

ELINOR WONDERS WHY

EWV MOVIE: A WONDERFUL JOURNEY

Written by

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Elinor's Question: Why do I wonder so much?

Logline: When Elinor and her friends go camping at Hidden Lake they meet an inventor named Bianca and save the frogs.

Music Note: The team is working on the ditty's with the composers.

SEP1a, c. Demonstrate curiosity about the greater world outside of their local environment. Identify a problem that can be solved by the design a new or improved object or tool (engineering). [The kids get curious and investigate why the water level at Hidden Lake has risen, and find the source of the problem]

SEP4d. Talk about and reflect on what happened during an investigation or when solving a problem, and why it might have happened/ [The kids record and discuss their observations about the problem at the lake]

SEP3e. Design and build a solution to a simple problem (engineering). [The kids design and build a way to dislodge the sticks causing the water level to rise]

LS2a. Identify body parts of animals and their function. [The kids learn about frog tongues and their function.]

LS5d. Identify and observe the consequences of how plants and animals impact the environment. [The kids learn that changing the water level of a frog's habitat changes their behavior]

ET1b, c. Define a simple problem that can be solved through the design of a new or improved tool or technology. Begin to understand that engineering is a collaborative process during which ideas can be exchanged and shared with others while defining a problem and working to design, test and revise a solution. [The kids identify the problem at the lake and work collaboratively to design a simple tool to solve the problem]

ET2b. Use a variety of low-tech tools including writing, drawing and painting utensils, scissors, magnifiers, balance scales, ramps, pulleys, hammers, screwdrivers, sieves, tubing, binoculars, whisks, measuring cups [Elinor and her friends use tools like the notebook and rope to design their solution to the problem at the lake]

ES3b, c. Demonstrate an awareness of and the ability to discuss in simple terms the need for conservation, recycling, and respect. for the environment. Participate in simple activities to care for the environment [Elinor and her friends realize the road project

is affecting the frogs, causing the crew to modify their methods]
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. [The kids learn from a biomimetic inventor about different bio-inspired designs and solutions]

ND3. (RTL Crosscutting concept 'Structure and Function') Understand that structures and materials in the natural world can be used or can inspire the engineering of structures with similar function in the designed world. [The kids use what they learn about frog tongues to design a simple solution to the lake problem]

ND4. (RTL Crosscutting concept 'Flows, Cycles, and Conservation') Appreciate the way that elements in the natural world change, interact and are re-used, and how we can organize our designed world to better fit and care for the environment. [Elinor and her friends realize the road project is having an impact on the lake and the frogs]

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 realize the road construction is causing changes to the lake and to the frog habitats]

OUTLINE: May 6, 2020

FIRST DRAFT: June 1, 2020

SECOND DRAFT: June 19, 2020

1.1 EXT. ANIMAL TOWN - DAY

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*
*
*

1 RANGER RABBIT (O.C.) 1
 (calling)
C'mon Elinor.

*
*
*

Finally, they arrive at Mr. Raccoon's bakery.

3 MR. RACCOON 3
Whoaa. Tasty treats coming
through.

He sets them down on the counter and notices the group come in.

4	MR. RACCOON (CONT'D) Oh, hello Ranger Rabbit, Elinor, Olive and Ari. How are you this fine morning?	4	
5	ELINOR We're great, Mr. Raccoon. How are you?	5	* *
6	MR. RACCOON Oh, just fine, just fine Elinor.	6	* *
Ari goes over to smell the donuts.			
7	ARI Mmm, these donuts smell SO good.	7	
8	MR. RACCOON Why thank you, Ari. I just made them. You're welcome to have some... if that's okay with Ranger Rabbit.	8	
The kids look excited.			
9	RANGER RABBIT Sure, go ahead kids. Thank you, Mr. Raccoon.	9	
<SFX: KIDS YAY, AWESOME, THANK YOU WALLA> The kids reach for some donuts. Ari takes a little longer to decide. In the background, as the group continues talking, he comically pulls one from the bottom of the pile, nearly causing a donut avalanche.			* * *
10	MR. RACCOON (chuckling) You're welcome. Now, how can I help you?	10	
11	RANGER RABBIT We're out getting supplies, Mr. Raccoon.	11	
12	ELINOR Because we're going on a trip!	12	
13	OLIVE Yeah, Ranger Rabbit is taking us camping this weekend.	13	
14	MR. RACCOON Oh, how exciting! Where are you going?	14	

15 RANGER RABBIT 15
We're heading up to Hidden Lake.

16 ELINOR 16
We've never been there before.

17 OLIVE 17
It's gonna be so much fun.

18 MR. RACCOON 18
I'm sure it will be. Well, you came
to the right place. I make the best
baked camping goodies in town. Of
course... I'm also the only baker
in town. I'll gather some for you
now.

*

As Mr. Raccoon packs up the baked supplies (bread, etc.), the
kids dig into their donuts.

19 ARI 19
Mmm, this donut is SO good. I wish
I could eat the hole too!

20 OLIVE 20
Ari, you can't eat the hole. It's a
hole!

21 ARI 21
I guess you're right, Olive. That
doesn't make a "hole" lot of sense.
Get it? "Hole"?

Olive and Ranger Rabbit <SFX: GIGGLE>, but Elinor looks at
her donut with curiosity. Mr. Raccoon turns back around.

22 MR. RACCOON 22
Here we go, some baked goodies for
your trip.

23 RANGER RABBIT 23 *
Thank you, Mr. Raccoon. *

24 ELINOR 24 *
(looking at the donut, *
considering) *
Mr. Raccoon, I've never thought *
about this before. But I wonder... *
why do donuts have holes?

25 MR. RACCOON 25
Oh. Well, that's easy. You see,
they're baked WITH the holes in
them.

26 ELINOR 26
Yes, but why are they baked with
holes in them?

27 MR. RACCOON 27
Oh, um... Because I put holes in
them before baking them.

28 ELINOR 28
But why do you put holes in them?

29 MR. RACCOON 29
(little unsure) Um... Because
donuts are supposed to have holes.

30 ELINOR 30
Yes, but why do donuts have holes
in them?

Mr. Raccoon scratches his head. He's never considered this *
before.

31 MR. RACCOON 31
Oh. Um... That's a good question, *
Elinor!

32 OLIVE 32
(giggling) Yeah, Elinor is *really*
good at asking questions.

33 ARI 33
Yup, she's the best question asker
in the world.

Elinor smiles but looks thoughtful. Something has piqued her
interest. <SFX: HMMM>

34 MR. RACCOON 34
Well, I think that's wonderful. *

Ranger Rabbit picks up the bag of goodies. *

35 RANGER RABBIT 35 *
Kids, we should get going. We still
have more things to get for our
trip. Thanks again, Mr. Raccoon. *

The kids wave bye and head for the door. <SFX: BYE, THANKS, *
SEE YA WALLA> *

36 MR. RACCOON 36 *
Good bye!

Mr. Raccoon picks up a donut and looks at it <SFX: HMM>. *

1.3 EXT. OUTSIDE THE BAKERY - DAY

Outside, Ari jumps and flutters out the door.

37	ARI	37	
	Woo hoo! I can't wait to go camping!		*
38	RANGER RABBIT	38	
	Okay, let's see. We should get some fruit, too. But... I also need to stop at the Post Office to pick up a package.		*
39	OLIVE	39	
	We can get the fruit from Mz. Llama, Ranger Rabbit.		
40	ARI	40	
	Yeah, just leave it to us.		
41	RANGER RABBIT	41	
	Ok, thanks, kids. I'll see you at the Post Office.		
42	ARI	42	
	We're on it!		

The kids depart towards Mz. Llama's restaurant/fruit stand, while Elinor still looks a little lost in thought.

43	ELINOR	43	
	Hmm, I've never thought about that before, either. I DO ask a lot of questions. That is SO interesting.		*
	Ari and Olive nod <SFX: YUP/MM-HM>.		*

44	OLIVE	44	
	Remember that time you asked Mz. Mole SO many questions, she gave us extra recess so we could keep exploring?		

In a flashback **THOUGHT BUBBLE**, we see Elinor leading Mz. Mole and the kids outside the school, hopping and asking questions.

45	ELINOR	45	
	Mz. Mole, why are trees so tall? And why do fish swim? And why do lizards have such long tails?		

BACK ON: Elinor considering.

46 ELINOR (CONT'D) 46
Those WERE pretty good questions.

The kids <SFX: GIGGLE>.

47 ARI 47
Or that time we were putting on a
show with Sr. Tapir, and you asked
so many questions about birds, that
he made a whole new song about
them?

Another THOUGHT BUBBLE shows Elinor asking questions to a
group of kids and Sr. Tapir.

48 ELINOR 48
Sr. Tapir, why are birds so many
different colors? And how do they
fly? And why do they live in trees? *

49 SENOR TAPIR 49
(he strums his guitar)
I feel a song coming!

TILT DOWN TO: Elinor and her friends <SFX: GIGGLING>.

50 ELINOR 50
(wondering)
Wow! I wonder WHY I ask so many
questions? Why do I wonder why? *

1.4 EXT. WHY DO I WONDER WHY SONG MONTAGE

Elinor sings "Why do I wonder why?" as they make their way to
Mz. Llama's fruit stand . The song starts out small and
builds as she curiously pokes around and interacts in fun
ways with the town plants, bugs, animals and secondary
characters we know from the series (think "Belle" from Beauty
and the Beast). (NOTE: the fruit stand is parked at Mz.
Llama's restaurant, and Elinor can look at the fish in the
town fountain) *

51 ELINOR/OLIVE/ARI 51
ELINOR: Why do I wonder why
songbirds sing?
And how many feathers are in their
wings?
Why do I wonder why leaves are
green?
Why do I wonder... what does it mean?

Why do I wonder if fish have ears?
(MORE) *

ELINOR/OLIVE/ARI (CONT'D)

And if they don't, then how do they
hear?
Why do I wonder why trees are tall?
Why do I wonder... anything at all?

Why, why, why?
I wonder why!
There are so many things
I find interesting!

OLIVE/ARI: Why, why, why?
She wonders why!

ELINOR: Why do I wonder
I want to know why

Why do I wonder why bees have
stripes?
And why are there so many different
types?
Why do I wonder where mushrooms
grow?
Why do I wonder... I want to know!

Why, why, why?
I wonder why!
There're so many things
I find interesting!

OLIVE/ARI: Why, why, why?
She wonders why!

ELINOR: Why do I wonder
I want to know why

(bridge)
When I have a question
I go and explore
But now I wonder:
What is wondering for?

OLIVE/ARI: Why, why, why?
She wonders why!

ELINOR: There are so many things
I find interesting!

OLIVE/ARI: Why, why, why?
She wonders why!

ELINOR: Why do I wonder
I want to know why

END MONTAGE

1.5 EXT. OUTSIDE THE POST OFFICE - DAY

The song ends and the kids are back near the Post Office, carrying a small bag of fruit. As they giggle and talk, Elinor refines her question:

52	ELINOR	52
	I know I ask a lot of questions, but what is asking questions good for?	

53	OLIVE	53
	Dun, dun, dun! It's a mystery... a <i>wondering</i> mystery.	

54	ARI	54
	Elinor, you're the only bunny I know who can ask a question about asking questions!	

At that moment, Ranger Rabbit comes out of the Post Office, putting away a small package and reading a letter she's opened.

55	ELINOR	55
	What's that, Mom?	

56	RANGER RABBIT	56
	It's a letter from my old friend Bianca. Do you remember her?	

Ranger Rabbit hands the kids a few PHOTOS that Bianca included in the letter. They show Bianca having adventures: on the peak of a mountain, in a jungle.	* * *
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57	ELINOR	57
	Mmm, I don't think so.	

58	RANGER RABBIT	58
	I think she moved away when you were just a baby. She's coming this way to camp at Hidden Lake for a few days.	

59	ELINOR	59	*
	Hidden Lake? That's where we're going!		

60	RANGER RABBIT	60	*
	Yes, maybe we'll see her there. Wouldn't that be nice? (puts away the letter and photos) Ok, should we continue getting things for our trip?		*

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61                                ARI                                61
                                Ranger Rabbit, are we going to get
                                marshmallows? We can't go camping
                                without marshmallows!
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62 RANGER RABBIT 62
(smiling) Yes, Ari, we'll ask Mr.
Hippo if he has any at his store.

63 ARI 63
Ahh... camping and marshmallows.
What could be better than that?

Suddenly, they hear a <SFX: RIBBIT!>.

64 ARI (CONT'D) 64
"Ribbit?"

We pull out and see a little green frog in the middle of the sidewalk next to them.

65 OLIVE 65
It's a frog!

Elinor walks over.

66 ELINOR 66
Hi, frog.

Mom and the rest walk up too.

67 RANGER RABBIT 67
Mmm, I wonder what a frog is doing
in the middle of town.

68 ELINOR 68
I've never seen a frog here before.

69 OLIVE 69
 (crouching down) It's so cute.

Just then the frog hops away.

70	ARI	70
	It's hopping away!	

Elinor looks to the frog and then to Mom.

71 ELINOR 71
Mom, can we follow it?

72 RANGER RABBIT 72
Sure, kids. I'll go get the rest of
the things we need.
(MORE)

RANGER RABBIT (CONT'D)
Just remember to keep a safe
distance and try not to scare it.

73

ELINOR
We won't! Let's follow that frog!

73

1.6 MONTAGE AROUND ANIMAL TOWN - DAY

The kids follow (not chase) the frog through a short, fun and gentle but mysterious sequence, watching and even protecting the frog. The frog hops along the sidewalk where residents avoid it <SFX: WHOA! WHOOPS!> and onto a bench where Mz. Mole is reading a book about frogs. The frog jumps right on her book. She adjusts her glasses:

74

MZ. MOLE
Wow, these illustrations are so
life-like!

74

The frog hops across the thoroughfare. Here comes Koa on his skateboard. Ari stops him like a crossing guard so the frog can cross.

*

75

ARI
Whoops, sorry Koa. Frog crossing!

75

The frog hops behind the general store, where there's a little ditch. The frog does a BIG jump across.

*

76

OLIVE
Whoa! Nice jump froggy.

76

*

Finally the frog hops towards a nearby dry creek bed.

1.7 EXT. FROG CREEK - DAY

At the creek, the kids catch up to the frog. We see the frog hopping around, not sure where to go.

77

ELINOR
There it is! It looks kinda...
lost.

77

*

78

ARI
This is where we usually find
frogs, but... I don't see a lot of
frogs now.

78

*

*

*

79

OLIVE
The creek looks really dry. There's
no water in it.

79

*

*

*

Elinor thinks for a beat.

*

80

ELINOR

80

Maybe that's why the frog was in town. The creek is dry, so it went looking for water.

*

*

81

OLIVE

81

Oh, I think I read about this in my Nature book.

Olive takes out her Nature Book and opens it on the section about frogs. On the left page, we see a frog sitting contentedly in a pond with a regular amount of water in it. On the right page, we see two drawings: a top drawing showing a frog hopping away from a flooded version of the same pond, and a bottom drawing showing a frog hopping away from a dry version of the pond.

*

82

OLIVE (CONT'D)

82

(reading) Most frogs like ponds and creeks that have *just* the right amount of water for them. If there's too much or too little water from what they're used to, they won't like it.

*

*

83

ELINOR

83

Aww, poor frog. I wonder where all the water went.

The kids watch as the frog hops away, continuing its search.

84

ARI

84

Bye, frog! I hope you find a good frog spot.

(We see the frog find a nice puddle not far away). At that moment, Mom catches up to them, carrying a few more things in her bag.

85

RANGER RABBIT

85

Ah, I figured the frog would come to this creek.

*

*

86

ELINOR

86

Mom, we followed the frog here, but the creek looks really dry.

87

OLIVE

87

We think that's why the frog was in town.

88	ARI	88	
	Yeah, frogs don't like it when the		*
	water changes and they're not used		*
	to it.		*

Ranger Rabbit looks at the creek.

89 RANGER RABBIT 89

Hmm, it is unusual for the creek to be dry this time of year. I'll have Deputy Mouse look into it. Oh, speaking of Deputy Mouse, I should check in on him. *

She takes out her radio and calls for Deputy Mouse.

1.8 EXT. INTERCUT RADIO CALL: ROAD BY THE RIVER PROJECT - DAY

Through an intercut radio call (aided by watercolor-style
split-screen effects), we see Ranger Rabbit talking to Deputy
Mouse.

90	RANGER RABBIT	90	*
	Deputy Mouse. Come in, Deputy		
	Mouse.		

91 DEPUTY MOUSE 91

I hear you loud and clear, Ranger
Rabbit. I'm here helping Mrs.
Beaver clear space for the new road
into town.

92 RANGER RABBIT 92
Did you find the site OK?

[illegible]

REVEAL: At the road site, we see Deputy Mouse and Mrs. Beaver and her workers working. Some are carting dead branches away, while Mrs. Beaver is chomping them down into smaller pieces (taking one or two for a quick snack).

94 DEPUTY MOUSE (CONT'D) 94

There are a lot of branches and sticks in the way, but Mrs. Beaver and her crew are having no problem moving them out of the way.

We see the crew piling the branches off to the side near a river. The camera focuses on a couple of sticks falling into the water (NOTE: make this very clear so our young audience can recall it later). The crew doesn't notice.

95 RANGER RABBIT 95
OK, good luck, Deputy Mouse. Call
me if any problems come up.

96 DEPUTY MOUSE 96
Will do, Ranger Rabbit.

END CALL

1.9 EXT. FROG CREEK - DAY

Ranger Rabbit ends the radio call and gets back to the kids.
She gestures to her full bag.

97 RANGER RABBIT 97
Well, I think we have all the
supplies we need for the trip.

The kids are excited. <SFX: WHOO-HOO! YEAH! WALLA>

98 ELINOR 98
This is going to be the best trip
ever.

99 ARI 99
Did you get marshmallows?

100	RANGER RABBIT	100
	No, unfortunately... Mr. Hippo was out of marshmallows.	

[illegible]

Ari does a funny over-dramatic dizzy spell and faux-faint and plops on the ground.

102 RANGER RABBIT 102
I'm sorry, Ari.

Ari pops his eyes open then quickly flutters up and lands
back on his feet.

ARI

That's OK! I'm still excited to go.

They all <SFX: GIGGLE>.

104	ARI (CONT'D)		104
	Maybe I'll bring extra pickles!		

105 OLIVE 105
We can't wait to go exploring,
Ranger Rabbit.

106 RANGER RABBIT 106
Wonderful, Olive. We'll be leaving
the house bright and early tomorrow
morning.

107 ARI 107
We'll be there!

They all walk off in the same general direction, but Elinor hangs back a bit, still curious. The camera lingers on the dry creek bed.

1.10 INT. ELINOR'S ROOM - NIGHT

It's later that night, and Ranger Rabbit is tucking Elinor in bed.

108 ELINOR 108
Mom, what time are Ari and Olive
coming tomorrow? How long will it
take to get to Hidden Lake?

Ranger Rabbit smiles as she fluffs the pillow and tucks the sheets around Elinor.

109 ELINOR (CONT'D) 109
Is it really hidden? What's it like
there?

110 RANGER RABBIT 110
(affectionately)
My, you do ask a lot of questions.

Elinor smiles. Ranger Rabbit thinks for a second.

111 RANGER RABBIT (CONT'D) 111
Actually, you know who you remind
me of?

112 ELINOR 112
Who?

113 RANGER RABBIT 113
My friend Bianca. She asked a LOT
of questions when she was little,
too.

114 ELINOR 114
Really?

115 RANGER RABBIT 115
Yup. I hope you get to meet her on
our trip. But now it's time to
sleep.

Mom tucks Elinor in.

116 RANGER RABBIT (CONT'D) 116
Keep dreaming of more questions,
we'll try to answer them all
tomorrow. *

117 ELINOR 117
Ok, Mom. Night-night.

118 RANGER RABBIT 118
Good night, my hunny bunny question
asker.

Mom turns out the light and leaves the room. Elinor stares
out the window with quiet excitement. She sings a slower
reprise of the song she sang earlier:

119 ELINOR 119
Why do I wonder
What makes stars so bright?
Why do I wonder
Where spiders sleep at night?

When I have a question
I go and explore
But now I wonder:
What is wondering for?

We end with a beautiful shot of the curious bunny Elinor
looking up into the starry sky.

END OF ACT I

ACT II

2.1 EXT. RABBIT HOUSE NIGHT/DAWN (WIDE)

Starry night becomes beautiful dawn in Animal Town.

2.2 EXT. ELINOR'S HOUSE - DAY

We start on a close-up of Ranger Rabbit's loaded backpack and
pull out to show her putting in a few last things. From
behind her, we hear Elinor coming out of the house.

120 ELINOR 120
Who's ready to go... EXPLORING!

She bounds out of the house wearing a hat and backpack and hops down the steps, followed by MR. RABBIT, who's carrying something small. Elinor runs a few circles around, as Ranger Rabbit stands up. *

121 RANGER RABBIT 121
Well, I think that's everything.

122 MR. RABBIT 122
Oh, one more thing. I made you a
loaf of my world-famous carrot
cake.

He gives the package to Ranger Rabbit.

123	RANGER RABBIT	123
	Aw, thanks sweetie.	

From off-screen, we hear a familiar voice:

124 OLIVE (O.C.) 124

Elinor!

Not far from the house, we see Ari and Olive running up (also wearing hats and small backpacks), followed by their parents MR. BAT and MZ. ELEPHANT. Elinor <SFX: GASPS!> in delight and hops over to meet them. Ari runs up first and stands upright in salute. *

125	ARI	125
	Explorers Olive and Ari reporting for duty!	

Elinor <SFX: GIGGLES>. The kids are very excited.

126	MZ. ELEPHANT	126
	(sing-song) Hellooo!	

127 MR. BAT 127
Good morning!

Mr. Rabbit and Ranger Rabbit nod/wave their greeting <SFX: HI / GOOD MORNING WALLA>.

128	ARI	128
	I can't wait to get to Hidden Lake!	

129 OLIVE 129
This is gonna be an awesome
adventure.

Mz. Elephant kneels down and dotes on Olive, comically checking all her gear and clothes and backpack.

130	MZ. ELEPHANT	130	
	Now sweetie, do you have everything you need? You have your hat. Do you have sunscreen? Your jacket?		* *
131	OLIVE	131	
	Yes, Mom.		
132	MZ. ELEPHANT	132	
	Your pillow? Your blankie? Your books? Your notebook?		*
133	OLIVE	133	
	(little disheveled)		
	Yes, Mom... I have everything.		
134	MZ. ELEPHANT	134	
	I guess you're all ready to go.		*
135	ARI	135	
	Me too! I'm super-ready to go!		
136	MR. BAT	136	
	Are you sure, Ari? Aren't you forgetting... your favorite plushie?		
	Mr. Bat takes out Ari's favorite plush birdie.		
137	ARI	137	
	Robin! (suddenly a little self-conscious) Oh, uh... that's okay, Dad. I don't think I need him.		
138	MR. BAT	138	
	(smiling) Oh, OK...		
	After a beat, Ari changes his mind, feigning bravado.		
139	ARI	139	
	Well, I don't want Robin to get lonely. Maybe he should come with me.		
	He grabs Robin and hugs him.		
140	ARI (CONT'D)	140	
	(in baby talk)		
	Who's my favorite birdie buddy?		

141 MR. RABBIT 141
Well, I think you kids are going to
have a lot of fun this weekend.

142 ELINOR 142
How long will it take to get there,
Mom?

143 RANGER RABBIT 143
Oh, not long. We should get to
Hidden Lake by the afternoon.

Mr. Rabbit checks his pockets.

144 MR. RABBIT 144
Oh, do you have the map?

145 RANGER RABBIT 145
Yup, I have it right here.

Ranger Rabbit takes the map out of her pocket, and it catches
the kids' interest.

146 ELINOR 146
A map?

147 ARI 147
Cool!

148 OLIVE 148
Can we see it?

Ranger Rabbit hands them the map and the kids open it to
<SFX: OOOHS AND AHHS>. On the map we see Animal Town and the
area trails leading to Hidden Lake.

149 ELINOR 149
Can we hold on to the map, Mom? *

150 RANGER RABBIT 150
Sure kids, you can be our official
map guides.

151 ARI 151
Awesome!

The kids put away the map. Ranger Rabbit puts on her
backpack. *

152 RANGER RABBIT 152
Okay, I think we're all set to go. *

153 MR. RABBIT 153
Have a fun trip!

He kisses Ranger Rabbit on the cheek and hugs Elinor while Mz. Elephant kisses Olive and Mr. Bat high-fives and hugs Ari.

154 MZ. ELEPHANT 154
Bye!

155 MR. BAT 155
Have fun!

<SFX: GOODBYE WALLAS> as they start walking off.

156 ELINOR 156
Wait, we need to say the Explorer's Pledge.

Olive and Ari nod in agreement <SFX: YEAH WALLA>, and they recite the pledge with accompanying hand-gestures.

157 ELINOR/OLIVE/ARI 157 *
An Explorer is brave...
An Explorer is kind...
An Explorers is curious...
Who knows what we'll find!

And with that, we hear the beats of a song montage and they are off!

2.3 EXT. ANIMAL TOWN (EXPLORING SONG MONTAGE #1) - DAY

Adventure music plays and the kids sing the first part of an extended version of "The Exploring Song" (From "Follow That Roly Poly" episode) as they leave the house and walk through familiar scenes on their way out of Animal Town.

158 ELINOR/OLIVE/ARI 158
Explore, Explore, just walk out the door!
The whole world is there, what are you waiting for?
Explore, explore, then explore some more,
You don't know what you'll find until you explore.

Who knows where you'll go, and what you will see,
It could be a forest, a cave or the sea,
You might climb a mountain, or wade through a bog
Or you might find a town under a rock, or a log!
(MORE)

ELINOR/OLIVE/ARI (CONT'D)

Explore, Explore, just walk out the door!
The whole world is there, what are you waiting for?
Explore, explore, then explore some more,
You don't know what you'll find until you explore.

2.4 EXT. TRAILHEAD - DAY

The scenery starts to look less familiar, more rugged and wild (though they are still on a path) as Ranger Rabbit and the kids leave town.

159	ELINOR	159
	(in awe)	
	Whooooaaa... I don't think we've ever been this far into the forest before.	

160	OLIVE	160
	Yeah, this all looks new to me.	

161	ARI	161
	Me too!	

162	RANGER RABBIT	162
	Here it is, the trail to Hidden Lake.	

They walk up to the trailhead - an arched bower of branches leading to a green and golden trail. As Mom looks on, the kids look down the path <SFX: OOHHHH...> and ask questions:

163	ELINOR	163
	I wonder what we'll find?	

164	ARI	164
	Yeah, what's over there?	

165	OLIVE	165
	Are we going to see new animals or bugs?	

166	ELINOR	166
	Or maybe new plants?	

Ranger Rabbit smiles.

167	RANGER RABBIT	167
	Those are great questions, kids.	

This jogs something inside of Elinor.

168	ELINOR	168
	(gasp!) Ari! Olive! I think I figured out one thing that asking questions is good for.	

169	OLIVE	169
	What is it, Elinor?	

170	ELINOR	170
	Exploring! Whenever we go exploring, it's usually because we were wondering about something.	

171	OLIVE	171	
	Yeah, like what are we going to find?		* *

172	ARI	172	
	Or what are we going to see?		*

Mom thinks for a beat.

173	RANGER RABBIT	173
	You're right, Elinor. Exploring often starts with a question.	

174	ARI	174
	Awesome!	

175	ELINOR	175
	Let's go!	

As they set out along the path, off into the unknown, the kids sing the second part of the song.

2.5 EXT. EXPLORING SONG MONTAGE #2

The kids sing the rest of "The Exploring Song," focusing on questions as they hike through awesome vistas, doing fun things like swinging off branches, looking at plants and under rocks, crossing log bridges, etc.

176	ELINOR/OLIVE/ARI	176	
	What's beyond that tree, you might want to know It all starts with asking, where should I go? Or you might want to ask, who will I meet? It's all there for you, just ask and you'll see! (MORE)		* *

ELINOR/OLIVE/ARI (CONT'D)

Explore, Explore, just walk out the
door!
The whole world is there, what are
you waiting for?
Explore, explore, then explore some
more,
You don't know what you'll find
until you explore.

(bridge)
The world is full of things
For us to discover
All you need to have
Is a little bit of wonder

*

Explore, Explore, just walk out the
door!
The whole world is there, what are
you waiting for?
Explore, explore, then explore some
more,
You don't know what you'll find
until you explore.

END SONG MONTAGE.

2.6 EXT. TRAIL - DAY

As the song ends, our group continues hiking. The three kids
are walking behind Ranger Rabbit holding the map open.

ANGLE ON: The map, which shows a view of the area. The kids
describe what they see and point it out on the map. (Note:
Waterways are painted blue. (See attached map).

*

*

177	ELINOR (O.C.)	177
	That's Hidden Lake.	

178	OLIVE (O.C.)	178
	Look, there's a river that goes into it... and a river that goes out of it - all the way to Animal Town.	

*

*

*

ANGLE ON: The downstream river that goes towards Animal Town.
Two creeks branch off from it: one that goes into the town
center, and another close to the trail they're on.

*

*

*

179	ARI	179
	That's the creek where we followed the frog.	

*

*

180	ELINOR	180	*
	And there's a smaller creek that goes near the trail we're on.		*
			*
181	OLIVE	181	
	That's where we have to turn to get to the lake.		
BACK ON: Ranger Rabbit.			
182	RANGER RABBIT	182	
	How are you doing with the map, kids?		
The kids are confident.			
183	ARI	183	
	We're right on track, Ranger Rabbit.		
184	OLIVE	184	
	(looking at the map)		
	Yeah, we just keep walking and then turn when we get to a creek.		*
They continue walking. A beat later, Elinor gets a thought and walks up ahead to her Mom.			
185	ELINOR	185	
	Mom, did you say I knew Bianca when I was little?		
186	RANGER RABBIT	186	
	Yup. Bianca and I have been friends for a long time, Elinor. In fact, I used to baby-sit her when she was little.		
187	ELINOR	187	
	Really?		
A THOUGHT BUBBLE flashback shows still images of a teenaged Ranger Rabbit playing with a cute little girl Bianca as they both curiously look at things.			*
188	RANGER RABBIT	188	
	I think you'll really like meeting her. She's an Inventor. Inventors come up with new things that solve a problem or help you do something.		*
The kids are visibly excited <SFX: WOW/AWESOME WALLA>.			*

189	ARI	189	*
	That is SO cool. Can she invent a		*
	machine that makes marshmallows?		
	(Ari mimes a robot)		
	Bee boop - Making marshmallows -		
	Need. Marshmallows. Boop.		*

The kids <SFX: GIGGLE>. As the kids and Mom continue talking, *
we see them walk near a dry creek bed and miss the trail *
turn. *

190 OLIVE 190 *

I wonder if she can invent
something to help me draw.

191	ELINOR	191	*
	That would be so fun.		*

The group marches on <SFX: BANTERING ABOUT FUN INVENTIONS>, *
and the camera lingers on the dry creek bed, making it clear *
they have missed the trail. *

2.7 EXT. FURTHER DOWN THE TRAIL - A SHORT TIME LATER *

The group continues walking along the trail and come upon a wooded area. Overhead, the clouds move and darken the scene a little. Ranger Rabbit pauses and thinks.

192 RANGER RABBIT 192

Hmmm, I don't remember this part
being on the way to Hidden Lake.

193		ELINOR	193
	Uh oh.		

194 RANGER RABBIT 194
Can you check the map, Olive?

Olive checks the map, pointing her trunk where the trail meets the creek.

195 OLIVE 195
We were supposed to turn at the
creek. *

196 ELINOR 196
I don't remember seeing any water. *

ANGLE ON: Ari has Robin out.

197 ARI 197
Don't worry Robin, we'll figure it
out.

Mom reassures them.

198	RANGER RABBIT	198
	I'm sure we just missed it. Let's turn back.	

But just then, the kids hear some <SFX: RUSTLING> over in the nearby bushes.

199	ELINOR	199
	What's that?	

The rustling draws closer.

200	OLIVE	200
	<Gasp!> It's coming closer.	

201	ARI	201
	(hugging Robin)	
	I'm so glad you're here, Robin!	

There's a little bit of a kid-friendly scare moment as the rustling gets nearer.

202	RANGER RABBIT	202
	Hello? Is someone there?	

A few more rustles, and then someone steps out of the bushes. It's... It's... BIANCA. Bianca is a 20-something female Coatimundi, dressed in outdoor exploring clothes with interesting highlights (like a colorful scarf) and wearing a big backpack and a wide visor hat.

203	BIANCA	203
	Oh, hello!	

204	RANGER RABBIT	204
	BIANCA??	

205	BIANCA	205
	(excited disbelief)	
	Ranger Rabbit!?	

Ranger Rabbit and Bianca share a friendly hug. The scene lightens. The kids let a breath out. <SFX: WHEW!!>

*

206	RANGER RABBIT	206
	It's so good to see you!	

207	BIANCA	207
	You got my letter!	

Bianca and Ranger Rabbit talk over each other as they greet each other warmly <SFX: EXCITED/FUN WALLA>.

Mom introduces Bianca and the kids.

208 RANGER RABBIT 208
Oh, I should introduce you. Kids,
this is Bianca.

209 BIANCA 209
Hello! My, Elinor, how you've
grown! I haven't seen you since you
were a baby bunny!

The kids are a bit star-struck.

210 ELINOR 210
Hi!

211 BIANCA 211
And who do we have here?

212 ARI 212
I'm Ari!

213 OLIVE 213
And I'm Olive.

214 BIANCA 214
Well, it's great to meet ya, Ari
and Olive.

215 ARI 215
So you INVENT things? That is SO
COOL!

216 BIANCA 216
Haha, yes! I'm an inventor. I
invented THIS for example. *

Bianca shows off a fun inventions from her backpack. First *
she presses a button in her backpack strap, and a compartment *
opens on the side of the backpack, springing forward one of *
her gizmos. *

217 BIANCA (CONT'D) 217 *
And THIS! *

She grabs the gizmo and uses it in front of the kids. It's an *
extendable gripper, but instead of telescoping, it unfurls *
like a butterfly proboscis. The kids are amazed. <SFX: WHOOOA *
COOL!>. She pulls a little lever on the handle and the *
gripper opens and closes. The kids <SFX: OOH and AHH> and *
Bianca smiles. She turns to Ranger Rabbit. *

218	BIANCA (CONT'D) I'm so glad I ran into you, but what are you doing all the way out here?	218	*
219	RANGER RABBIT I think we took a wrong turn. We were headed for the camping area.	219	* *
220	BIANCA Ah, that's where my camp is set up. Do you want to join me?	220	
	The kids excitedly say <SFX: YEAH! FOR SURE WALLA>.		*
221	BIANCA (CONT'D) You were supposed to turn at the creek. Hmm, I think I know why you missed it. Here, I'll show you the right way.	221	* * *

2.8 EXT. TRAIL - DAY

The group is back where the trail forks.

222	RANGER RABBIT Oh, I see. We missed the creek because it's dry, but... that's odd. Creeks shouldn't be dry this time of year.	222
223	BIANCA I did notice a lot of the creeks on this side of the lake are dry.	223
224	ELINOR And we saw a dry creek in Animal Town too.	224
225	RANGER RABBIT You're right, Elinor. Hmm...	225

Ranger Rabbit thinks thoughtfully.

2.9 EXT. TRAIL TO HIDDEN LAKE - DAY

*

The group makes their way towards Hidden Lake.

226	RANGER RABBIT What brings you to Hidden Lake, Bianca?	226
-----	---	-----

227 BIANCA 227
I'm here to get ideas from Nature
for my inventions.

228 ELINOR 228
Ideas from Nature?

229 BIANCA 229

Yes, Nature is FULL of ideas! For
example, I got the idea for this
part...
 (the unfurling part of the
 the extendable gripper)
When I was studying butterflies in
the jungle last summer...

A THOUGHT BUBBLE shows Bianca observing a butterfly in a jungle. As she talks, we see a close up of the butterfly proboscis.

230 BIANCA (CONT'D) 230
Butterflies have a long mouth that
rolls up, and I thought, what a
great idea to store something long!

The image in the thought bubble cross-fades to show Bianca holding the unfurling stick and pondering.

231 BIANCA (CONT'D) 231
But then I thought, how can I use
it to grab things? So I looked for
ideas in Nature, and I learned that
bird beaks are really strong and
good for grabbing things, so I made
this part just like a bird beak.

The thought bubble shows Bianca studying a bird as it grabs a berry, and then shows her sketching the beak gripper in her notebook (something similar to this: <https://www.festo.com/group/en/cms/10237.htm>).

The kids are impressed <SFX: WHOA, COOL>.

232 RANGER RABBIT 232

Bianca was just like you, Elinor,
when she was a little girl. She
LOVED to ask lots of questions...
and still does!

Elinor is now doubly amazed. You can read it in her face:
Someone just like me?

At that moment, they come upon an opening in the trees as the trail bends.

233 BIANCA 233
Ah, look, we're here.

They look out unto HIDDEN LAKE. Finally! Choir sings. It's a beautiful view. Hidden Lake delivers. Gorgeous. <SFX: WOW! COOL! SO BEAUTIFUL WALLA>

Bianca turns left along the path.

234 BIANCA (CONT'D) 234
Follow me to the campsite!

The special compartment opens in her backpack and she stows away the gripper gizmo in a fun way. The kids hang back a little.

235	ARI	235
	Wow, an inventor. I don't think Bianca can be any cooler!	

Bianca calls over her shoulder.

236 BIANCA 236

Oh, by the way, I brought too many
marshmallows with me. Will you kids
help me eat them all?

The kids look at each other. Ari looks shell-shocked.

237 ARI 237

Ok, I was wrong. Bianca just got
way cooler.

They all <SFX: GIGGLE> at Ari's joke as they head to the campsite.

2.10 EXT. CAMP SET UP MONTAGE - DAY/NIGHT

In a short musical montage, we see the group set up their tents and settle in, with a few funny moments shown. We see the sun set over the mountains above Hidden Lake, as the sky darkens and fills with stars.

2.11 EXT. CAMPSITE - NIGHT

It's later that evening, and everyone is settled around the campfire. Olive is in front, finishing telling the group a kid-friendly spooky story.

238 OLIVE 238
But then, when they opened the
door...

Ari grips Robin for comfort <SFX: EEEHHH....>.

239	OLIVE (CONT'D)	239
	It was just a friendly butterfly.	

Ari sighs in relief <SFX: PHEW!>.

240	RANGER RABBIT	240
	Great story, Olive.	

Elinor sits next to Bianca. Bianca unfurls and uses her extendable gripper to pick up a marshmallow and add it to the ones in Ari's stick.

241	BIANCA	241
	Here you go, Ari.	

242	ARI	242
	Cool, thanks!	

243	ELINOR	243
	What are you going to invent next, Bianca?	

244	BIANCA	244
	I'm glad you asked, Elinor. I'm trying to invent a new kind of sticky tape. So I'm here to get ideas from frogs.	

245	OLIVE	245
	Oooh, we love frogs!	

246	ELINOR	246
	But... Why frogs?	

247	BIANCA	247
	Because of their th-ongues!	

Bianca sticks out her tongue, and the kids <SFX: GIGGLE>.

248	BIANCA (CONT'D)	248
	Frogs have a very special tongue. (has an idea) I know! Why don't you kids come with me to observe frogs tomorrow?	* *

The kids are very excited <SFX: REALLY?/WE'D LOVE TO/COOL!>.

249	BIANCA (CONT'D)	249	*
	You know how to observe, right?		*

250	ELINOR Yup! Observing means looking and listening carefully.	250	* * *
251	BIANCA (impressed) That's right!	251	* * *
252	RANGER RABBIT Well, it's time to turn in. It's been a long day.	252	*

Ari takes a last bite of his marshmallows, and the kids go into their tents.

253	ELINOR This has been an awesome trip so far, Mom. I can't wait until tomorrow.	253	
254	RANGER RABBIT I'm glad, hunny bunny. Have a good sleep.	254	
255	BIANCA Good night, everyone!	255	

As Ranger Rabbit climbs into her own tent we STAY ON Elinor, who hangs back at her tent entrance. She waves good night to Bianca, and after everyone goes in she sings a little bit of the explorer song from before as she gazes at the stars.

256	ELINOR (sings) Who knows where you'll go, or who you will meet... It might be someone, who wonders like me...	256	*
-----	--	-----	---

END OF ACT II

ACT III

3.1. EXT CAMPSITE -- MORNING

The sun rises, filling the sky with glorious reds and oranges that are reflected in the lake. It's the next morning and we catch the campsite as it gets ready for the day. Ranger Rabbit clears the table from breakfast and cleans the dishes while Ari, who is still eating, munches on his (probably third) plate of pancakes.

257	ARI	257
	Thanks for breakfast, Ranger Rabbit. It's dee-licious!	

258 RANGER RABBIT 258

You're welcome Ari. I have to say,
I've never seen anyone put
marshmallows on their pancakes
before.

Ari sits back and admires what's left of his creation: alternating stacks of marshmallow and pancakes.

259	ARI	259
	I think this might be... my greatest invention.	

He digs into his plate <SFX: MMMM...>. At that moment, we hear Elinor, Olive and Bianca from off-screen.

260 ELINOR/OLIVE/BIANCA 260
Ribbit! Ribbit! Ribbit!

The three of them come hopping around in a line, like frogs, led by Bianca.

```

261                ARI
                What are you doing?
261

```

Olive and Elinor stop to answer.

262 ELINOR 262
We're practicing!

263 OLIVE 263
Yeah, for when Bianca takes us to
observe frogs today.

264 ARI 264
Ooh, I want to do it.

Ari finishes his plate and hands it to Ranger Rabbit. He joins them and they continue hopping and <SFX: GIGGLING>.

265 ELINOR/OLIVE/BIANCA/ARI 265
Ribbit! Ribbit! Ribbit!

Suddenly, Elinor stops to think.

266 ELINOR 266
Wait... if we're all frogs, then
who's observing us?

A beat as they all look at each other.

267 BIANCA 267
How about you observe me... if you
can catch me! Ha ha!

Bianca hops away, and the kids hop after her <SFX: GIGGLING AND LAUGHING>. Ranger Rabbit finishes up washing some of the pots and looks around.

268 RANGER RABBIT 268
 Hmm, where should I put these to
 dry?

Bianca stops hopping and looks around, spotting two nearby trees.

269 BIANCA 269
I have an idea, Ranger Rabbit.
Let's put up a drying line.

270 RANGER RABBIT 270
Oh, good idea, but... I used the
last of my rope for the tents.

271 BIANCA 271
That's not a problem!

Bianca hops up and picks up her backpack. She presses a button, and a special compartment opens in the back, spewing out several rope ends.

272	BIANCA (CONT'D)	272
	Take your pick!	

<SFX: WOW, COOL, AWESOME WALLA> from the kids. Ranger Rabbit pulls on a rope and goes over to the trees, tying it between two trees. Bianca presses another button and the other ropes retract, closing the compartment.

273 RANGER RABBIT 273
 (finishing tying)
 There.

At that moment, Ranger Rabbit's radio, which was on the table, squawks <SFX: SKKKKT!>. Ranger Rabbit goes over to it while Bianca hangs up the pans.

274 DEPUTY MOUSE (OVER RADIO) 274
Ranger Rabbit, come in, Ranger
Rabbit.

3.2 EXT. INTERCUT RADIO CALL: ROAD BY THE RIVER PROJECT - DAY

Ranger Rabbit picks up the radio and we cut to a scene of Deputy Mouse at the head of the clearing of the new road into Animal Town. It looks like something has gone amiss.

275 RANGER RABBIT (OVER RADIO) 275
Hello, Deputy Mouse. Is everything
ok? How is the road project?

Deputy Mouse lifts his hat up. His necktie is loosened and he looks bushed.

276 DEPUTY MOUSE 276
Hi, Ranger Rabbit. Well, we've been
clearing up the sticks and branches
to make room for the new road,
but...

The camera moves to reveal a big old dead tree blocking their way.

277 DEPUTY MOUSE (CONT'D) 277
We found a really big log. *

We see Mrs. Beaver's workers trying to move it to no avail,
and Mrs. Beaver looking exhausted from chomping. *

278 RANGER RABBIT 278
Oh, dear. How big is it?

279 DEPUTY MOUSE 279
It's too big for us to move. It's
even too big for Mrs. Beaver to
chomp down. *

280 RANGER RABBIT 280
Hmm... Ok, Deputy Mouse, don't
worry. Let me see what I can do.

Behind Deputy Mouse, we see the pile of sticks they've been clearing again. Unnoticed, a few more sticks fall into the river and go downstream.

281 DEPUTY MOUSE 281
Thank you, Ranger Rabbit.

282 RANGER RABBIT 282
No problem, talk to you soon.

END CALL

3.3 EXT. CAMPSITE - MORNING

Ranger Rabbit hangs up the call. The kids and Bianca are gathered around her.

283	RANGER RABBIT	283	
	It looks like Deputy Mouse needs my help. He's just up the river that goes into Hidden lake.		* *
284	ELINOR	284	
	Is everything ok, Mom?		
285	RANGER RABBIT	285	
	Yes, but they're having trouble moving some sticks and branches to make room for the new road.		
Bianca offers to help.			
286	BIANCA	286	
	If you need to go, Ranger Rabbit, I can take the kids to look for frogs while you go help Deputy Mouse.		
287	RANGER RABBIT	287	
	Really, are you sure?		
288	BIANCA	288	
	Of course! You'll be nearby and we'll have a great time exploring, right kids?		
289	ELINOR/ARI/OLIVE	289	
	Yes!		
290	RANGER RABBIT	290	
	Are you kids okay with that?		
291	ELINOR	291	
	Sure, mom. Go help Deputy Mouse.		*
Ranger Rabbit puts on her backpack and takes out an extra radio.			
292	RANGER RABBIT	292	
	Thank you, Bianca. Here's a spare radio so you can call me if you need anything.		
293	BIANCA	293	
	Got it.		

294 RANGER RABBIT 294
I'll be back soon!

295 ELINOR 295
Good luck, mom!

296 RANGER RABBIT 296
(to the radio)
Deputy Mouse, I'm on my way.

Bianca and the kids wave her off.

297 BIANCA 297
That's Ranger Rabbit. Always *
helping the forest and everyone in *
it. Ok kids, who's ready to look *
for FROGS?

The kids run back to camp to get their things <SFX: C'MON!
LET'S GO!>.

3.4 EXT. TRAIL ALONG THE LAKE - DAY

Bianca and the kids walk further up along the lake to go look
for frogs. Bianca has the map open in front of her.

298 ELINOR 298
Where are we going to look for
frogs, Bianca?

Bianca points to an area in the map painted with a little
pond.

299 BIANCA 299
Well, you mom said there's a spot
near the lake called the Frog Bog
that's always full of frogs.

A THOUGHT BUBBLE shows a bog filled with brown frogs and,
importantly, just the right amount of plants in it.

300 BIANCA (CONT'D) 300
She said there should be lots of
frogs this time of year. I think
it's... (she does a funny pirouette
holding the map) this way!

Bianca folds the map and presses a button and another
extendable gripper mechanically unfurls out of a different
backpack compartment. She places the folded map in the
gripper, and it curls and stows itself back inside. *

301 OLIVE 301
I still can't believe you're an
inventor.

302 ARI 302
Yeah, that is SO cool. And you get
your ideas from Nature?

303 BIANCA 303
(nodding) Yup. You can find ideas
almost anywhere, Ari, but I like to
get my ideas from Nature. *

304 OLIVE 304
Why Nature, Bianca?

305 BIANCA 305
Because Nature is FULL of ideas!
Everywhere you look, Nature has
found a way to solve a problem or
invent something useful.

306 ELINOR 306
Like how you got the idea for how
your stick rolls up from
butterflies?

We see a **thought bubble** of a butterfly proboscis and the
unfurling stick.

307 BIANCA 307
Exactly!

308 OLIVE 308
And how you got the idea for the
grabber at the end from a bird's
beak?

We see a **thought bubble** of the grabber and beak.

309 BIANCA 309
Yes!

The kids look around them, trying to find ideas.

310 ARI 310
But... how did you GET the ideas?

311 BIANCA 311
Why, you just have to be curious!

312 ELINOR 312
You mean, ask questions?

313 BIANCA 313

Exactly! If you have a problem, or
if you're just looking for ideas,
all you have to do is look around
and ask yourself...

She picks up an acorn and looks at it closely. She gestures
to a nearby flower. *

314 BIANCA (CONT'D) 314

"How does that work?" (acorn) Or
"Why is this like that?" (flower)
And you might learn something you
didn't know before! *

Elinor thinks about this for a second, then something jogs
inside of her and she gets very excited.

315 ELINOR 315

Ari! Olive! That's something ELSE
that asking questions is good for.
Getting ideas! Asking questions is
good for getting ideas!

316 BIANCA 316

That's right!

3.5. EXT. NATURE IS FULL OF IDEAS SONG MONTAGE

Bianca sings "Nature is full of ideas." She starts the song
and is then joined by the kids, as they poke around the
surrounding area and also go into montages of inventions that
were inspired by Nature (a little like Sr. Tapir
interstitials). This is a fun song, with possibly a more
trombone-based style, and a more call and response cadence. *

317 BIANCA 317

(chorus)
Nature is full of ideas
You find them everywhere
Just ask yourself a question
The answers are out there! *

(verses)
Did you know that airplanes were
inspired by birds?
We looked to the sky, and saw them
fly
And we wondered, "How can WE go as
high? *

(chorus)
Nature is full of ideas
(MORE) *

BIANCA (CONT'D)

You find them everywhere
Just ask yourself a question
The answers are out there!

(verse)

Did you know that lots of things
have Nature's designs?
From robots and trains, to clothes
and planes
It's amazing, the idea's the same!

(bridge)

ELINOR/OLIVE/ARI: It's true they're
hidden all around
Wonderful ideas to be found
They're waiting there for us to see
Just you follow your curiosity!

ELINOR/OLIVE/ARI/BIANCA: Nature is
full of ideas
You find them everywhere
Just ask yourself a question
The answers are out there!

*
*
*
*
*
*
*
*
*
*

3.6. EXT. TRAIL TO THE FROG BOG - DAY

As we come out of the song, the group has walked further
along the lake and is now near the turn that leads to the
Frog Bog. Ari and Olive are in front with the map.

318	ELINOR Wow, Nature really is full of ideas.	318
	Bianca nods <SFX: MM-HMM>.	
319	ELINOR (CONT'D) And now we know something else asking questions is good for: getting ideas!	319
320	BIANCA You mentioned that before, Elinor. What did you mean?	320
321	ELINOR Well, I always ask a lot of questions.	321
322	BIANCA That's great!	322

*
*

323 ELINOR 323
But then I wondered why I'm always
wondering. What is asking questions
good for?

Bianca looks appreciatively thoughtful.

324 ELINOR (CONT'D) 324
But now I know. Asking questions is
good for exploring AND it's good
for getting new ideas.

325	BIANCA	325
	Wonderful, Elinor! You're right,	*
	asking questions is good for lots	*
	of things.	*

Olive looks at the map, and then points away from the lake.

326	OLIVE	326
	The Frog Bog should be... THIS way!	

327 BIANCA 327
What are we waiting for, let's go!

3.7. EXT. FROG BOG - DAY

The group finally arrives at the Frog Bog, a marshy extension of the lake that now looks flooded.

328 OLIVE 328

Ok, this is where Ranger Rabbit
said there should be LOTS of frogs.

There are no frogs.

329 ARI 329
I don't see any frogs.

330 ELINOR 330
Me either. *

Ari and Elinor poke around the immediate area, and Bianca takes a peek at the map.

331 BIANCA 331
Hmm. This IS where Ranger Rabbit
said there would be frogs.

332	OLIVE	332	*
	How can we observe frogs if we		*
	can't find any?		*

333 ARI 333
 Maybe we just can't see them.

334 ELINOR 334
 Yeah, maybe we just have to look
 for them. C'mon, we need more
 observations.

335 BIANCA 335 *
 More observations? I like that! *

Elinor smiles and the group heads out in one direction. *

3.8. EXT. FROG BOG - A DIFFERENT LOCATION

The group looks for frogs. Ari and Elinor are slightly ahead,
with Ari looking close to the ground and all around.

336 ARI 336
 Here's Ari, the World's Greatest
 Super Frog Finder, looking for
 frogs...

He looks around comically.

337 ARI (CONT'D) 337
 ...And he can't find any.

Elinor notices the squishing sound her feet make on the
ground.

338 ELINOR 338
 Hmm, the ground seems kind of wet
 and squishy.

She looks at the plants nearby.

339 ELINOR (CONT'D) 339
 And all these plants seem to be
 under water.

340 ARI 340
 I know, maybe I'll try calling the
 frogs. (calling) Here froggy-
 froggies!! Where are you..!?

341 ELINOR 341
 Ari... this is where the frogs
 live. We have to be careful not to
 bother them.

342 ARI 342
 Oh. Right.

He drops his voice, then starts walking carefully in one direction, while looking around in other directions.

343 ARI (CONT'D) 343
That's me. SUPER Frog Finder Ari is
SUPER carefu-WH-WHOAAAAA!

Ari trips on a log near the shallow water's edge and falls in <SFX: SPLOOSH!>. Elinor runs over to check on him.

344 ELINOR 344
Ari, are you ok?

Ari sits up in the shallow water and spits some water out <SFX: SPLURT>. On his head (or to the side of him) is a lily pad with... a BROWN FROG [Ref: californiaherps.com/frogs/pages/r.aurora.html].

ARI
I meant to do that.

Olive and Bianca run up.

346 BIANCA 346
Oh, Ari. You're soaked!

347 OLIVE 347
Ari! You found a frog.

348	ARI	348
	(looking around)	
	I did? Where?	

349 ELINOR 349
 (giggles) There!

The frog hops off and swims over to another nearby lily pad. Elinor helps Ari out of the water, and he shakes off most of the water. Bianca presses another button and another extendable arm unfurls holding a towel for Ari to dry himself.

350	ARI	350	*
	Wow, thanks!		*

351 OLIVE 351
We didn't find any frogs over
there.

352 ELINOR 352
We only found this one. I mean, Ari
did.

```

353             ARI
I am a Super Frog Finder!
353

```

Bianca looks over at the frog by the lily pad. *

354	BIANCA	354
	Great job, kids! And now my favorite part, observing Nature!	

Bianca takes out a notebook and prepares to scribble at the same time that Olive takes out her notebook and prepares to scribble.

355 OLIVE 355
Do you like to draw too, Bianca?

356 BIANCA 356
I do! It's my favorite way to
record my observations.

357 OLIVE 357
 (giggling) Mine too!

The group comically slinks over to observe the frog from behind some plants. As they observe, the frog watches silently as a fly meanders by and lands in an adjacent lily pad.

358	BIANCA	358
	Ooh, watch closely kids. This is	
	why I came to study these frogs.	

Suddenly, the frog acts! In a flash, it shoots its tongue out, catches the fly and gobbles it up. The kids are amazed
<SFX: WHOA! HUH!>

359 ELINOR 359
Wow! What just happened?

Another insect, this time a small cricket, hops unto the adjacent lily pad on the other side. The frog shoots its tonque out again and eats it. *

360 ELINOR (CONT'D) 360
It did it again!

ARI

First the bugs were there, and then
a second later, they were gone!

362 ELINOR 362
I... think the frog ate them.

Bianca smiles. *

363	OLIVE	363	
	I think I know what happened. The frog stuck its tongue out and caught the bugs.		
	A THOUGHT BUBBLE forms over Olive that shows the frog on one side and the fly on the other side, separated by water. As she talks, we see the frog eating the bug in slower motion.		* * *
364	ARI	364	
	Whoa, that is SO cool!		
365	ELINOR	365	
	I have so many questions!		
366	BIANCA	366	
	That's great! That's how we get ideas, remember? Let's use our notebook to record our questions and our observations.		* * *
	Bianca flips to a new page in her notebook. The pages have a graph paper grid pattern on them.		* *
367	BIANCA (CONT'D)	367	
	Ok, what are your questions?		* *
368	ELINOR	368	
	Well, why does the frog do that? Why does it use its tongue like that?		
	Bianca doodles a sketch of the frog with the fly in a nearby lily pad.		* *
369	BIANCA	369	
	Great question! Why do YOU think?		
	The kids think for a beat <SFX: HMM>. As they look at the drawing, a watercolor effect expands the paper to fill the screen, taking us INTO the drawing. As the kids talk, the drawing starts to animate.		* * * *
370	ELINOR	370	
	The frog probably wanted to eat the bugs...		*
	The frog moves its arm and then its leg as if to reach the fly.		* *
371	ARI	371	
	Yeah, but they were too far away to catch with its arms or legs.		*

The frog stops and after a beat uses its tongue to get the fly. *

372 OLIVE 372
So it used its long tongue to reach them!

We come out of the notebook view. *

373 BIANCA 373
Good thinking, kids! *

374 ELINOR 374
Wow, that is SO clever. It uses its long tongue to reach things that are far away.

375 BIANCA 375
See, Nature has all kinds of great ideas. What other questions do you have?

Olive has a thought.

376 OLIVE 376
Ooh, I have one! How does the tongue catch the bugs?

377 ARI 377
Yeah, I didn't see the tongue grab the bugs. It just kind of... stuck to them.

Bianca flips the page and doodles again, this time drawing a closer view of the frog's mouth and the fly a little distance away. *

378 BIANCA 378
Actually, Ari, I know the answer to this one. It's the reason I came to study these frogs.

She shows the page to the kids and we go into the notebook view again. *

379 BIANCA (CONT'D) 379
Frogs have a special extra-goopy saliva that makes their tongue sticky. But! It's sticky enough to stick to the bugs, but not so sticky that the frog can't swallow them.

As she talks, the drawing animates to show in slow motion how the tongue, covered in sticky saliva, strikes the bug. As the tongue hits it, the saliva partly envelopes the bug. Then the tongue pulls the bug back into the frog's mouth. *

380 ELINOR 380 *
Ohhh, that is so interesting.

The page flips in the notebook view, and we see some of Bianca's ideas: we see a tongue doodle next to a sketch for a sticky roll of tape and a little glue dispenser. *

381 BIANCA 381 *
I know! So I've been trying to figure out how to invent a glue or tape that's as specially sticky as frog tongues.

We come out of the notebook view. *

382 ARI 382
That is so cool. I have a question! How does the frog stick its tongue out so fast?

383 OLIVE 383
Yeah, I can't do that.

They all stick their tongues in and out a few times and <SFX: GIGGLE>. Bianca thinks for a second. *

384 BIANCA 384
That's a great question. Let's observe the frog and see if it does it again.

The kids look at the frog again. After a beat, another fly meanders within range of the frog and... Snap! The frog eats the fly.

385 OLIVE 385
(gasp!) I think I saw how it did it!

Bianca hands Olive the notebook and Olive starts to sketch on it. We go into the notebook view and we see she's drawn a side view of the frog tongue and mouth, with the tongue bent backwards. As they talk, the drawing animates. [Ref: Figure 2A/B in dropbox.com/s/d8klu95yqskamo4/jeb176289.full.pdf] *

386 OLIVE (CONT'D) 386
I think I saw the tongue bend backwards first before coming out of the frog's mouth.

387	BIANCA	387	
	Great observation, Olive! You're right, the frog bends its tongue back, and then uses its muscles to throw the tongue at the bug.		*
388	ARI	388	
	It's like a slingshot!		*
	We come out of the notebook view. The kids <SFX: OOOH / AHH / COOOOL>.		*
389	ELINOR	389	
	Wow, Nature really IS full of ideas.		
	The kids look admiringly at the frog, and Bianca jots down a few last things. Just then, the frog hops away. Bianca looks at her notebook and closes it.		*
390	BIANCA	390	
	Well, I got a lot of observations today, but I do wish there were more frogs.		
391	OLIVE	391	
	Yeah, Ranger Rabbit said there should be lots of frogs here.		
392	ELINOR	392	
	I wonder... Where did all the frogs go?		
393	ARI	393	
	Maybe they got lost?		
	Elinor thinks for a beat <SFX: HMMMM> then seems to remember something.		
394	ELINOR	394	
	Bianca, back in Animal Town, we saw a green frog that was lost because the creek was really dry.		
	Above her, we see a THOUGHT BUBBLE flashback of the earlier incident with the green frog in town. The green frog looks lost before hopping away from the dry creek.		
395	ELINOR (CONT'D)	395	
	But here the plants all look like they're under water.		

396 ARI 396

Could that be the problem? Maybe
there's too much water?

Olive remembers something too and opens her nature book.

397 OLIVE 397

Remember we learned that frogs like
places with just the right amount
of water for them? They get used to
it, and if it changes too quickly,
then they don't like it. *

398 ELINOR 398
That's it! Maybe there's too much
water for the frogs, and that's why
they're not here.

399	ARI	399
	Yeah, I wouldn't like it if my	*
	house filled up with water. But I'm	*
	not a frog.	

400 BIANCA 400

Hmm, I think you're right, kids. It looks like all this water came recently, and that would explain why there aren't any frogs.

*

She looks back towards the lake.

BIANCA (CONT'D) 401

The water is probably coming from
the lake... But why? *

Olive looks out to the bog.

402	OLIVE	402
	Aww, poor frogs. If this is their home, then where are they going to go?	

Elinor thinks for a beat.

403 ELINOR 403
We have to help the frogs.

Ari and Olive agree <SFX: YEAH / POOR FROGS WALLA>.

404	BIANCA	404
	I'm so proud of you kids for wanting to help Nature. Let's do it!	

The kids are excited <SFX: YEAH AWESOME WALLA>.

405

BIANCA (CONT'D)

405

Let's go back to the lake and see
if we can figure out where all this
water is coming from.

The group heads back towards the lake.

END OF ACT III

ACT IV

4.1. EXT. TRAIL TO THE FROG BOG - DAY

Bianca and the kids arrive back at the spot where the lake connects to the bog. Bianca looks at the water and traces it back in the direction of the Frog Bog.

406

BIANCA

406

It looks like the extra water in
the Frog Bog is coming from the
lake.

*
*

She looks down at the plants near the edge of the lake, which also look flooded.

407

BIANCA (CONT'D)

407

Okay, I think I know what's
happening.

As she talks, we see a THOUGHT BUBBLE form above her with a side/cross-sectional view of the part of the lake that is near the Bog.

408

BIANCA (CONT'D)

408

There's too much water in the lake,
and some of it is going to where
the frogs live in the bog. That's
why we couldn't find a lot of frogs
there.

*

The thought bubble animates and we see the water level rise in the lake, spilling over to where the bog is and covering it (and the plants) in water. A little brown frog that was sitting on the bog edge hops away.

Elinor looks at the plants near the edge of the lake.

409

ELINOR

409

Yeah, the lake also looks too full.

*

410	ARI	410
	But why does the lake have too much water?	

411 BIANCA 411
I don't know. That's the mystery.

412 OLIVE 412
It's a *water* mystery.

413 ELINOR 413
Maybe it's been raining a lot?

414 BIANCA 414

Good suggestion, Elinor, but it
hasn't rained here in a while.

415 ARI 415

Ooh, I know! Maybe a GIANT is
pouring water into the lake from a
giant bucket.

A THOUGHT BUBBLE illustrates Ari's idea.

416 BIANCA 416
Also a good suggestion, Ari... But
do you see any giants?

417 ARI 417
Mmm, no. Maybe it's a very sneaky
giant? Or an INVISIBLE giant?

418 ELINOR 418
I know. Let's observe the lake and
see if we can figure it out.

419 OLIVE 419
Great idea, Elinor. I'll draw it in
my notebook.

420 BIANCA 420
That's the spirit, scientists!

Olive takes out her notebook and sits by the edge of the lake to draw it. Elinor, Bianca and Ari peer around the shoreline. We see there are sticks in the water, but we don't notice them yet.

421 ELINOR 421
 Hmm, I don't see anything that
 would make the lake have too much
 water.

422 ARI 422
Me neither.

At that moment we hear Olive sounding a little frustrated.

```

423             OLIVE
423             Ohhh, not again!

```

424 ELINOR 424
What's wrong, Olive?

425 OLIVE 425
I'm trying to draw the lake but it
keeps changing.

426 ELINOR 426
The lake keeps changing?

427 OLIVE 427
Yeah, I'm trying to draw it, but
those sticks keep moving, and I
have to start all over again.

Elinor goes to the edge of the lake and looks out. Near the shore we can see sticks and branches floating slowly but steadily in one direction.

428 ELINOR 428
Whoa, look at all those sticks and
branches floating in the water.

429 ARI 429
They all seem to be floating that
way.

430 ELINOR 430
That's SO INTERESTING. I wonder
where they're going.

431 BIANCA 431
There's only one way to find out.

432 ELINOR 432
Let's follow the sticks and figure
it out.

Elinor starts to follow the sticks and the rest of the group follows her.

4.2 TRAIL ALONG HIDDEN LAKE NEAR OVERLOOK -- DAY

The group follows the sticks along the lake.

433 OLIVE 433
Look, I see more and more sticks
floating in the water.

434 ARI 434
Where are all these sticks coming
from?

After a few beats of mysterious following, they come to the
end of the path. We see the sticks go around a bend in the
lake's edge, which is blocked from view by a rise in the
terrain.

435 ELINOR 435
Huh, there they go. But where are
they going?

Bianca's ears perk up.

436 BIANCA 436
Wait, hold on, I hear something.

She scans the area. Suddenly, she picks up a sound <SFX:
WATER TRICKLING>.

437 ARI 437
Is it the giant?

438 BIANCA 438
Come on, follow me.

She follows the sound into the bushes up the small rise.

4.3 EXT RIVER BLOCKAGE OVERLOOK -- DAY

Bianca and the kids emerge on the other side of the bushes.
They are on a slight overlook where the lake normally flows
to the river towards Animal Town. A little down below them,
we can see that the sticks are floating this way and getting
stuck on some rocks, forming a dam. There is still a little
bit of water flowing through, making the <SFX: WATER
TRICKLING>.

*
*

439 ELINOR 439
Look, that's where all the sticks
are going.

440 OLIVE 440
They're floating down the lake and
then getting stuck on those rocks.

*

441 ARI 441
Look at that big pile! It's like a
dam!

442	BIANCA	442
	You're right. The sticks are	*
	stopping the water from going down	
	the river. That's the sound I	*
	heard!	*

Elinor thinks about this for a second.

443 ELINOR 443
(gasp!) Maybe THAT'S why there's
too much water in the lake.

She points to the sticks and to the lake.

444 ELINOR (CONT'D) 444
The sticks are blocking the water
from going to the river, so the
water stays in the lake.

445 ARI 445
Ohhh... It's just like my bathtub.

446	OLIVE	446
	Your bathtub??	

447 ARI 447

Yeah, if I put the plug in the
drain, the water can't get out and
the tub fills up.

We see him imagining this in a THOUGHT BUBBLE.

448	OLIVE	448
	Oh, the lake is like your bathtub, and this river is like the drain.	

449 BIANCA 449
Amazing! I think you kids figured
it out.

She takes out the map Ranger Rabbit gave her and opens it up. The map envelopes the screen and animates as she talks.

450 BIANCA (CONT'D) 450

There's water coming *into* the lake,
but the sticks are blocking the
water from going *out*, so the water
stays in the lake.

451 ELINOR 451
And that's why there's too much
water in the lake.

452	OLIVE	452
	Which is making the frogs' home	
	fill up with water.	

Bianca thinks for a minute and looks at the map.

453 BIANCA 453

And I think that's why the creeks
you saw before are dry. The sticks
are blocking the water from getting
to them.

454 ELINOR 454
(gasp!) We have to get the sticks
out.

455 OLIVE 455
Yeah, it's changing the frogs'
homes here and in Animal Town!

456 ARI 456

We have to un-stick the situation!

Bianca looks back out towards the lake.

457 BIANCA 457
I think I might know where the
sticks are coming from.

She takes out the radio and calls Ranger Rabbit.

458	BIANCA (CONT'D)	458
	Ranger Rabbit? Come in, Ranger	
	Rabbit.	

4.4 EXT. INTERCUT RADIO CALL: ROAD BY THE RIVER PROJECT - DAY

We see the road project site as the workers use some ropes and pulleys to move the log out of the way. Ranger Rabbit picks up the radio.

459 RANGER RABBIT 459
Hi Bianca, is everything OK?

460 BIANCA 460
Everything is fine... But, the kids
and I have discovered a problem.

461 RANGER RABBIT 461
Oh? What is it?

462 BIANCA 462
There are a lot of sticks floating
in the lake and they're blocking
the water from going to the river.

463 RANGER RABBIT 463
Hmm, that would explain why the
creeks we saw were dry. *

464 BIANCA 464
Yes, and it's also causing the Frog
Bog to flood. Ranger Rabbit, did
you say you're moving a lot of
sticks for the new road?

465 RANGER RABBIT 465
Why, yes, but...

As she talks, she looks around and spots the problem. The
pile of sticks they had cleared is too close to the river,
and some of the sticks are being carried away by the current.

466 RANGER RABBIT (CONT'D) 466
Oh, I see. The sticks we've been
clearing have been falling into the
river and floating down to the
lake.

She looks at the sticks floating down the river and towards
the lake.

467 RANGER RABBIT (CONT'D) 467
We'll move them right away, that
should stop more sticks from
blocking the water.

468 BIANCA 468
Great, thank you Ranger Rabbit!

Ranger Rabbit signs off and we see her waving at Deputy Mouse
and Mrs. Beaver.

4.5 EXT. RIVER BLOCKAGE OVERLOOK - DAY

Back at the lake, Bianca puts away the radio.

469 BIANCA 469
Okay, your mom is going to stop
more sticks from coming to the
lake.

470 OLIVE 470
Phew! But... what do we do about
the sticks that are blocking the
water? *

471 ELINOR 471 *

We have to find a way to get the
sticks out.

472 BIANCA 472

Hmm, but how do we get to them?

473 ARI 473

I could fly over and pull on them?

474 BIANCA 474

Thanks, Ari, but that might not be
safe for you.

We see there's some splashing from the mild current hitting
the sticks.

475 OLIVE 475

I have an idea! Maybe you can use
your invention to get the sticks,
Bianca.

476 BIANCA 476

You mean the grabber? Let's try it! *

Bianca takes out her extendable gripper and reaches out to
the sticks, but it's not nearly long enough. *

477 ELINOR 477

Aww, it's too short!

478 BIANCA 478

That's ok. Not every idea works. We
just need to keep trying.

They all think for a beat. Suddenly, Elinor has an idea.

479 ELINOR 479

I wonder if asking questions can
help. Asking questions is good for
exploring, and it's good for
getting ideas... Maybe it's good
for solving problems, too. *

480 BIANCA 480

Yes! Asking questions is very
helpful when you're trying to solve
a problem. Let's do it!

The kids gather together to think this through.

481 BIANCA (CONT'D) 481
 Okay, the first question you should
 ask is, "What's the problem?"

482 OLIVE 482
 Ooh, I can draw it on my notebook! *

On her notebook, Olive doodles a general diagram of the *
situation. The kids and Bianca are on a small overlook above
the rocks and sticks.

483 OLIVE (CONT'D) 483
 We need to move the sticks, but *
 we're here and the sticks are way *
 over there. It's too far for us to *
 reach. *

484 BIANCA 484
 That's great Olive, it always helps *
 to draw the problem. Now the next *
 step is to come up with ideas for *
 solving it. What can we use to *
 reach the sticks?

The kids think. Suddenly, Elinor has a THOUGHT BUBBLE
recollection of the earlier frog observation: we see a
flashback of the frog catching a bug from across the lily
pad.

485 ELINOR 485
 We could do like the frog! The frog
 used its tongue to reach the bugs
 on the other side of the water.

486 OLIVE 486
 Yes!

487 ARI 487
 Wait, you think we need to use our
 tongues to get the sticks?

He sticks his tongue out, and the others <SFX: GIGGLE>.

488 OLIVE 488
 I think Elinor means we need to
 make Bianca's invention long, just
 like the frog's tongue.

489 BIANCA 489
 Ah ha! An idea from Nature! I love
 it!

490 ELINOR 490
But how can we make your grabber
longer? *

They all think for a beat.

491 ELINOR (CONT'D) 491
Wait, I know! Bianca, do you still
have those ropes in your backpack?

492 BIANCA 492
Yes, of course.

She turns and pushes a button to open the rope compartment.

493 ELINOR 493
Maybe we can use a rope to make the
grabber reach down to the sticks? *

The kids pull out some rope and tie it to the base of the
gripper stick. They stretch it out to look at their work.

494 ARI 494
Now it's really long, like a frog's
tongue.

495 BIANCA 495 *
Brilliant! Let's see how it works.

The kids give her room, and Bianca pushes on the little
handle lever, which makes the gripper stay open. She then
tries tossing it with the rope:

496 BIANCA (CONT'D) 496
1...2....3.... toss!

But because of the distance and the weight of the rope, she
can't toss it far enough to reach the sticks.

497 OLIVE 497
Aww. It still doesn't reach. I
really thought that was going to
work. *

498 ARI 498
Me too.

This time, Elinor eggs them on.

499 ELINOR 499
We can't give up. The frogs need
our help. Let's keep trying!

511 BIANCA (CONT'D) 511
Ok, everyone help me pull.

The kids help pull her back and... frog tongue away! The gripper flies through the air and plop! It lands on a stick, closing and grabbing it.

512 ELINOR 512
Yes! It worked!

The kids and Bianca pull on the rope (being safe of course with Bianca in front).

513 ARI 513
Nnnngh! We have to pull harder!

Ari flutters up, pulling with his legs. Suddenly, the branch moves and comes loose!

514	OLIVE	514
	It came loose!	

515	ELINOR	515	*
	Let's pull another stick!		*

They pull back the grabber, set it up again, and launch it. *
It grabs another stick and they pull. This time, the stick *
comes off and the rest of the dam collapses and starts to *
flow down the river.

516 ELINOR (CONT'D) 516
Look, now all the sticks are *
falling down.

517 OLIVE 517
And now the water can get through!

The group does a celebration dance <SFX: YES! WE DID IT! AWESOME!>, dancing and high-fiving each other.

518 ELINOR 518
We should tell my mom.

519 BIANCA 519
Yes! (takes out the radio) Ranger
Rabbit, come in.

4.6 EXT. INTERCUT RADIO CALL: ROAD BY THE RIVER PROJECT - DAY

We see the road project site as the workers finish moving the sticks out of the way. It looks like they moved the log too, and the way is clear.

520 RANGER RABBIT (V.O.) 520
Hi Bianca! How's it going down
there?

521 BIANCA 521
Together with my team of inventors,
we moved the sticks, and the water
is flowing again.

522 RANGER RABBIT 522
Wow, how did you do it?

Elinor leans in to talk to the radio.

523 ELINOR 523
We did it by asking questions. It's
good for exploring, for getting
ideas, and for solving problems.

524 ARI 524
And we got all of our ideas from
Nature!

Bianca has her gripper back in her hand and she snaps it a
few times.

525 BIANCA 525
We sure did!

526 RANGER RABBIT 526
That's amazing. I can't wait to
hear about it tonight. I'll help
Deputy Mouse finish here and meet
you back at the campsite.

527 BIANCA 527
Roger that, Ranger Rabbit. See you
tonight.

Elinor gets up on her toes.

*

528 ELINOR 528
Bye mom!

*

*

END CALL

4.7 EXT. RIVER BLOCKAGE OVERLOOK - DAY

The kids beam as the last of the sticks washes downstream and
water flows out of the lake.

529 BIANCA 529

I'm so proud of you kids for asking
great questions. It helped us come
up with ideas and solutions!

Elinor smiles.

530 BIANCA (CONT'D) 530
You know, when I was a little kid,
I asked a lot of questions too. And
I still do! So never stop asking
questions, kids.

531 ELINOR 531
We won't, Bianca!

They look down and they can already see a little bit of the water level go down.

532 OLIVE 532
I think there's less water in the
lake now.

533 ELINOR 533
(remembering)
The frogs! Let's go check on them.

The others agree <SFX: YES! LET'S GO! WALLA> and they run off screen.

4.8 EXT. FROG BOG -- DAY

The group arrives back at the frog area and they look around. They can see the water level slowly receding.

534 ELINOR 534
Look, now you can see more of the
plants.

535	OLIVE	535
	Yeah, it looks like it has just the	*
	right amount of water now.	*

As they look on, a small brown frog hops over from some nearby bushes and jumps in the water, looking happy and content. A few other frogs join in. *

536	ARI	536
	We did it! Now the frogs can come back!	

537 ELINOR 537
Wow, I can't believe those sticks
had made such a big change here.

538 BIANCA 538
Yes, when something happens in one
place, it can change things for
plants and animals in other places.
Everything is connected in Nature,
even us.

The kids think on that for a beat.

539 BIANCA (CONT'D) 539
That's why we need to help Nature
whenever we can, especially if we
are the ones that cause changes in
it.

Bianca and the kids sing a short sweet ditty about how
everything in Nature is connected, even us. As she sings, the
kids take in a larger view of the trees and plants and
animals around them. *

540 BIANCA/ELINOR/ARI/OLIVE 540
Everything's connected,
That's the beauty of our world,
Everybody plays a role, *
Every boy and girl

Every plant and creature,
Whether big or small *
Are all in this together *
Everyone and all

When something happens somewhere *
It can change another place
It might make it different
In unexpected ways

So let's take care of Nature
We're all in the same world,
Everyone can lend a hand
Every boy and girl *

At this moment Ranger Rabbit returns over a nice swell of
accompaniment. Elinor brightens and hugs her. *

BIANCA/ELINOR/ARI/OLIVE/RANGER *
RABBIT *
Every plant and creature,
Whether big or small *
We're all in this together *
Everyone and all *

END ACT IV

ACT V

5.1 EXT. CAMPSITE - DAY

It's the next day and we see the sun rise over Hidden Lake. Everyone is packing up to leave camp, including Ranger Rabbit, who came back the day before. The kids bring their backpacks to the center of camp. *

541 RANGER RABBIT 541
All right, I think we're ready to go.

Bianca walks up, strapping on her backpack.

542 ELINOR 542
Where are you going now, Bianca?

543 BIANCA 543
Wherever Nature takes me. I just ask questions and explore! *

544 RANGER RABBIT 544
I think this is a good time to say good bye to Bianca, kids. *

Bianca and Ranger Rabbit give each other a big hug. Next, the kids gather around, and Bianca says bye to them one at a time.

545 BIANCA 545
Well, I had a LOT of fun exploring with all of you. It was great to meet you, Ari.

546 ARI 546
Yeah, me too. Ooh, I have an idea for a new invention.

547 BIANCA 547
What is it?

548 ARI 548
(selling it dramatically)
Pickles with marshmallows...

549 BIANCA 549
Ooh, let me know how that turns out.

(MORE)

BIANCA (CONT'D)

And it was great to meet you too,
Olive. Did you finish your drawing
of the lake?

Olive takes out her sketchbook.

550	OLIVE	550
	I did. Look!	

Olive opens it up and shows everyone a really beautiful
drawing of Hidden Lake.

551	ELINOR	551
	That's amazing, Olive.	

552	OLIVE	552
	And that's us! Exploring!	

In the drawing she points to a rendition of them walking
along the lake edge.

553	BIANCA	553	
	It's beautiful. I hope you two keep having interesting ideas and keep drawing.		*

Olive and Ari beam. Bianca turns to Elinor and kneels down to
her level.

554	BIANCA (CONT'D)	554
	And it was really special to see you, Elinor. You're so grown up. I hope you had fun on this trip.	

555	ELINOR	555	
	Yes, I learned SO much. Especially about asking question.		*

556	BIANCA	556
	Well, I hope you never stop wondering. It's always good to listen to that little bit inside all of us that wants to know how things work and why things happen.	

Elinor looks down at herself.

557	ELINOR	557	
	We all have a little bit of wonder inside?		*

558	BIANCA	558	
	Yup, there's wonder inside all of us.		*

(MORE)

BIANCA (CONT'D)
(Elinor takes it all in.
Bianca smiles.)

Who knows, maybe you'll grow up to
be a scientist, or a Ranger like
your mom.

*
*
*

559 ELINOR 559
Or an inventor, like you!

560 BIANCA 560
(smiling/chuckling)
I'm sure you can be anything you
set your curious little mind to.

*

They have a nice hug.

5.2 EXT. TRAIL TO HIDDEN LAKE - DAY

*

Over a short montage, the group walks back to the entrance to
the forest, where we first revealed Hidden Lake. Still over
music, the group stops and they part ways with Bianca (she
goes the other way). Hugs and fun waves as she sets off. On a
wide shot, we see them walk in different directions as we get
one last look at Hidden Lake (goodbye lake!).

Our group starts walking down the path. Olive has her
notebook out, sketching flowers here and there, and Ari is
playing with Robin (his plushie).

561 ARI 561
Did you have fun, Robin? I had a
lot of fun.

Elinor walks next to her mom.

562 RANGER RABBIT 562
Did you have fun, Elinor?

563 ELINOR 563
I sure did, Mom! I learned a lot
about asking questions.

564 RANGER RABBIT 564
Oh, yeah? What did you learn?

565 ELINOR 565
I learned that asking questions is
good for lots of things: It's good
for exploring, for getting ideas
and it's good for solving problems.

566

RANGER RABBIT

566

(smiling)

Yes, asking questions is wonderful.

With that, we launch into our final song: a sweet uplifting song that recaps what we've learned and done and winds us down.

*

5.3 EXT. IT ALL STARTS WITH ASKING QUESTIONS SONG MONTAGE

As they sing, the kids hike back to Animal Town over beautiful Nature scenes and flashbacks to the previous key moments.

*

*

*

567

ELINOR/OLIVE/ARI

567

*

(chorus)

It starts with asking questions

*

Everybody knows

So keep on asking questions

And who knows where you'll go

*

(verses)

It might help you to explore

And find things that are new

Who knows what you'll find

Or what you'll get to do

*

You might find new wonders

*

Or make a new friend

It all starts with asking

What's around the bend?

(chorus)

It starts with asking questions

*

Everybody knows

So keep on asking questions

And who knows where you'll go

*

(verses)

It might help you find ideas

*

You didn't know before

Who knows what you'll learn?

That's what wondering's for

*

Why is it like that?

And what does it do?

You just have to ask

And then you'll find out too

*

(bridge)

*

But the best part of asking

*

questions

Is that moment when you gasp!

*

(MORE)

ELINOR/OLIVE/ARI (CONT'D)

And see you've solved a problem *
With the wonder that you have *

Start with asking what's the
problem?
And soon you'll figure out *
Helping others is *
What wondering's all about *

(chorus)
Yes, it starts with asking *
questions
Everybody knows
When children think and wonder *
Who knows where we'll go? *

On the last few bars, we see our group get to Animal Town and *
to the Rabbit House. Mr. Rabbit and the Bats and Mz. Elephant
are all there to greet them and the kids say their <SFX:
GOODBYE WALLAS> and give each other hugs. As the end notes of *
the song play, we see Elinor follow her parents into the
house, taking one last look back at the world outside. *

5.4 EXT. FROG CREEK - DAY

We cross-fade to a new day. It's some time later, and we are *
at the frog creek from the beginning of the special. The *
green frog we saw earlier sits happily on a floating lily *
pad. The creek is filled with water again, and we pull out to
show that there are more green frogs swimming about, and that
Elinor is there curiously looking at them. All is right with
the world, and Elinor looks happy wondering. The frog zips
its tongue at a nearby fly and Elinor <SFX: GASPS and
GIGGLES>. From off-screen, we hear her friends approaching.

568 OLIVE (O.S.) 568
Hi, Elinor! Whatcha doing?

569 ARI (O.S.) 569
Let me guess. You're... wondering
about something?

Ari and Olive enter.

570 ELINOR 570
Yes I am!

They all look at the frogs together.

571 ELINOR (CONT'D) 571
I wonder... why do frogs like to
hop?

572	ARI	572
	What do you mean?	

573 ELINOR 573
They have really long legs. Why
don't they walk?

574 OLIVE 574
I don't know. Maybe because they
don't have shoes?

575 ELINOR 575
Or maybe because hopping is just
more fun?

She hops around like a frog, and the kids <SFX: GIGGLE> and join her. Olive takes out her notebook.

576 OLIVE 576
I know, let's observe them and see
if we can figure this out!

577 ELINOR 577
Yes! We need more observations.

On <SFX: GIGGLES> and playing, we pull out of the frog creek, up and over the trees and buildings and we settle on a beautiful view of the area. It's another wonderful day of wondering in Animal Town.

END OF SPECIAL

CREDITS

5.5 POST CREDIT SCENE

On a bonus post (or pre) credits scene, we see Mr. Raccoon at his bakery, munching on a snack with one hand, and reading a book with the other. The book cover shows a donut on a parchment roll (implying a history or ode to donuts). Suddenly, he stops chewing and slaps his head.

578 MR RACCOON 578
So THAT'S why donuts have holes!

CUT TO BLACK

THE END

*