sits down on a rock by the riverbed and brings out a
pop-up book. The other children have taken notice and gather
around.

126 MZ. MOLE 126
You're right, Ari! Momma fish has
to find a safer spot where the
water moves much more slowly.
Let's have a look..

Mz. Mole opens the book.

2. EXT POOL IN A RIVER (BOOK) -- DAY

Top-down view on tiny, slightly luminescent, pinkish pearls
of salmon roe, scattered all over and among pebbles at the
bottom of a river pool.

127 MZ. MOLE 127
Some fish, like salmon, start life
as tiny eggs. To keep them safe,
the mother fish swims far up river
to find a calm pool of water to lay
eggs.

Close up on one of the eggs, which hatches into a baby
salmon: just a giant pair of eyes with a hint of a
transparent fish body. It wiggles its tail. <SFX: KIDS
AWWWW>

128 OLIVE (O.S.) 128
Awww, that baby fish is so small!

129 ELINOR (O.S.) 129
Can that little fish swim up the
fast river??

Tiny hatchlings drift downstream with the current. Close up
on our hero fish as she gradually grows larger, developing
into an adult size and shape.

130 MZ. MOLE (O.S.) 130
Not yet! The baby fish are carried
down the river, and eventually go
out to sea to grow bigger and
stronger.

Hero fish swims in the deep ocean. She's bigger now. She
swims impressively, dashing back and forth, and then leaping
out of the water!

131 ARI (O.S.) 131
Woah, it's all grown up now. Nice
moves!

132 OLIVE (O.S.) 132
It looks so strong!

133 MZ. MOLE (O.S.) 133
That's right! It's so strong, that
now it can swim UP the river, when
it's time to lay eggs.

Our big and grown hero fish makes her way up the river,
against the current.

We see an imposing dam blocking the river.

134 ELINOR 134
But Mz. Mole! There's something
blocking the way! How can the fish
swim up the river now?

135 MZ. MOLE 135
Good observation! Someone built a
"dam". Fish can jump very high but
not *that* high!

Storybook shows a view looking upstream as an imposing dam
blocks the river. Step by step, a fish ladder appears as
pools going the long way around the dam.

136 MZ. MOLE (O.S.) (CONT'D) 136
Luckily whoever built the dam built
a "fish ladder" too. That will
help the fish get over the dam.

Hero fish looks at the imposing dam, then at the fish ladder, and then back at the dam. She chooses fish ladder. She leaps from pool to pool, progressing up and around the dam.

137 MZ. MOLE (O.S.) (CONT'D) 137
It can jump up each step in the
ladder to get over the dam... and
back to the same calm pool where it
was born.

Exhausted hero fish dives into her home pool and relaxes. Ms. Mole closes the book. Suddenly <SFX: SPLASH>. The kids get splashed and <SFX: LAUGH>

ANGLE ON: The salmon rests in a pool upstream

138	ELINOR	138
	Our fish made it too! Welcome	
	home, fishy friend.	

THE END