

ELINOR WONDERS WHY

EW138 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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1. EXT. THE FOREST - DAY

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

OPEN ON: Elinor, confidently leading the pack.

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

Elinor slightly ahead, while Ari is running around near her, bouncing off of rocks and logs. Olive is slightly behind, curiously examining things low on the ground.

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

ON: Ari tries to do a little forest parkour <SFX: HUP! YAH!>, ending on a flip, but loses a bit of momentum and falls flat on his bottom.

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

He stretches out in a forced relaxed pose, as if that was his intention all along. Elinor <SFX: GIGGLES>.

Ari gets up and dusts himself off.

4	ARI (CONT'D)	4	*
	Ok, Elinor, where should we go		*
	explore?		*

Elinor looks out over yonder and spots something she likes:
ANGLE ON: a tall tree atop a nearby little hill.

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

6	ARI	6	*
	Yeah! I don't think we've played in		*
	that tree before.		*

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 *

<GASP!> Are those 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. *

16 ARI 16 *

Hey, I have an idea. Let's pretend to be ants! *

Elinor and Olive look at Ari, puzzled. *

17 ELINOR 17 *
What do you mean? *

Ari points to a series of rocks, stumps and fallen logs ahead *
in the forest. (**NOTE:** All of them are quite low to the
ground, so they aren't dangerous for the kids to walk on.) *

18 ARI 18 *
Let's see if we can get to the tree *
on that hill without walking on the *
ground. Just like the ants walked *
on that stick to cross the puddle. *
Like this. *

He steps up on a log and puts his arms out to balance, then *
hops to a nearby low rock. *

19 OLIVE 19 *
That's fun! I wonder how long we *
can go without touching the ground. *

Ari flaps his wings and lifts off the ground. Elinor and Olive *
<GIGGLE> and shake their heads. *

20 ELINOR 20 *
(giggle) No, flying doesn't count. *

He smiles and returns to the ground. *

21 ARI 21 *
Just kidding. *

Elinor hops onto a fallen log, following Olive. Then Ari hops *
back on and follows them. They <GIGGLE> and make <WOAH> *
sounds etc, as they try to maintain their balance.

When Olive gets to the end of the log, she looks around for
what to walk on next. She spots a series of rocks and hops
onto the first, then steps onto the next. Elinor and Ari *
follow. *

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. *

22	OLIVE	22	*
	Uh oh, I think we ran out of places to step on.		*
	Elinor looks at her friends and they exchange smiles.		*
23	ELINOR	23	*
	Ready? One... Two...		*
24	ELINOR/OLIVE/ARI	24	*
	...Three!		*
	The three jump off the rock at the same time, tumbling and rolling on the ground <SFX: GIGGLING and LAUGHING>.		*
25	ARI	25	*
	Haha, that was fun.		*
26	OLIVE	26	*
	Well, we almost made it to the tree.		*
	Just beyond is the big tree. Gazing at it, Elinor gets up and charges ahead.		*
27	ELINOR	27	*
	I guess we'll have to walk 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.		*
28	OLIVE	28	*
	Hmmm. We can't walk on water.		*
	Ari flaps his wings again and lifts off the ground.		*
29	ARI	29	*
	Have no fear, Ari Airlines to the rescue!		*
	Ari hovers over Elinor, who grabs his feet. Ari flaps mightily up and towards the stream, but Elinor doesn't quite take off.		*
30	ARI (CONT'D)	30	*
	<PHEW!> I'm not sure this is going to work.		*
31	ELINOR	31	*
	<GIGGLES> Well, it was a nice idea.		*

Elinor steps on a rock beside Olive at the stream's edge and
ponders their conundrum. *

32 ELINOR (CONT'D) 32 *

Hmmm, I wonder how we can get
across..? *

ANGLE: A LITTLE FISH jumps out of the water and splashes back
into it! *

33 ARI 33 *

Woah! Did you see that little fish? *

Ari and Olive look into the water, and see the little fish,
which is looking up at them, opening and closing its mouth. *

34 ARI (CONT'D) 34 *

Hello, little fishy! You look
pretty happy. *

They wave at the fishy.

35 OLIVE 35 *

It must be nice to have your own
swimming pool. *

36 ARI 36 *

Any ideas how we can get across,
little fishy? *

Elinor has an idea. *

37 ELINOR 37 *

I know! Let's be like the ants
again! *

Olive and Ari look at each other. *

38 OLIVE 38 *

What do you mean, Elinor? *

39 ELINOR 39 *

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

She points upstream. *

40 ELINOR (CONT'D) 40 *

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. *

41	ARI	41	
	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.

42	ELINOR	42	
	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. *

43	OLIVE	43	
	Hmmm, I don't know. I don't think I can jump that far.		* * *

44	ELINOR	44	
	We need more ideas.		* *

45	OLIVE	45	
	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. *

46	OLIVE (CONT'D)	46	
	Let's see. This is the stream. And this is us on one side.		*

47	ELINOR	47	
	And we want to get to the big tree on the other side, but it's too far to jump.		* * *

48	ARI	48	
	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. *

49	OLIVE	49	
	(giggle) I don't think I can jump that high, Ari.		* * *

His THOUGHT BUBBLE POPS.

*

50 ELINOR 50 *
What else could we use around here? *

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

51 ARI 51 *
All I see is rocks. *

Elinor's face lights up.

52 ELINOR 52
Rocks! That's it!

53 ARI 53
What's it?

54 ELINOR 54
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. *

55 OLIVE 55
Then we could walk on the rocks to
get across.

56 ARI 56
Awesome idea! Let's do it! *

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

57 ELINOR 57
Ready?

58 OLIVE/ARI 58
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.

59 OLIVE 59
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). *

60 ELINOR 60
Yay! We built our own path. *

61 OLIVE 61
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. *

62 ARI 62
We did it! *

63 ELINOR 63
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. *

64 OLIVE 64
It was a great idea to explore that tree. *

65 ELINOR 65
There was so much to explore. Those big leaves made it nice and shady.
(MORE) *

ELINOR (CONT'D)

And I've never seen this kind of
nut before. *

66 ARI 66 *
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.

67 ELINOR 67 *
Oh! There's a big puddle here. I
don't remember stepping in a puddle
when we came across before. *

68 OLIVE 68
Maybe we just stepped around it.

69 ELINOR 69 *
Mmm, maybe.

70 ARI 70
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.

71 ARI 71 *
Hey little fishy. Look what we ...
Huh?

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

72 ELINOR 72
What's the matter, Ari?

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

73 ARI 73 *
There was lots of water in fishy's
pool before, but now there's hardly
any. *

74 OLIVE 74 *
Oh no, what happened? *

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

75 ELINOR 75 *
Fishy doesn't look like it has a lot of room to move around in. *

76 ARI 76 *
That can't be good. If the water keeps getting lower... *

They all give each other a worried look. *

77 OLIVE 77 *
There's gotta be an explanation. We HAVE to help fishy. *

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

78 ARI 78 *
The water in fishy's pool used to be this high, and now it's a lot lower. *

79 OLIVE 79 *
It must've gone **somewhere**. *

80 ELINOR 80 *
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. *

81 ELINOR (CONT'D) 81 *
<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. *

82 ELINOR 82 *
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. *

83	OLIVE	83	*
	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.		*
			*
84	ARI	84	*
	Hey, did you see that twig?		*
85	ELINOR	85	*
	I saw it!		*
86	OLIVE	86	*
	Here comes another one.		*
	Another twig swings around the rocks into the puddle.		*
87	ARI	87	*
	It's going around the rocks and into that puddle.		*
88	OLIVE	88	*
	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.		*
89	ELINOR	89	*
	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.		*
90	ELINOR (CONT'D)	90	*
	... we made the water stop going to fishy's pool.		*
91	OLIVE	91	*
	We never meant for that to happen.		*
92	ELINOR	92	*
	Oh, poor fishy. And all because we wanted to explore that tree.		*
93	ARI	93	*
	We have to fix it, or fishy might not have any water left to swim in.		*
94	ELINOR	94	*
	But what can we do?		*

95 OLIVE 95 *

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. *

96 ARI 96 *

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. Elinor and Ari high five each other.

97 ELINOR 97 *

Yay! We **undid** it!

98 ARI 98

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

Ari flies back across. *

99 ELINOR 99

Okay. Come on Olive.

100 OLIVE (O.S.) 100 *

Um... That might be a problem.

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

101 OLIVE (CONT'D) 101 *

Now that the rocks are gone, I
can't get across anymore! *

Elinor and Ari look at each other.

102 ELINOR 102 *

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. *

103 ELINOR (CONT'D) 103 *

Wait, I know!

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

104 ELINOR (CONT'D) 104
Remember the ants we saw crossing
over the puddle on the stick? *

Ari looks skeptical.

105 ARI 105
I don't think Olive could walk on a
stick. *

Elinor <GIGGLES>.

106 ELINOR 106
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. *

107 OLIVE 107
I think I know what we could do.

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

108 OLIVE (CONT'D) 108
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. *

109 ARI 109
What about the logs we were walking
on before? One of those might work.

110 ELINOR 110
Great idea Ari. Let's go.

As they all sing, Elinor and Ari bring a log to their side of
the stream. 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

*

111 ELINOR/ARI/OLIVE 111

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

*First we built a wall 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. *

112 ELINOR 112

Come on Olive. Cross the bridge.

She steps tentatively, and then hops across.

113 OLIVE 113

It works!

114 ARI 114

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.

115 ARI 115

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

116 OLIVE 116
We didn't know the rocks we moved
would stop the water from going
through. *

117 ELINOR 117
But just like ants, we didn't give
up and we found a better way. We
built a bridge! It's much better
than a wall, because it doesn't
stop the water. Right fishy? *

Fishy jumps out of the water and splashes back in.

118 ARI 118
Fishy says "Right!"

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. *

119 ARI (CONT'D) 119
I love exploring! *

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. *

120 ARI 120
Wow, that fish is so jumpy! *

121 ELINOR 121
It's sure swimming fast. I wonder
where it's going. *

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

122 MZ. MOLE (O.S.) 122
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. *

123 OLIVE 123 *
I didn't know fish could lay eggs. *

124 ARI 124 *
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. *

125 MZ. MOLE 125 *
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. *

126 MZ. MOLE 126 *
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> *

127 OLIVE (O.S.) 127 *
Awww, that baby fish is so small! *

128 ELINOR (O.S.) 128 *
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. *

129	MZ. MOLE (O.S.)	129	*
	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!		*
130	ARI (O.S.)	130	*
	Woah, it's all grown up now. Nice		*
	moves!		*
131	OLIVE (O.S.)	131	*
	It looks so strong!		*
132	MZ. MOLE (O.S.)	132	*
	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.		*
133	ELINOR	133	*
	But Mz. Mole! There's something		*
	blocking the way! How can the fish		*
	swim up the river now?		*
134	MZ. MOLE	134	*
	Good observation! Someone built a		*
	"dam". Fish can jump very high but		*
	not <i>that</i> 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.		*
135	MZ. MOLE (O.S.) (CONT'D)	135	*
	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.		*
136	MZ. MOLE (O.S.) (CONT'D)	136	*
	It can jump up each step in the		*
	ladder to get over the dam...		*
	(MORE)		*

MZ. MOLE (O.S.) (CONT'D)

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

*

137

ELINOR

137

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

*
*
*

THE END

*