

ELINOR WONDERS WHY

EW127A: FOLLOW YOUR NOSE

Written by

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Elinor's Question: What is smell for?

Logline: The kids follow their noses and learn the value of smelling.

Curriculum Goals: LS2. Understand that animals have different body parts that are used in different ways to meet their needs, and that plants have different parts that help them survive and grow:

- a. Identify body parts of animals and their function [Noses]
- d. Explore how different external features of an animal help it survive in its environment [Noses help you smell things!]

SEP1. Asking questions (science) and defining problems (engineering)

- b. Ask more complex questions about observable phenomena
- c. Ask and/or identify cause and effect questions that can be answered by an investigation (When Ari loses his sense of smell, Elinor and her friends wonder why we need to smell in the first place.)

SEP3. Planning and carrying out investigations

- b. Compare and contrast objects and events by describing similarities and differences in detail
- c. Demonstrate an ability to make and test predictions based on background knowledge and experiences (Elinor and her friends observe different types of smells and predict what will smell good and what will smell bad).

SEP4. Analyzing and interpreting data

- b. Use the 5 senses and to gather and record data (Elinor and her friends combine sight and smell to analyse data)

SEP6. Constructing explanations (science)

- b. Look for and describe patterns and relationships in natural phenomena ?(science)
- c. Use and apply productive science discourse to support an explanation (Elinor and her friends look for a describe patterns to what they see and smell (good food smells good, bad food smells bad))

SEP7. Engaging in argument from evidence

- a. Engage in discussions before, during, and after investigations
- b. Support thinking and argue ideas with evidence (Elinor and her friends discuss the evidence they've found)

SEP8. Obtaining, evaluating and communicating information

- a. Obtain information through discussing prior knowledge and

observations with experts including teachers or knowledgeable adults
c. Describe observable phenomena using adjectives and labels (Elinor
and her friends discuss their observations with adults).

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SECOND DRAFT: Nov. 29, 2019

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It's a sunny Saturday morning, and ELINOR and OLIVE are hanging out in the Animal Town center. When the scene opens, we see them walking down the sidewalk. Elinor is curiously looking at things while Olive takes in a trunk-full of fresh air.

2 ELINOR 2
Yeah, it's a perfect day to go
exploring.

3 OLIVE 3
(giggles)
Elinor, you think every day is a
perfect day to go exploring.

4 ELINOR 4
That's because exploring is perfect
for ANY day.

5 OLIVE 5
There! That's where we're supposed
to meet Ari.

6 ELINOR 6
Oooh, look at these beautiful
flowers! This day just keeps
getting more perfect.

7 OLIVE 7
They smell nice too. Mmm, this one
smells really sweet.

We see a **thought bubble** above her with colors appearing like mini fireworks. Elinor <SFX: SNIFF> another set of flowers.

8 ELINOR 8
Mm, and this one smells like some
nice soap.

We see a **thought bubble** of a bar of soap.

Olive uses her trunk to <SFX: SNIFF> some hanging pots with
jessamine flowers. We see a **thought bubble** of oranges.

9 OLIVE 9
Ooh, these flowers smell a little
bit like oranges!

Elinor gets curious and does a couple of big fun bunny hops
to get a sniff. (No thought bubble for Elinor she's too busy
hopping).

10 ELINOR 10
(hop-sniff) I smell (hop-sniff)
oranges too!

At that moment, ARI arrives behind them. Here and for the
rest of the episode, Ari has a slightly stuffy nose voice.

11 ARI (STUFFY NOSE VOICE) 11
Hi, Elinor. Hi, Olive. Did you say
"oranges"? Well, *orange*-you glad to
see me?

They all <SFX: GIGGLE>.

12 ELINOR 12
Hi, Ari! Come smell the flowers
with us.

13 OLIVE 13
Yeah, they smell so nice. Doesn't
this one smell really sweet?

Ari takes out a handkerchief and does a comically long <SFX:
NOSE-BLOW> before sniffing the first flowers Olive smelled.

14 ARI (STUFFY NOSE VOICE) 14
Mmm, nope.

15 ELINOR 15
Try this one. I think it smells
like soap.

He leans over and <SFX: SMELLS> it, squinching his nose.

16 ARI 16
Nope. Nothing.

Olive and Elinor look a bit confused. Olive points to the hanging plants with her nose.

17 OLIVE 17
What about that one? Does it smell
like oranges to you?

Ari flies up and <SFX: SNIFFS> it.

18 ARI 18
Mmm... Nope, nothing either.

Elinor and Olive look really confused now <SFX: HUH?>.

[illegible]

Ari <SFX: BLOWS> into his handkerchief again.

20 ARI 20

 Actually, I can't smell anything at
all! I'm just getting over a cold
and my nose is all stuffed up.

He tries again to smell a nearby flower <SFX: STUFFY NOSE
SNIFF>.

21 ARI (CONT'D) 21
Nope, still can't smell anything.

Elinor and Olive <SFX: OHHHH...>.

22 OLIVE 22

Aww, that's too bad that you can't
smell the flowers. What are you
going to do?

23 ARI 23

Well, I figured something out: I
don't need to smell!

He acts out each word as he explains.

24 ARI (CONT'D) 24
I can still SEE and HEAR and TOUCH
things. And look, I can do all my
normal tricks.

He pulls out a ball, throws it in the air, does the same 'Toss and Spin Move' from "Special Places" -

ARI (CONT'D)

Ta-da! See? Who needs to smell?

Olive <SFX: GIGGLES>. Elinor looks curious.

26 ELINOR 26
 Hmm, that's a good question, Ari. I
 never thought about it before. Why
 DO we smell?

27 OLIVE 27
What do you mean, Elinor?

28 ELINOR 28
I mean, what is smelling good for?
Is it just to smell flowers?

29 OLIVE 29
Ooooh, duh-duh-duuuh - sounds like
a mystery.

30 ARI 30
A *SMELLY* mystery... Except I can't
smell it.

31 ELINOR 31
I know, maybe if we walk around and
smell things, we can figure out why
we smell.

32 OLIVE 32
Good idea, Elinor.

Ari <SFX: BLOWS> his nose again.

33	ARI	33
	Smells good to me! If I could	
	smell.	

The kids <SFX: GIGGLE>, and they start to run off screen.

34 ELINOR 34
We need more observations!

2. EXT ANIMAL TOWN (DOWN THE STREET) -- DAY

The kids have crossed over to another street (or further down the street). Elinor <SFX: SNIFFS> as she examines her nose.

35 OLIVE 35
Maybe we smell so we can have
noses? We would look really
different if we didn't have noses.

We see a thought bubble of each of them without noses. They
<SFX: GIGGLE>.

36 ARI 36
Well, I'd miss your trunk, Olive. I
love the sound you make with it.

Olive blows a quick <SFX: TRUMPET SOUND> with her trunk.

37 OLIVE 37
 <GIGGLES> Thanks, Ari.

Ari <SFX: BLOWS HIS NOSE SUPER LOUDLY, SOUNDING A LITTLE LIKE A TRUMPET>.

38 OLIVE (CONT'D) 38
Hey, you sound like a trumpet
today, too!

They all <SFX: LAUGH>. Elinor <SFX: SNIFFS> down at her hands.

39 ELINOR 39
Maybe we smell so we know when its
time to take a bath?

40 ARI 40
My mom knows I need a bath just by
looking at me!

They <SFX: GIGGLE> as they walk by Mr. Raccoon's bakery.
Olive's nose perks up.

41 OLIVE 41
Oooh, what's THAT smell?

Elinor <SFX: SNIFFS>.

42 ELINOR 42
Smells like our first observation!

Ari does a few <SFX: STUFFY SNIFFS>.

43 OLIVE 43

I smell something... delicious!
It's coming from Mr. Raccoon's
bakery. C'mon, let's go inside.

3. MR. RACCOON'S BAKERY -- DAY

Inside the bakery, the door dings, and the kids walk in. Elinor and Olive each take <SFX: DEEP SNIFFS>.

44 ELINOR 44
Oh wow, so many AMAZING smells!

45 OLIVE 45
Mmmmm. It smells so good.

They luxuriate in the delicious odors. Ari looks at the rack of breads with enthusiasm. MR. RACCOON walks in.

46 MR. RACCOON 46
Why, hello kids! How can I help you today?

47 ELINOR 47
We are out exploring, Mr. Raccoon. With our noses!

48 OLIVE 48
Yeah, we're trying to figure out why we can smell.

Mr. Raccoon nods appreciatively and chuckles.

49 MR. RACCOON 49
Hmm. That IS a good question. Well, you came to the right place. I've got the best smelling bakery in town. Er, of course, as you know, it's also the only bakery in town.

50 ELINOR 50
Do you know why we can smell, Mr. Raccoon?

51 MR. RACCOON 51
Oh, your sense of smell is very important. It lets you smell yummy foods, for one thing.

52 OLIVE 52
Is that why everything smells so good here?

53 MR. RACCOON 53
Why, yes. I put all kinds of yummy and nutritious things in my baked goodies. But remember, just because something smells good doesn't mean you can eat it, you should always check with an adult.

54 ARI 54
(stuffed nose))
My nose is stuffed up, and I can't smell anything right now, but I definitely remember how good these breads smell.

55 MR. RACCOON 55
Would you like a few samples?

The kids respond enthusiastically <SFX: YEAH! THANK YOU! AWESOME!> as MR. RACCOON hands them some samples from a tray. Elinor and Olive smell their pieces before taking a bite out of them.

56 ELINOR 56
Mmmm, so yummy!

57 OLIVE 57
It's delicious, Mr. Raccoon.

58 MR. RACCOON 58
Thank you! Glad you like them.

Ari is super excited, but as he bites into the bread and chews, his expression changes.

59 ARI 59
(with politeness)
Uh, Mr. Raccoon, did you forget to
put some ingredients into this?
It... doesn't taste like much.

Mr. Raccoon is puzzled.

60 MR. RACCOON 60
Oh I hope not, let me see?

He grabs a sample from the tray and takes a bite.

61 MR. RACCOON (CONT'D) 61
It tastes fine to me.
(thinks for a beat)
Ari, did you say that your nose is
stuffed up?

62 ARI 62
Yes, I can't smell anything.

63 MR. RACCOON 63
Ah, well you see, smelling is a big
part of tasting. Without smells,
food doesn't taste quite the same.
I wonder how your stuffy nose is
affecting your sense of taste, Ari.
Let's try an experiment, we'll each
have another piece -- but this time
plug your nose when you eat it.

They each take another piece and plug their noses while they eat it. Olive twists her trunk tight.

64 ELINOR 64
Hmmm. It DOES taste different.

65 OLIVE 65
Yeah, it's not nearly as good
without the smell.

66 MR. RACCOON 66
See? Smelling is a big part of
tasting!

67 ELINOR 67
Huh... So your nose helps you
taste. That's... SO... INTERESTING.

Ari takes a few more bites from his sample and <SFX: SIGHS>.

68 ARI 68
I wish I could unstuff my nose and
enjoy this yummy treat.

69 MR. RACCOON 69
Oh, I'm sorry, Ari. Here, take one
with you so you can eat it when
your nose clears up again.

70 ARI 70
Wow, thanks, Mr. Raccoon!

Mr. Raccoon looks at the time.

71 MR. RACCOON 71
Well, I need to go back to baking
some breads. But I hope you keep
exploring with your noses.

72 ELINOR 72
We will, Mr. Raccoon!

73 OLIVE 73
Yeah, thanks!

74 MR. RACCOON 74
Goodbye!

The kids step out.

4. ANIMAL TOWN (FURTHER DOWN THE STREET) -- DAY

As the kids walk down the street again, a new odor catches Olive's nose <SFX: SNIFF SNIFF>. This time, it's not a good smell.

75 OLIVE 75
Oooohhh... Something doesn't smell
very good.

76 ELINOR 76
(making a face)
I smell it too. Let's see where
it's coming from.

They move down the sidewalk.

77 ARI 77
Wait, we're following something
stinky?

He runs after them. The three of them follow the smell and
end up in front of the Hippos' General Store. When they
arrive, Mrs. Hippo is there taking out the trash.

78 MRS. HIPPO 78
Hey kids! What are you up to?

79 ELINOR 79
Hi, Mrs. Hippo. We are out
exploring smells.

80 OLIVE 80
Yeah, we're trying to figure out
what smelling is good for, and we
noticed something that doesn't
smell very good.

81 ELINOR 81
So we followed it here.

82 MRS. HIPPO 82
I see. You probably smelled this
trash here.

Mrs. Hippo steps aside so the kids (and the audience) can see
the trash. The kids take a closer look: it's just regular
trash (rubbish, an old banana peels, etc.). Olive takes a
sniff and makes a face.

83 OLIVE 83
Ooh, this is definitely where that
smell is coming from.

Elinor looks curious <SFX: HMM>.

84 ELINOR 84
Mrs. Hippo, why does trash smell
bad?

Mrs. Hippo leans in closer and we see a close-up of the trash, with greenish wavy smell lines coming off it.

85 MRS. HIPPO 85
Ah. Here, take a look.
(angle on: the trash)
When things get old and rotten like
this trash, they smell bad. The
smell tells you that you probably
want to stay away from it because
it could make you sick.

Elinor and Olive put it together.

86 OLIVE 86
Oooh! I get it...

87 ELINOR 87
So sometimes smells tell you when
something is good to eat and
sometimes smells tell you when to
stay away.

Mrs. Hippo agrees <SFX: MM-HMMM!>. Ari walks over and looks at the stinky trash.

88 ARI 88
Well, I'm glad I can't smell this
stinky trash.

89 OLIVE 89
Wow, smelling is so useful. It can
help us smell and enjoy things like
flowers and yummy bread. But it can
also warns us to stay away from
things that might be yucky.

At that moment, Mr. Raccoon shows up carrying a few loaves of bread.

90 MR. RACCOON 90
Oh, hello again kids. Are you all
going to Mr. Dog's barbecue?

91 ELINOR 91
Mr. Dog is having a BBQ?

92 MR. RACCOON 92
Yes. He's going to be grilling some
veggies outside. I'm sure you're
welcome to come too, kids.

93 ARI 93
I love BBQ's!

94 OLIVE 94
Me too! Are you going, Mrs. Hippo?

95 MRS. HIPPO 95
Yes, but... Mr. Raccoon, do you
know where the BBQ is? I forgot to
ask Mr. Dog.

96 MR. RACCOON 96
Oh, um... I was hoping that YOU
knew, Mrs. Hippo.

97 ARI 97
Uh oh. How are we going to get to
the BBQ if we don't know where it
is?

As everyone scratches their heads, Elinor thinks about the problem <SFX: HMMM>. In a thought bubble, she imagines Mr. Dog over a grill, with the grilled veggies emitting odor lines (different than the smoke puffs) wafting into the air.

98 ELINOR 98
I have an idea! Smelling is good
for lots of things. Maybe it can
help us find Mr. Dog's BBQ, too.

Olive catches on.

99 OLIVE 99
Good idea, Elinor! Let's see if we
can SMELL where the BBQ is.

Olive leaps into action. Using her trunk as a periscope, she scans the surroundings <SFX: SNIFFING>.

100 ARI (TO MRS. HIPPO) 100
Elephants are really good at
smelling.

Olive scans, and then she finds something.

101 OLIVE 101
I smell something! Follow me!

She leads them into the woods around the center of town.

5. EXT. BEACH BY THE LAKE -- DAY

Over music, they go "hunting" for the source of the smell, with the kids and adults following Olive as she uses her trunk like a submarine scope <SFX: SNIFFING>. She sticks her nose in a few silly places.

ELINOR (CONT'D)

It can help you taste things, it can tell you when something is not good to eat, and it can help you find things.

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108          ARI                      108  
    Like this BBQ!
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Ari reaches over and grabs an apple. He's about to take a bite when the girls stop him.

109 ELINOR 109
Ari wait! Maybe we should be your
nose for you.

Olive sniffs the apple and smiles.

110 OLIVE 110
This apple doesn't smell rotten. I
think it's good to eat!

The kids look over to Mr. Dog who smiles and nods, then Ari takes a bite and munches. Suddenly, he realizes.

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111                                ARI                                111
                                <GASP> I can taste it. That
                                means...
                                (takes a big, long SFX: BOOGERY
                                SNIFF)
                                I can smell again!

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Everyone around them <SFX: CHEERS>. Elinor <SFX: GIGGLES>.

112 ELINOR 112
(pointing to her nose)
When Ari's nose knows, it knows!

They all <SFX: LAUGH>. On laughter, we follow the smells coming from the grill and from everything around them (in different colors) up into the sky as we...

FADE OUT.

SEGMENT 2.

1. INT CLASSROOM -- DAY

MZ. MOLE is standing in front of the class, teaching a lesson on beetles. She's drawn some beetles on a chalkboard and she's pointing at them.

113 MZ. MOLE 113
There are so many kinds of amazing
beetles. They are my favorite
insect...

Mz. Mole pauses and lifts up her nose. <SFX: SNIFF>

114 MZ. MOLE (CONT'D) 114
Does anyone else smell something
stinky?

Cut to the kids, who shrug.

115 ELINOR 115
I don't.

116 ARI 116
Nope.

Olive sniffs and points towards Mz. Mole's desk with her
trunk.

117 OLIVE 117
I do! It's coming from your desk.

Back on Mz. Mole, who goes around her desk, sniffing, then
comes back to the front of it to open the drawer. (If there's
no time, she can just go right to the spot in the desk.) Mz.
Mole opens a drawer and pulls out a rotten banana.

118 MZ. MOLE 118
Aha! An old banana.

Mz. Mole sniffs it and makes a funny face.

119 MZ. MOLE (CONT'D) 119
That doesn't smell very good.

The kids <SFX: EWW>.

120 MZ. MOLE (CONT'D) 120
Hey, did you know that some stinks
can be USEFUL?

The kids <SFX: GASP, HUH?>. Mz. Mole walks back to the front
of the class, puts the banana down on her desk, and pulls out
a book.

121 MZ. MOLE (CONT'D) 121
It's all right here in this book
about my favorite insects: beetles!

2. EXT OUTSIDE (BOOK) -- DAY

We see a pinacate beetle standing on the sandy desert ground.

122 MZ. MOLE (O.S.) 122
This is a pinacate beetle. It walks
around right in the open.

The beetle struts across the sand, looking proud of itself. A hungry lizard appears in front of the beetle. It licks its lips.

123 ELINOR 123
Isn't the beetle worried that the
lizard will try to eat it?

The beetle shakes its head or swats a paw, looking unconcerned.

124 MZ MOLE (O.S.) 124
Don't worry. This beetle has a
secret power. Can you guess what it
is?

CUT TO: The kids, with a PAN from one to the other.

125 ELINOR 125
Does it have an extra-strong shell?

126	ARI	126
	Can it make a scary noise?	

127	OLIVE	127
	Or fly super fast?	

BACK ON: The book.

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128                                MZ. MOLE (O.S.)                                128
    Let's see what happens when this
    lizard comes closer.

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The lizard approaches. The beetle flips around and does a headstand, pointing its butt at the lizard.

129 MZ. MOLE (O.S.) (CONT'D) 129
First, the beetle stands on its
head.

The lizard steps a little closer.

130 MZ MOLE (O.S.) 130
Then, it sprays stinky stuff at the
lizard.

A jet of reddish-brown stinky fluid flies out and hits the lizard in its face. The kids <SFX: EWW> or laugh in surprise. The lizard looks disgusted and runs away. The beetle resumes its confident strut.

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131             MZ. MOLE (O.S.)                                131
            The lizard does NOT like that
            stinky stuff. It leaves and the
            beetle is safe. Saved by the stink!

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3. INT CLASSROOM -- DAY

Mz. Mole puts down the book.

132	MZ. MOLE	132
	See, sometimes stinky smells are useful.	

She holds up the banana, looking at it thoughtfully.

133 MZ. MOLE (CONT'D) 133
So, maybe we should keep this old
banana around?

134 ARI 134

Uh, Mz. Mole, I don't think that
banana will protect us from any
lizards.

135 MZ. MOLE 135
Maybe it scared them all away
already!

<SFX: KID LAUGHTER>.

THE END.

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