

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 Beatriz 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]

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SECOND DRAFT: June 19, 2020

POLISH: July 3, 2020

1.1 EXT. ANIMAL TOWN - DAY

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- * *
- * *
- * *

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

*
*

*
*

1.2 INT. MR. RACCOON'S BAKERY - DAY

*

*
*

5	ELINOR	5	
	Hi, Mr. Raccoon.		*
	Ari goes over to smell the donuts.		*
6	ARI	6	
	Mmm, these donuts smell SO good.		
7	MR. RACCOON	7	
	Why thank you, Ari. You're welcome to have some... if that's okay with Ranger Rabbit.		*
	The kids look excited.		
8	RANGER RABBIT	8	
	Sure, go ahead kids. Thank you, Mr. Raccoon.		
	<SFX: KIDS YAY, AWESOME, THANK YOU WALLA> The kids reach for some donuts. Ari takes a little longer to decide and, as the group continues talking, he comically pulls one from the bottom of the pile, nearly causing a donut avalanche.		* * *
9	MR. RACCOON	9	
	(chuckling) You're welcome. Now, how can I help you?		
10	RANGER RABBIT	10	
	We're out getting supplies, Mr. Raccoon.		
11	ELINOR	11	
	Because we're going on a trip! My mom is taking us camping this weekend.		* *
12	MR. RACCOON	12	
	Oh, how exciting! Where are you going?		
13	RANGER RABBIT	13	
	We're heading up to Hidden Lake.		
14	OLIVE	14	
	We've never been there before. It's gonna be so much fun.		* *
15	MR. RACCOON	15	
	I'm sure it will be. Well, you came to the right place. I make the best baked camping goodies in town. Of course...		*
	(MORE)		

MR. RACCOON (CONT'D)
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.

16	ARI	16
	Mmm, this donut is SO good. I wish I could eat the hole too!	

17 OLIVE 17
Ari, you can't eat the hole. It's a
hole!

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

18	MR. RACCOON	18
	Here you go, some baked goodies for your trip.	*

19	RANGER RABBIT	19	*
	(taking the package)		*
	Thank you, Mr. Raccoon.		*

20 ELINOR 20 *
Mr. Raccoon, I've never thought *
about this before. But I wonder...
why do donuts have holes?

21 MR. RACCOON 21
Oh. Well, that's easy. You see,
they're baked WITH the holes in
them.

22 ELINOR 22
Yes, but why are they baked with
holes in them?

23 MR. RACCOON 23
Because I put holes in them before
baking them. *

24 ELINOR 24
But why do you put holes in them?

25 MR. RACCOON 25
(little unsure) Because donuts are *
supposed to have holes.

26 ELINOR 26
Yes, but why do donuts have holes *
in them?

27	MR. RACCOON (scratching his head) Uh, um... That's a good question, Elinor!	27	* * *
28	OLIVE (giggling) Yeah, Elinor is <i>really</i> good at asking questions.	28	
29	ARI Yup, she's the best question asker in the world.	29	
	Elinor smiles but looks thoughtful. Something has piqued her interest. <SFX: HMMM>		* *
30	RANGER RABBIT Kids, we should get going. We still have more things to get for our trip. Thanks again, Mr. Raccoon.	30	* *
	The kids wave bye and head for the door. <SFX: BYE, THANKS, SEE YA WALLA>		* *
31	MR. RACCOON Good bye!	31	* *

1.3 EXT. OUTSIDE THE BAKERY - DAY

Outside, Ari jumps and flutters out the door.

32	ARI Woo hoo! I can't wait to go camping!	32	*
33	RANGER RABBIT 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.	33	*
34	OLIVE We can get the fruit from Mz. Llama, Ranger Rabbit.	34	
35	RANGER RABBIT Ok, thanks, kids. I'll see you at the Post Office.	35	* *
	Mom departs towards the Post Office, while Elinor still looks a little lost in thought.		*

36	ELINOR	36	
	Hmm, I've never thought about that before either. I DO ask a lot of questions. That is SO interesting.		* *
	Olive and Ari nod.		*
37	OLIVE	37	*
	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.		
38	ELINOR	38	
	Mz. Mole, why are trees so tall? And why do fish swim? And why do lizards have such long tails?		
	BACK ON: Elinor considering.		
39	ELINOR (CONT'D)	39	
	Those WERE pretty good questions.		
	The kids <SFX: GIGGLE>.		
40	ARI	40	
	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.		
41	ELINOR	41	*
	Sr. Tapir, why are birds so many different colors? And how do they fly? And why do they live in trees?		*
42	SENOR TAPIR	42	
	(he strums his guitar) I feel a song coming!		
	TILT DOWN TO: Elinor and her friends <SFX: GIGGLING>.		
43	ELINOR	43	*
	(wondering) 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 (parked at her restaurant). 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).

44

ELINOR/OLIVE/ARI

44

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?
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!

(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!

(MORE)

ELINOR/OLIVE/ARI (CONT'D)
 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:

45 ELINOR 45
 I know I ask a lot of questions,
 but what is asking questions good
 for?

46 OLIVE 46
 Dun, dun, dun! It's a mystery... a
wondering mystery.

47 ARI 47
 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.

48 ELINOR 48
 What's that, Mom?

49 RANGER RABBIT 49
 It's a letter from my old friend
 Beatriz. Do you remember her?

*

Ranger Rabbit hands the kids a few PHOTOS that Beatriz included of her adventures: on the peak of a mountain, in a jungle.

*

*

*

50 ELINOR 50
 Mmm, I don't think so.

51 RANGER RABBIT 51
 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.

52 ELINOR 52
 Hidden Lake? That's where we're
 going!

*

53	RANGER RABBIT Yes, maybe we'll see her there. (puts away the letter and photos) Ok, should we continue getting things for our trip?	53	*
54	ARI Ranger Rabbit, are we going to get marshmallows? We can't go camping without marshmallows!	54	
55	RANGER RABBIT (smiling) Yes, Ari, we'll ask Mr. Hippo if he has any at his store.	55	
56	ARI Ahh... camping and marshmallows. What could be better than that?	56	
Suddenly, they hear a <SFX: RIBBIT!>.			
57	ARI (CONT'D) "Ribbit?"	57	
We pull out and see a little green frog in the middle of the sidewalk next to them.			
58	OLIVE It's a frog!	58	
Elinor walks over.			
59	ELINOR Hi, frog.	59	
Mom and the rest walk up too.			
60	RANGER RABBIT Mmm, I wonder what a frog is doing in the middle of town.	60	
61	ELINOR I've never seen a frog here before.	61	*
Just then the frog hops away. Elinor looks to the frog and then to Mom.			
62	ELINOR (CONT'D) Mom, can we follow it?	62	

63	RANGER RABBIT	63	
	Sure, kids. I'll go get the rest of the things we need and meet you back here. Just keep a safe distance and try not to scare it.		* * *
64	ELINOR	64	
	Thanks, Mom! Let's follow that frog!		*

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:

65	MZ. MOLE	65	
	Wow, these illustrations are so life-like!		
	The frog hops across the thoroughfare. Here comes Koa on his skateboard. Ari stops him like a crossing guard so the frog can cross.		*
66	ARI	66	
	Whoops, sorry Koa. Frog crossing!		
	The frog hops behind the general store, where there's a little ditch. The frog does a BIG jump across.		*
67	OLIVE	67	
	Whoa! Nice jump froggy.		*
	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 the dry creek, not sure where to go.

68	ELINOR	68	
	There it is! It looks kinda... lost.		*
69	ARI	69	
	This is where we usually find frogs, but... there's only one now.		* *

70	OLIVE The creek is really dry. There's no water in it. Elinor thinks for a beat.	70	* * * *
71	ELINOR Maybe that's why the frog was in town. The creek is dry, so it went looking for water.	71	* *
72	OLIVE 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.	72	*
73	OLIVE (CONT'D) (reading) Most frogs like ponds and creeks that have <i>just</i> the right amount of water for them. If there's too much (points to the top drawing) or too little water (points to the bottom drawing) from what they're used to, they won't like it.	73	* * * * *
74	ELINOR Aww, poor frog. I wonder where all the water went. The kids watch as the frog hops away, continuing its search.	74	
75	ARI Bye, frog! I hope you find a good, wet 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.	75	* *
76	RANGER RABBIT Ah, I thought the frog would come to this creek.	76	* *
77	ELINOR Mom, we followed the frog here, but the creek is really dry.	77	*

78 OLIVE 78
We think that's why the frog was in town.

79 ARI 79
Yeah, frogs don't like it when the water changes where they live. *

Ranger Rabbit looks at the creek.

80 RANGER RABBIT 80
Hmm, it is unusual for the creek to be dry this time of year. I'll have Deputy Mouse look into it later. *
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. *

81 RANGER RABBIT 81 *
Deputy Mouse. Come in, Deputy Mouse.

82 DEPUTY MOUSE 82
I hear you loud and clear, Ranger Rabbit. I'm here helping Mrs. Beaver clear space for the new road into town.

83 RANGER RABBIT 83
Did you find the site OK?

84 DEPUTY MOUSE 84
Yes, it's right near Hidden Lake.

REVEAL: At the road site, we see Deputy Mouse and MRS. BEAVER and her workers (including MR. BUFFALO and MRS. HIPPO) 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). *

85 DEPUTY MOUSE (CONT'D) 85
There are a lot of branches and sticks, 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.

*
*
*

86 RANGER RABBIT 86
OK, good luck, Deputy Mouse. Call me if any problems come up.

87 DEPUTY MOUSE 87
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.

88 RANGER RABBIT 88
Well, I think we have all the supplies we need for the trip.

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

89 ARI 89 *
Did you get marshmallows?

90 RANGER RABBIT 90
No, unfortunately... Mr. Hippo was out of marshmallows.

91 ARI 91
(gasp!) No marshmallows!

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

92 RANGER RABBIT 92
I'm sorry, Ari.

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

*
*

93 ARI 93
That's OK! I'm still excited to go.

They all <SFX: GIGGLE>.

94 ARI (CONT'D) 94
Maybe I'll bring extra pickles!

95 OLIVE 95
We can't wait to go exploring,
Ranger Rabbit.

96 RANGER RABBIT 96
Wonderful, Olive. We'll be leaving
the house bright and early tomorrow
morning.

97 ARI 97
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.

98 ELINOR 98
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.

99 ELINOR (CONT'D) 99
Is it really hidden? What's it like
there?

100 RANGER RABBIT 100
(affectionately)
My, you do ask a lot of questions.

Elinor smiles. Ranger Rabbit thinks for a second.

101 RANGER RABBIT (CONT'D) 101
Actually, you know who you remind
me of?

102 ELINOR 102
Who?

103 RANGER RABBIT 103
My friend Beatriz. She asked a LOT
of questions when she was little,
too.

*

104 ELINOR 104
Really?

105 RANGER RABBIT 105
Yup. I hope you get to meet her on
our trip. But now it's time to
sleep.

Mom tucks Elinor in.

106 RANGER RABBIT (CONT'D) 106
Keep dreaming of more questions,
we'll try to answer them all
tomorrow. *

107 ELINOR 107
Ok, Mom. Night-night.

108 RANGER RABBIT 108
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:

109 ELINOR 109
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.

110 ELINOR 110
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. *

111 RANGER RABBIT 111
Well, I think that's everything.

112 MR. RABBIT 112
Oh, one more thing. I made you a loaf of my world-famous carrot cake.

He gives the package to Ranger Rabbit.

113 RANGER RABBIT 113
Aw, thanks sweetie.

From off-screen, we hear a familiar voice:

114 OLIVE (O.C.) 114
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. *

115 ARI 115
Explorers Olive and Ari reporting for duty!

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

116 MZ. ELEPHANT 116
(sing-song) Hellooo!

117 MR. BAT 117
Good morning!

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

118 ARI 118
I can't wait to get to Hidden Lake!

119 OLIVE 119
This is gonna be an awesome adventure.

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

120	MZ. ELEPHANT	120	
	Now sweetie, do you have everything you need? You have your hat. Do you have sunscreen? Your jacket?		* *
121	OLIVE	121	
	Yes, Mom.		
122	MZ. ELEPHANT	122	
	Your pillow? Your blankie? Your books? Your notebook?		*
123	OLIVE	123	
	(little disheveled) Yes, Mom... I have everything.		
124	MZ. ELEPHANT	124	
	I guess you're all ready to go.		*
125	ARI	125	
	Me too! I'm super-ready to go!		*
126	MR. BAT	126	
	Are you sure, Ari? Aren't you forgetting... your favorite plushie?		
Mr. Bat takes out Ari's favorite plush birdie.			
127	ARI	127	
	Robin! (suddenly a little self- conscious) Oh, uh... that's okay, Dad. I don't think I need him.		
128	MR. BAT	128	
	(smiling) Oh, OK...		
After a beat, Ari changes his mind, feigning bravado.			
129	ARI	129	
	Well, I don't want Robin to get lonely. Maybe he should come with me.		
He grabs Robin and hugs him.			
130	ARI (CONT'D)	130	
	(in baby talk) Who's my favorite birdie buddy?		

131 MR. RABBIT 131
Well, I think you kids are going to
have a lot of fun this weekend.

132 ELINOR 132
How long will it take to get there,
Mom?

133 RANGER RABBIT 133
Oh, not long. We should get to
Hidden Lake by the afternoon.

Mr. Rabbit checks his pockets.

134 MR. RABBIT 134
Oh, do you have the map?

135 RANGER RABBIT 135
Yup, I have it right here.

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

136 ELINOR 136
Can we hold on to the map, Mom? *

137 RANGER RABBIT 137
Sure kids, you can be our official
map guides.

138 ARI 138
Awesome!

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

139 RANGER RABBIT 139 *
Okay, I think we're all set to go.

140 MR. RABBIT 140
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.

141 MZ. ELEPHANT 141
Bye!

142 MR. BAT 142
Have fun!

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

143 ELINOR 143
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.

144 ELINOR/OLIVE/ARI 144 *
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.

145 ELINOR/OLIVE/ARI 145
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!

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.

146	ELINOR	146
	(in awe)	
	Whooooaaa... I don't think we've ever been this far into the forest before.	

They walk up to the trailhead, which leads to a green and golden trail.	*
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147	RANGER RABBIT	147	*
	Here it is, the trail to Hidden Lake.		*
			*

The kids look down the path <SFX: OOHHHH...>.	*
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148	ELINOR	148
	I wonder what we'll find?	

149	ARI	149
	Yeah, what's over there?	

150	OLIVE	150
	Are we going to see new animals or bugs?	

151	ELINOR	151
	Or maybe new plants?	

Ranger Rabbit smiles.

152	RANGER RABBIT	152
	Those are great questions, kids.	

This jogs something inside of Elinor.

153	ELINOR	153
	(gasp!) Ari! Olive! I think I figured out one thing that asking questions is good for.	

154	OLIVE	154
	What is it, Elinor?	

155	ELINOR	155
	Exploring! Whenever we go exploring, it's usually because we were wondering about something.	

156 OLIVE 156
Yeah, like what are we going to
find? *

157 ARI 157
Or what are we going to discover? *

Mom thinks for a beat.

158 RANGER RABBIT 158
You're right, Elinor. Exploring
often starts with a question. *

The kids look at each other with excitement <SFX: AWESOME WOO
HOO WALLA>. *

159 ELINOR 159
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.

160 ELINOR/OLIVE/ARI 160
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!

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).

*
*

161 ELINOR (O.C.) 161
That's Hidden Lake.

162 OLIVE (O.C.) 162
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.

*
*
*

163 ARI 163
That's the creek where we followed
the frog.

*
*

164 ELINOR 164
And there's a smaller creek that
goes near the trail we're on.

*
*
*

165 OLIVE 165
That's where we have to turn to get
to the lake.

BACK ON: Ranger Rabbit.

166 RANGER RABBIT 166
How are you doing with the map,
kids?

The kids are confident.

167 ARI 167
We're right on track, Ranger
Rabbit.

168 OLIVE 168
(looking at the map)
Yeah, we just keep walking and then
turn when we get to a creek.

*

They continue walking. Elinor gets a thought and walks up ahead to her Mom.

*

169	ELINOR	169	
	Mom, did you say I knew Beatriz when I was little?		*
170	RANGER RABBIT	170	
	Yup. Beatriz and I have been friends for a long time, Elinor. In fact, I used to baby-sit her when she was little.		*
171	ELINOR	171	
	Really?		
	A THOUGHT BUBBLE flashback shows still images of a teenaged Ranger Rabbit playing with a cute little girl Beatriz as they curiously look at things.		* * *
172	RANGER RABBIT	172	
	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>.		*
173	ARI	173	
	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.		* * *
174	OLIVE	174	
	I wonder if she can invent something to help me draw.		*
	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.		
175	RANGER RABBIT	175	
	Hmmm, I don't remember this part being on the way to Hidden Lake.		

176 ELINOR 176
Uh oh.

177 RANGER RABBIT 177
Can you check the map, Olive?

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

178 OLIVE 178
We were supposed to turn at the creek. *

179 ELINOR 179
I don't remember seeing any water. *

ANGLE ON: Ari has Robin out.

180 ARI 180
Don't worry Robin, we'll figure it out.

Mom reassures them.

181 RANGER RABBIT 181
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.

182 ELINOR 182
What's that?

The rustling draws closer.

183 OLIVE 183
<Gasp!> It's coming closer.

184 ARI 184
(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.

185 RANGER RABBIT 185
Hello? Is someone there?

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

186	BEATRIZ	186	*
	Oh, hello!		
187	RANGER RABBIT	187	
	BEATRIZ??		*
188	BEATRIZ	188	*
	(excited disbelief)		
	Ranger Rabbit!?		
	Ranger Rabbit and Beatriz share a friendly hug. The scene lightens. The kids let a breath out. <SFX: WHEW!!>		*
189	RANGER RABBIT	189	
	It's so good to see you!		
190	BEATRIZ	190	*
	You got my letter!		
	Beatriz and Ranger Rabbit talk over each other as they greet each other warmly <SFX: EXCITED/FUN WALLA>.		*
	Mom introduces Beatriz and the kids.		*
191	RANGER RABBIT	191	
	Oh, I should introduce you. Kids, this is Beatriz.		*
192	BEATRIZ	192	*
	Hello! Elinor, que preciosa! You're so grown-up now! I haven't seen you since you were a baby bunny!		*
	The kids are a bit star-struck.		
193	ELINOR	193	
	Hi!		
194	BEATRIZ	194	*
	And who do we have here?		
195	ARI	195	
	I'm Ari!		
196	OLIVE	196	
	And I'm Olive.		
197	BEATRIZ	197	*
	Well, it's great to meet ya, Ari and Olive.		
198	ARI	198	*
	So you INVENT things?		

199	BEATRIZ Haha, yes! I'm an inventor. I invented THIS for example. Beatriz 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.	199	* * * *
200	BEATRIZ (CONT'D) 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 Beatriz smiles. She turns to Ranger Rabbit.	200	* * * *
201	BEATRIZ (CONT'D) I'm so glad I ran into you, but what are you doing all the way out here?	201	* *
202	RANGER RABBIT I think we took a wrong turn. We were headed for the camping area near Hidden Lake.	202	* * *
203	BEATRIZ Ah, that's where my camp is set up. Do you want to join me? The kids excitedly say <SFX: YEAH! FOR SURE WALLA>.	203	* * *
204	BEATRIZ (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.	204	* * * *

2.8 EXT. TRAIL - DAY

The group is back where the trail forks.

205	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.	205	
-----	--	-----	--

206 BEATRIZ 206 *
I did notice a lot of the creeks on
this side of the lake are dry.

207 ELINOR 207
And we saw a dry creek in Animal
Town too.

208 RANGER RABBIT 208
You're right, Elinor. Hmm...

Ranger Rabbit thinks thoughtfully.

2.9 EXT. TRAIL TO HIDDEN LAKE - DAY *

The group makes their way towards Hidden Lake.

209 RANGER RABBIT 209
What brings you to Hidden Lake,
Beatriz? *

210 BEATRIZ 210 *
I'm here to get ideas from Nature
for my inventions.

211 ELINOR 211
Ideas from Nature?

212 BEATRIZ 212 *
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 mariposas or
butterflies in the jungle last
summer... *

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

213 BEATRIZ (CONT'D) 213 *
Butterflies have a long mouth
called a *proboscis* that rolls up,
and I thought, what a great idea to
store something long! *

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

214 BEATRIZ (CONT'D) 214 *

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 Beatriz 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>.

215 RANGER RABBIT 215 *

Beatriz 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.

216 BEATRIZ 216 *

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>

Beatriz turns left along the path. *

217 BEATRIZ (CONT'D) 217 *

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.

218 ARI 218 *

Wow, an inventor. I don't think Beatriz can be any cooler! *

Beatriz calls over her shoulder. *

219 BEATRIZ 219 *

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.

220	ARI	220	
	Ok, I was wrong. Beatriz just got way cooler.		* *
	They all <SFX: GIGGLE> as they head off 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, and 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.

221	OLIVE	221	
	But then, when they opened the door...		
	Ari grips Robin for comfort <SFX: EEEHHH....>.		
222	OLIVE (CONT'D)	222	
	It was just a friendly butterfly.		
	Ari sighs in relief <SFX: PHEW!>.		
223	RANGER RABBIT	223	
	Great story, Olive.		
	Elinor sits next to Beatriz. Beatriz unfurls and uses her extendable gripper to pick up a marshmallow and add it to the ones in Ari's stick.		*
224	BEATRIZ	224	*
	Here you go, Ari.		
225	ARI	225	*
	Thanks!		
226	ELINOR	226	
	What are you going to invent next, Beatriz?		*

227	BEATRIZ	227	*
	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.		
228	OLIVE	228	
	Oooh, we love frogs!		
229	ELINOR	229	
	But... Why frogs?		
230	BEATRIZ	230	*
	Because of their th-ongues!		
	Beatriz sticks out her tongue, and the kids <SFX: GIGGLE>.		*
231	BEATRIZ (CONT'D)	231	*
	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!>.		*
232	BEATRIZ (CONT'D)	232	*
	You know how to observe, right?		*
233	ELINOR	233	*
	Yup! Observing means using your senses, like looking and listening, to notice and learn about things.		*
			*
234	BEATRIZ	234	*
	(impressed)		*
	Muy bien! That's right!		*
235	RANGER RABBIT	235	*
	Sounds like a plan. Let's get some rest now.		*
			*
	Ari takes a last bite of his marshmallows, and the kids go into their tents.		
236	ELINOR	236	
	This has been an awesome trip so far, Mom. I can't wait until tomorrow.		
237	RANGER RABBIT	237	
	I'm glad, hunny bunny. Have a good sleep.		

238 BEATRIZ 238 *
 Good night, everyone!

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

239 ELINOR 239
 (sings)
 Who knows where you'll go, or who
 you will meet... It might be someone,
 who wonders like me...

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.

240 ARI 240
 Thanks for breakfast, Ranger
 Rabbit. It's dee-licious!

241 RANGER RABBIT 241
 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.

242 ARI 242
 I think this might be... my
 greatest invention.

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

243 ELINOR/OLIVE/BEATRIZ 243 *
 Ribbit! Ribbit! Ribbit!

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

*

244	ARI	244
	What are you doing?	

Olive and Elinor stop to answer.

245 ELINOR 245
We're practicing!

246 OLIVE 246
Yeah, for when Beatriz takes us to
observe frogs today.

*

247 ARI 247
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>.

*

248 ELINOR/OLIVE/BEATRIZ/ARI 248
Ribbit! Ribbit! Ribbit!

*

Suddenly, Elinor stops to think.

249 ELINOR 249
Wait... if we're all frogs, then
who's observing us?

A beat as they all look at each other.

250 BEATRIZ 250
How about you observe me... if you
can catch me! Ha ha! Salta, ranita,
salta!

*

*

*

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

*

251	RANGER RABBIT	251
	Hmm, where should I put these to dry?	

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

*

252 BEATRIZ 252
I have an idea, Ranger Rabbit.
Let's put up a drying line.

*

253 RANGER RABBIT 253
 Oh, good idea, but... I used the
 last of my rope for the tents.

254 BEATRIZ 254 *

That's not a problem!

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

255 BEATRIZ (CONT'D) 255 *

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. Beatriz presses another button and the other ropes retract, closing the compartment. *

256 RANGER RABBIT 256

(finishing tying)
 There.

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

257 DEPUTY MOUSE (OVER RADIO) 257

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.

258 RANGER RABBIT (OVER RADIO) 258

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.

259 DEPUTY MOUSE 259

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.

260 DEPUTY MOUSE (CONT'D) 260
 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. *

261 RANGER RABBIT 261
 Oh, dear. How big is it?

262 DEPUTY MOUSE 262
 It's too big for us to move. It's
 even too big for Mrs. Beaver to
 chomp down. *

263 RANGER RABBIT 263
 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.

264 DEPUTY MOUSE 264
 Thank you, Ranger Rabbit.

265 RANGER RABBIT 265
 No problem, talk to you soon.

END CALL

3.3 EXT. CAMPSITE - MORNING

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

266 RANGER RABBIT 266
 It looks like Deputy Mouse needs my
 help. He's just up the river that
 goes into Hidden lake. *

267 ELINOR 267
 Is everything ok, Mom?

268 RANGER RABBIT 268
 Yes, but they need help moving a
 log out of the way. *

Beatriz offers to help. *

269 BEATRIZ 269
 If you need to go, Ranger Rabbit, I
 can take the kids to look for frogs
 while you help Deputy Mouse. *

270	RANGER RABBIT	270	
	Really, are you sure?		
271	BEATRIZ	271	*
	Of course! You'll be nearby and we'll have a great time exploring, right kids?		
272	ELINOR/ARI/OLIVE	272	
	Yes!		
273	RANGER RABBIT	273	
	Are you kids okay with that?		
274	ELINOR	274	*
	Sure, mom. Go help Deputy Mouse.		
Ranger Rabbit puts on her backpack and takes out an extra radio.			
275	RANGER RABBIT	275	*
	Thank you, Beatriz. Here's a spare radio so you can call me if you need anything.		
276	BEATRIZ	276	*
	Got it.		
277	RANGER RABBIT	277	
	I'll be back soon!		
278	ELINOR	278	
	Good luck, mom!		
279	RANGER RABBIT	279	
	(to the radio) Deputy Mouse, I'm on my way.		
Beatriz and the kids wave her off.			*
280	BEATRIZ	280	*
	That's Ranger Rabbit. Always helping the forest and everyone in it. Ok, who's ready to observe some 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

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

281	ELINOR	281	
	Where are we going to look for frogs, Beatriz?		*
	Beatriz points to an area in the map painted with a little pond.		*
282	BEATRIZ	282	*
	Well, your 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 water in it.		*
283	BEATRIZ (CONT'D)	283	*
	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! Siganne!		*
	Beatriz 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.		*
284	OLIVE	284	*
	Your inventions are so fun.		*
285	ARI	285	*
	Yeah. And you get your ideas from Nature?		*
286	BEATRIZ	286	*
	(nodding) Yup. You can find ideas almost anywhere, but I like to get my ideas from Nature.		*
287	OLIVE	287	*
	Why Nature, Beatriz?		*
288	BEATRIZ	288	*
	Because Nature is FULL of ideas! Everywhere you look, Nature has found a way to solve a problem or invent something useful.		
289	ELINOR	289	
	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.		

290	BEATRIZ	290	*
	Exactly!		
291	OLIVE	291	
	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.		
292	BEATRIZ	292	*
	Yes!		
	The kids look around them, trying to find ideas.		
293	ARI	293	
	But... how do you GET the ideas?		*
294	BEATRIZ	294	*
	Why, you just have to be curious!		
295	ELINOR	295	
	You mean, ask questions?		
296	BEATRIZ	296	*
	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 dandelion.		* *
297	BEATRIZ (CONT'D)	297	*
	"Why is this like this?" (acorn) Or "How does that work?" (blows on the dandelion) 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.		
298	ELINOR	298	
	Ari! Olive! That's something ELSE that asking questions is good for. Getting ideas! Asking questions is good for getting ideas!		
299	BEATRIZ	299	*
	That's right!		

3.5. EXT. NATURE IS FULL OF IDEAS SONG MONTAGE

Beatriz 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.

300	BEATRIZ	300	*
	(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		
	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)		*
	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/BEATRIZ: 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.

301	ELINOR Wow, Nature really is full of ideas.	301	
	Beatriz nods <SFX: MM-HMM>.		*
302	ELINOR (CONT'D) And now we know something else asking questions is good for: getting ideas!	302	* *
303	BEATRIZ You mentioned that before, Elinor. What did you mean?	303	*
304	ELINOR Well, I always ask a lot of questions.	304	
305	BEATRIZ That's great!	305	*
306	ELINOR But then I wondered why I'm always wondering. What is asking questions good for?	306	
	Beatriz looks appreciatively thoughtful.		*
307	ELINOR (CONT'D) But now I know. Asking questions is good for exploring AND it's good for getting new ideas.	307	
308	BEATRIZ That's great, Elinor. You're right, asking questions is good for lots of things.	308	* * * *
	Olive looks at the map, and then points away from the lake.		
309	OLIVE The Frog Bog should be... THIS way!	309	
310	BEATRIZ What are we waiting for, let's go! Vamos!	310	* * *

3.7. EXT. FROG BOG - DAY

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

311 OLIVE 311
Ok, this is where Ranger Rabbit
said there should be LOTS of frogs.

There are no frogs.

312 ARI 312
I don't see any frogs.

313 ELINOR 313
Me either.

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

314 BEATRIZ 314
Hmm. We are in the right place.

315 OLIVE 315
How can we observe frogs if we
can't find any?

316 ARI 316
Maybe we just can't see them.

317 ELINOR 317
Yeah, maybe we just have to look
for them. C'mon, we need more
observations.

318 BEATRIZ 318
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.

319 ARI 319
Here's Ari, the World's Greatest
Super Frog Finder, looking for
frogs...

He looks around comically.

320 ARI (CONT'D) 320
...And he can't find any.

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

321 ELINOR 321
Hmm, the ground seems kind of wet and squishy.

She looks at the plants nearby.

322 ELINOR (CONT'D) 322
And all these plants seem to be under water.

323 ARI 323
I know, maybe I'll try calling the frogs. (calling) Here froggy-froggies!! Where are you..!?

324 ELINOR 324
Ari... this is where the frogs live. We have to be careful not to bother them.

325 ARI 325
Oh. Right.

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

326 ARI (CONT'D) 326
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.

327 ELINOR 327
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].

*
*

328 ARI 328
I meant to do that.

Olive and Beatriz run up.

*

329 BEATRIZ 329
Oh, Ari. You're soaked!

*

330 OLIVE 330
Ari! You found a frog.

331 ARI 331
(looking around)
I did? Where?

332 ELINOR 332
(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. Beatriz presses another button and another extendable arm unfurls holding a towel for Ari to dry himself. *

333 ARI 333 *
Wow, thanks! *

334 OLIVE 334
We didn't find any frogs over there.

335 ELINOR 335
We only found this one. I mean, Ari did.

336 ARI 336
I am a Super Frog Finder!

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

337 BEATRIZ 337 *
And now for my favorite part, observing Nature! *

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

338 OLIVE 338
Do you like to draw too, Beatriz? *

339 BEATRIZ 339 *
I do! It's my favorite way to record my observations.

340 OLIVE 340
(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. *

341	BEATRIZ	341	*
	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!?!>		
342	ELINOR	342	
	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 tongue out again and eats it.		*
343	ELINOR (CONT'D)	343	
	It did it again!		
344	ARI	344	
	First the bugs were there, and then a second later, they were gone!		
345	ELINOR	345	
	I... think the frog ate them.		
	Beatriz smiles.		*
346	OLIVE	346	
	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.		* * *
347	ARI	347	
	Whoa, that is SO cool!		
348	ELINOR	348	
	I have so many questions!		
349	BEATRIZ	349	*
	That's great! That's how we get ideas, remember? Let's use our notebook to record our questions and our observations.		* * *
	Beatriz flips to a new page in her notebook. The pages have a graph paper grid pattern on them.		* *
350	BEATRIZ (CONT'D)	350	*
	Ok, what are your questions?		*

351	ELINOR	351	
	Well, why does the frog do that? Why does it use its tongue like that?		
	Beatriz doodles a sketch of the frog with the fly in a nearby lily pad.		* *
352	BEATRIZ	352	*
	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.		* * * *
353	ELINOR	353	
	The frog probably wanted to eat the bugs...		*
	The frog moves its arm and then its leg as if to reach the fly, then uses its tongue to get the fly.		* *
354	ARI	354	*
	Yeah, but they were too far away to catch with its arms or legs.		
355	OLIVE	355	*
	So it used its long tongue to reach them!		
	We come out of the notebook view.		*
356	BEATRIZ	356	* *
	Good thinking!		
357	ELINOR	357	
	Wow, that is SO clever. It uses its long tongue to reach things that are far away.		
	Olive has a thought.		*
358	OLIVE	358	
	Ooh, I have a question! How does the tongue catch the bugs? I didn't see it grab them. It just kind of... stuck to them.		* * * *
	Beatriz flips the page to an earlier drawing, this time of the frog's mouth and the fly a little distance away.		* *

359	BEATRIZ	359	*
	Actually, Olive, that's the reason I came to study these frogs.		*
	She shows the page to the kids and we go into the notebook view again.		*
360	BEATRIZ (CONT'D)	360	*
	Frogs have a special goopy saliva, that's the liquid in their mouth, that makes their tongue extra sticky.		*
	As she talks, the drawing animates to show in slow motion how the tongue, covered in saliva, sticks to the bug, then pulls it back.		*
361	ELINOR	361	*
	Ohhh, that is so interesting.		
	The page flips in the notebook view, and we see a sketch for a sticky roll of tape and a little glue dispenser.		*
362	BEATRIZ	362	*
	I know! So I'm trying to invent a glue or tape that's sticky just like the frog's tongue and saliva.		*
	We come out of the notebook view.		*
363	ARI	363	*
	I have a question! How does the frog stick its tongue out so fast?		*
364	ELINOR	364	*
	Yeah, I can't do that.		
	They both stick their tongues in and out a few times and <SFX: GIGGLE>. At that moment, another fly meanders within range of the frog and... Snap! The frog eats the fly.		*
365	OLIVE	365	*
	(gasp!) I think I saw how it did it!		*
	Beatriz 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]		*

366 OLIVE (CONT'D) 366
I think I saw the tongue bend
backwards first before coming out
of the frog's mouth.

367 BEATRIZ 367 *
Great observation, Olive! You're
right, the frog bends its tongue
back, and then uses its muscles to
throw it at the bug. *

We come out of the notebook view. The kids <SFX: OOOH / AHH /
COOOOL>.

368 ELINOR 368
Wow, Nature really IS full of
ideas.

The kids look admiringly at the frog, and Beatriz jots down a
few things. Just then, the frog hops away. Beatriz looks at
her notebook and closes it. *

369 BEATRIZ 369 *
Well, I got a lot of observations
today, but I do wish there were
more frogs.

370 OLIVE 370
Yeah, Ranger Rabbit said there
should be lots of frogs here.

371 ELINOR 371
I wonder... Where did all the frogs
go?

372 ARI 372
Maybe they got lost?

Elinor thinks for a beat <SFX: HMMMM> then seems to remember
something.

373 ELINOR 373 *
Beatriz, 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.

374 ELINOR (CONT'D) 374 *
But it's not dry here. The plants
all look like they're under water.

375	OLIVE	375	*
	Could that be the problem? Maybe there's too much water?		
	Olive remembers something and opens her nature book.		*
376	OLIVE (CONT'D)	376	*
	Remember we learned that most frogs like places with just the right amount of water for them? They get used to it, and if it changes too quickly, they don't like it.		*
377	ELINOR	377	*
	That's it! Maybe there's too much water for the frogs, and that's why they're not here.		
378	ARI	378	*
	Yeah, I wouldn't like it if my house filled up with water. But I'm not a frog.		*
379	BEATRIZ	379	*
	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.		
380	BEATRIZ (CONT'D)	380	*
	The water is probably coming from the lake... But why?		*
	Olive looks out to the bog.		
381	OLIVE	381	
	Aww, poor frogs. If this is their home, then where are they going to go?		
	Elinor thinks for a beat.		
382	ELINOR	382	
	We have to help the frogs.		
	Ari and Olive agree <SFX: YEAH / POOR FROGS WALLA>.		
383	BEATRIZ	383	*
	I'm so proud of you kids for wanting to help. Let's do it!		*
	The kids are excited <SFX: YEAH AWESOME WALLA>.		

384 BEATRIZ (CONT'D) 384 *
 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

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

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

385 BEATRIZ 385 *
 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.

386 BEATRIZ (CONT'D) 386 *
 There's too much water in the lake,
 and some of it is spilling over to *
 where the frogs live in the bog. *
 That's why there's extra water *
 there, which the frogs don't like. *

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.

387 ELINOR 387 *
 Yeah, the lake is definitely too
 full. *

388 ARI 388
 But why does the lake have too much
 water?

389	BEATRIZ	389	*
	I don't know. That's the mystery.		
390	OLIVE	390	*
	It's a watery mystery.		
391	ELINOR	391	
	Maybe it's been raining a lot?		
392	BEATRIZ	392	*
	Good suggestion, Elinor, but it hasn't rained here in a while.		
393	ARI	393	
	Ooh, I know! Maybe a GIANT is pouring water into the lake from a giant bucket.		
	A THOUGHT BUBBLE illustrates Ari's idea of a giant moose.		*
394	BEATRIZ	394	*
	Also a good suggestion, Ari... But do you see any giants?		
395	ARI	395	
	Mmm, no. Maybe it's a very sneaky giant? Or an INVISIBLE giant?		
396	ELINOR	396	
	I know. Let's observe the lake and see if we can figure it out.		
397	OLIVE	397	*
	Great idea, Elinor. I'll draw the lake in my notebook.		*
398	BEATRIZ	398	*
	Yes, we need more observations!		*
	Olive takes out her notebook and sits by the edge of the lake to draw it. Elinor, Beatriz and Ari peer around the shoreline. We see there are sticks in the water, but we don't notice them yet.		*
399	ELINOR	399	
	Hmm, I don't see anything that would make the lake have too much water.		
400	ARI	400	
	Me neither.		

At that moment we hear Olive sounding a little frustrated.

401 OLIVE 401
Ohhh, not again!

402 ELINOR 402
What's wrong, Olive?

403 OLIVE 403
I'm trying to draw the lake but it
keeps changing. *

Elinor looks quizzical. *

404 OLIVE (CONT'D) 404
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.

405 ELINOR 405
Whoa, look at all those sticks and
branches floating in the water.

406 ARI 406
They all seem to be floating that
way.

407 ELINOR 407
That's SO INTERESTING. I wonder
where they're going.

408 BEATRIZ 408 *
There's only one way to find out.

409 ELINOR 409
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.

410 OLIVE 410
Look, I see more and more sticks
floating in the water.

411 ARI 411
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.

412 ELINOR 412
Huh, there they go. But where are they going?

Beatriz's ears perk up. *

413 BEATRIZ 413 *
Hmm? Qué es eso? Hold on, I hear something. *

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

414 ARI 414
Is it the giant?

415 BEATRIZ 415 *
Come on, follow me.

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

4.3 EXT RIVER BLOCKAGE OVERLOOK -- DAY

Beatriz 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>. *

416 BEATRIZ 416 *
I thought I heard water trickling. *

417 ELINOR 417 *
Look, that's where all the sticks are going.

418 OLIVE 418
They're floating down the lake and then getting stuck on those rocks.

419 ARI 419
Look at that big pile! It's
stopping most of the water from
going through. *

420	BEATRIZ	420	*
	You're right. The sticks are forming a dam.		*
			*
	Elinor thinks about this for a second.		
421	ELINOR	421	
	(gasp!) Maybe THAT'S why there's too much water in the lake.		
	She points to the sticks and to the lake.		
422	ELINOR (CONT'D)	422	
	The sticks are blocking the water from going to the river, so the water stays in the lake.		
423	ARI	423	
	Ohhh... It's just like my bathtub.		
424	OLIVE	424	
	Your bathtub??		
425	ARI	425	
	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.		
426	OLIVE	426	
	Oh, the lake is like your bathtub, and this river is like the drain.		
427	BEATRIZ	427	*
	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.		
428	BEATRIZ (CONT'D)	428	*
	There's water coming <i>into</i> the lake, but the sticks are blocking the water from going <i>out</i> , so the water stays in the lake.		
429	ELINOR	429	
	And that's why there's too much water in the lake.		
430	OLIVE	430	
	Which is making the frogs' home fill up with water.		*

Beatriz thinks for a minute and looks at the map.

*

431

BEATRIZ

431

*

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

*

432

ELINOR

432

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

433

OLIVE

433

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

*

*

434

ARI

434

We have to un-stick the situation!

Beatriz looks back out towards the lake.

*

435

BEATRIZ

435

*

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

She takes out the radio and calls Ranger Rabbit.

436

BEATRIZ (CONT'D)

436

*

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.

437

RANGER RABBIT

437

Hi Beatriz, is everything OK?

*

438

BEATRIZ

438

*

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

439

RANGER RABBIT

439

Oh? What is it?

440

BEATRIZ

440

*

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

441 RANGER RABBIT 441
 Hmm, that would explain why the
 creeks we saw were dry. *

442 BEATRIZ 442 *
 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?

443 RANGER RABBIT 443
 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.

444 RANGER RABBIT (CONT'D) 444
 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.

445 RANGER RABBIT (CONT'D) 445
 We'll move them right away, that
 should stop more sticks from
 blocking the water.

446 BEATRIZ 446 *
 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, Beatriz puts away the radio. *

447 BEATRIZ 447 *
 Okay, your mom is going to stop
 more sticks from coming to the
 lake.

448 OLIVE 448
 Phew! But... what do we do about
 the sticks that are blocking the
 water? *

449	ELINOR	449	*
	We have to find a way to get the sticks out so the water can go through again.		*
			*
450	BEATRIZ	450	*
	Hmm, but how do we get to them?		
451	ARI	451	
	I could fly over and pull on them?		
452	BEATRIZ	452	*
	Thanks, Ari, but that might not be safe for you.		
We see there's some splashing from the mild current hitting the sticks.			
453	OLIVE	453	
	I have an idea! Maybe you can use your invention to get the sticks, Beatriz.		*
454	BEATRIZ	454	*
	You mean the grabber? Let's try it!		*
Beatriz takes out her extendable gripper and reaches out to the sticks, but it's not nearly long enough.			
455	ELINOR	455	
	Aww, it's too short!		
456	BEATRIZ	456	*
	That's ok. Not every idea works. We just need to keep trying.		
They all think for a beat. Suddenly, Elinor has an idea.			
457	ELINOR	457	
	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.		*
458	BEATRIZ	458	*
	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.

459	BEATRIZ (CONT'D)	459	*
	Okay, the first question you should ask is, "What's the problem?"		
460	OLIVE	460	*
	Ooh, I can draw it on my notebook!		
	On her notebook, Olive doodles a general diagram of the situation. The kids and Beatriz are on a small overlook above the rocks and sticks.		*
461	OLIVE (CONT'D)	461	*
	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.		*
462	BEATRIZ	462	*
	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.		
463	ELINOR	463	
	We could do like the frog! The frog used its tongue to reach the bugs on the other side of the water.		
464	OLIVE	464	
	Yes!		
465	ARI	465	
	Wait, you think we need to use our tongues to get the sticks?		
	He sticks his tongue out, and the others <SFX: GIGGLE>.		
466	OLIVE	466	
	I think Elinor means we need to make Beatriz's invention a lot longer, just like the frog's tongue.		*
467	BEATRIZ	467	*
	Ah ha! An idea from Nature! Me encanta! I love it!		*

468 ELINOR 468
 But how can we make your grabber
 longer? *

They all think for a beat.

469 ELINOR (CONT'D) 469
 Wait, I know! Beatriz, do you still
 have those ropes in your backpack? *

470 BEATRIZ 470
 Yes, of course. *

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

471 ELINOR 471
 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.

472 ARI 472
 Now it's really long, like a frog's
 tongue.

473 BEATRIZ 473
 Brilliant! Let's see how it works. *

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

474 BEATRIZ (CONT'D) 474
 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.

475 OLIVE 475
 Aww. It still doesn't reach. I
 really thought that was going to
 work. *

476 ARI 476
 Me too.

This time, Elinor eggs them on.

477 ELINOR 477
 We can't give up. The frogs need
 our help. Let's keep trying!

478	BEATRIZ	478	*
	Elinor's right!		*
479	ELINOR	479	
	What other question can we ask?		
480	ARI	480	
	We could ask HOW the frog does it?		
	How does it get its tongue so far out?		
481	BEATRIZ	481	*
	You're right Ari. To learn from		*
	Nature, it's important to ask how		*
	and why it does the things it does.		*
482	OLIVE	482	
	Wait, we have that drawing from		*
	before.		
	Beatriz hands Olive her notebook and Olive flips to the		*
	drawing she made earlier of the frog tongue.		
483	OLIVE (CONT'D)	483	
	The frog bent its tongue back and		
	then the tongue went flying out.		
484	ELINOR	484	
	How can we do that?		
	Ari thinks as he leans on a small tree, which bends under his		
	weight.		
485	ARI	485	
	Good questio- Woah.		
	The tree snaps back up, pushing Ari forward a few feet.		*
486	ELINOR	486	
	Did you see that? The tree bent		
	back and pushed Ari up into the		*
	air.		
487	OLIVE	487	
	Just like the frog's tongue! Maybe		
	we can use it to throw our grabber		
	to the sticks?		
488	BEATRIZ	488	*
	Amazing, it's a Nature inspired		
	invention!		*
	Beatriz goes over to the tree, pushes the lever to open the		*
	gripper, places it on a branch, and pulls the tree back.		

489 BEATRIZ (CONT'D) 489 *

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.

490 ELINOR 490

Yes! It worked!

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

491 ARI 491

Nnnngh! We have to pull harder!

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

492 OLIVE 492

It came loose!

493 ELINOR 493 *

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. *

494 ELINOR (CONT'D) 494

Look, now all the sticks are falling down. *

495 OLIVE 495

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.

496 ELINOR 496

We should tell my mom.

497 BEATRIZ 497 *

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.

498	RANGER RABBIT (V.O.) Hi Beatriz! How's it going down there?	498	*
499	BEATRIZ Together with my team of inventors, we moved the sticks, and the water is flowing again.	499	*
500	RANGER RABBIT Wow, how did you do it?	500	
Elinor leans in to talk to the radio.			
501	ELINOR We did it by asking questions. It's good for exploring, for getting ideas, and for solving problems.	501	
502	BEATRIZ And where did we get all these great ideas?	502	* * *
503	ELINOR/OLIVE/ARI From Nature!	503	* *
504	RANGER RABBIT 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.	504	
505	BEATRIZ Roger that, Ranger Rabbit. See you tonight.	505	*
Elinor gets up on her toes.			*
506	ELINOR Bye mom!	506	* *
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.

507	BEATRIZ I'm so proud of you kids for asking great questions. It helped us come up with ideas and solutions!	507	* * *
-----	--	-----	-------------

Elinor smiles.

508	BEATRIZ (CONT'D)	508	*
	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.		

509	ELINOR	509	*
	We won't, Beatriz!		

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

510	OLIVE	510
	I think there's less water in the lake now.	

511	ELINOR (remembering)	511
	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.

512	ELINOR	512
	Look, now you can see more of the plants.	

513	OLIVE	513	*
	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.

514	ARI	514
	We did it! Now the frogs can come back!	

515	ELINOR	515
	Wow, I can't believe those sticks had made such a big change here.	

516	BEATRIZ 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.	516	*
The kids think on that for a beat.			
517	BEATRIZ (CONT'D) That's why we need to help Nature whenever we can, especially if we are the ones that cause changes in it.	517	*
Beatriz 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.			*
518	BEATRIZ/ELINOR/ARI/OLIVE 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 We're all part of Nature It's home to us 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	518	*
At this moment Ranger Rabbit returns over a nice swell of accompaniment. Elinor brightens and hugs her.			*
BEATRIZ/ELINOR/ARI/OLIVE/RANGER RABBIT Every plant and creature, Whether big or small We're all part of Nature It's home to us 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. The kids bring their backpacks to the center of camp.

*
*

519 RANGER RABBIT 519
All right, I think we're ready to go.

Beatriz walks up, strapping on her backpack.

*

520 ELINOR 520
Where are you going now, Beatriz?

*

521 BEATRIZ 521
Wherever Nature takes me. I just ask questions and explore!

*
*

522 RANGER RABBIT 522
I think this is a good time to say good bye to Beatriz, kids.

*
*

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

*
*

523 BEATRIZ 523
Well, I had a LOT of fun exploring with all of you. It was great to meet you, Ari.

*

524 ARI 524
Yeah, me too. Ooh, I have an idea for a new invention.

525 BEATRIZ 525
What is it?

*

526 ARI 526
(selling it dramatically)
Pickles with marshmallows...

527 BEATRIZ 527
Ooh, let me know how that turns out. And it was great to meet you too, Olive. Did you finish your drawing of the lake?

*

Olive takes out her sketchbook.

528 OLIVE 528
I did. Look!

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

529 ELINOR 529
That's amazing, Olive.

530 OLIVE 530
And that's us! Exploring!

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

531 BEATRIZ 531 *
Que bello. It's beautiful. I hope *
you two keep having interesting *
ideas and keep drawing.

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

532 BEATRIZ (CONT'D) 532 *
And it was really special to see
you, Elinor. You're so grown up. I
hope you had fun on this trip.

533 ELINOR 533 *
Yes, I learned SO much. Especially
about asking question.

534 BEATRIZ 534 *
Well, I hope you never stop
wondering. It's always good to
listen to that little voice inside *
all of us that wants to know how
things work and why things happen.

Elinor looks down at herself.

535 ELINOR 535
We all have a little bit of wonder
inside. *

536 BEATRIZ 536 *
We sure do. *
(Elinor takes it all in. *
Beatriz smiles.) *
Who knows, maybe you'll grow up to *
be a scientist, or a Ranger like
your mom.

537 ELINOR 537
Or an inventor, like you!

538 BEATRIZ 538 *
(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

As music plays, the group parts ways with Beatriz at the *
entrance to the forest, where we first revealed Hidden Lake. *
On a wide shot, we see them walk in different directions and *
wave each other off 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).

539 ARI 539
Did you have fun, Robin? I had a
lot of fun.

Elinor walks next to her mom.

540 RANGER RABBIT 540
Did you have fun, Elinor?

541 ELINOR 541
I sure did, Mom! I learned a lot
about asking questions.

542 RANGER RABBIT 542
Oh, yeah? What did you learn?

543 ELINOR 543
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.

544 RANGER RABBIT 544
(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. WE ALL HAVE QUESTIONS SONG MONTAGE

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

545

ELINOR/OLIVE/ARI

545

(chorus)

The world is full of things for us
to discover
All you need is a little bit of
wonder
So listen to that voice we all have
inside
We all have questions, let them be
your guide

(verses)

Questions help you to explore and
find things that are new
Who knows what you'll learn 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?"
What is a proboscis? And what do
frog tongues do?
You just have to ask and then
you'll find out too

(bridge)

And the best part of wondering
Is that moment when you gasp!
And see you've solved a problem
With the questions that you have

(chorus)

The world is full of things for us
to discover
All you need is a little bit of
wonder
So listen to that voice we all have
inside
We all have questions, let them be
your guide

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.

*
*
*

546 OLIVE (O.S.) 546
Hi, Elinor! Whatcha doing?

547 ARI (O.S.) 547
Let me guess. You're... wondering
about something?

Ari and Olive enter.

548 ELINOR 548
Yes I am!

They all look at the frogs together.

549 ELINOR (CONT'D) 549
I wonder... why do frogs like to
hop?

550 ARI 550
What do you mean?

551 ELINOR 551
They have really long legs. Why
don't they walk?

552 OLIVE 552
I don't know. Maybe because they
don't have shoes?

553 ELINOR 553
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.

554 OLIVE 554
I know, let's observe them and see
if we can figure this out!

555 ELINOR 555
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.

556

MR RACCOON

556

So THAT'S why donuts have holes!

CUT TO BLACK

THE END

*