ELINOR WONDERS WHY

EWW 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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ACT I

1.1 EXT. ANIMAL TOWN - DAY

It's a beautiful day in Animal Town. We open on a GREEN FROG (Ref: californiaherps.com/frogs/pages/p.sierra.html) sitting in a patch of grass. The frog hops away as ELINOR comes skipping and walking this way. She stops to look at a nature scene: a bee sits on a flower, a ladybug flies off from a rock and lands on her nose. She <SFX: OOOH then GIGGLES>.

Suddenly, we hear RANGER RABBIT (Elinor's Mom) call out to her.

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

PULL WIDE to reveal we are in one of the green areas in the center of town. It's a bustling day and Elinor's friends ARI and OLIVE are there as they follow Ranger Rabbit. Ari is in front, excited and confident, followed by Olive, who is holding her notebook and satchel.

2 ELINOR 2
Coming!

Elinor stands up and joins the others, <SFX: GIGGLING> and playing. As <MFX: INTRO MUSIC> and credits play, we see our group marching around town, with Elinor curiously looking and poking at things here and there. <SFX: WONDERING WALLAS>

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

1.2 INT. MR. RACCOON'S BAKERY - DAY

<SFX: DING> The door chimes and the gang enters the front door just as Mr. Raccoon enters from the back, precariously balancing a big stack of donuts.

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

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

4 MR. RACCOON (CONT'D) 4
Oh, good morning Ranger Rabbit,
Elinor, Olive and Ari.

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 27
(scratching his head)
Uh, um... That’s a good question, Elinor!

28 OLIVE 28
(giggling) Yeah, Elinor is *really* good at asking questions.

29 ARI 29
Yup, she’s the best question asker in the world.

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

30 RANGER RABBIT 30
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>

31 MR. RACCOON 31
Good bye!

1.3 EXT. OUTSIDE THE BAKERY - DAY

Outside, Ari jumps and flutters out the door.

32 ARI 32
Woo hoo! I can’t wait to go camping!

33 RANGER RABBIT 33
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.

34 OLIVE 34
We can get the fruit from Mz. Llama, Ranger Rabbit.

35 RANGER RABBIT 35
Ok, thanks, kids. I’ll see you at the Post Office.

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

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?
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's 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's 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
(MORE)

ELINOR/OLIVE/ARI (CONT'D)
I go and explore
But now I wonder:
What is wondering for? Ohhh!

OLIVE/ARI: Why, why, why?
She wonders why!
ELINOR: There's 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.

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?

NOTE: the pronunciation of Beatriz's name should be in Spanish, all the characters should say it in the same way: (https://www.youtube.com/watch?v=JmbhQSG1Na4)

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 53
Yes, maybe we'll see her there. (puts away the letter and photos) Ok, should we continue getting things for our trip?

54 ARI 54
Ranger Rabbit, are we going to get marshmallows? We can't go camping without marshmallows!

55 RANGER RABBIT 55
(smiling) Yes, Ari, we'll ask Mr. Hippo if he has any at his store.

56 ARI 56
Ahh... camping and marshmallows. What could be better than that?

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

57 ARI (CONT'D) 57
"Ribbit?"

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

58 OLIVE 58
It's a frog!

Elinor walks over.

59 ELINOR 59
Hi, frog.

Mom and the rest walk up too.

60 RANGER RABBIT 60
Mmm, I wonder what it's doing in the middle of town.

61 ELINOR 61
I've never seen a frog here before.

Just then the frog hops away. Elinor looks to the frog and then to Mom.

62 ELINOR (CONT'D) 62
Mom, can we follow it?

63 RANGER RABBIT 63
Sure, kids. I'll go get the rest of the things we need and then come find you. 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!

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 70
And the creek is really dry.
There's no water in it.

Elinor thinks for a beat.

71 ELINOR 71
Maybe that's why the frog was in
town. The creek is dry, so it went
looking for water.

72 OLIVE 72
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.

73 OLIVE (CONT'D) 73
(reading) Most frogs like ponds and
creeks that have *just* 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.

74 ELINOR 74
Aww, poor little froggy. I wonder
where all the water went.

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

75 ARI 75
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.

76 RANGER RABBIT 76
Ah, I thought the frog would come to this creek.

77 ELINOR 77
We followed it here, but the creek is really dry.

78 OLIVE 78
We think that's why it 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 to clear away growth for a new path - including some shrubs and bushes. 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 bushes, 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 packing Elinor's backpack at the foot of the 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 adds a few more pieces of clothing to the backpack.

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.

Ranger Rabbit fluffs Elinor's pillow and pulls the blanket up over her.

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.

Ranger Rabbit tucks Elinor in and gives her a little kiss.

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.

Ranger Rabbit 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
Why stars are bright?
Why do I wonder
If birds sleep at night?

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

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 her 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,
(MORE)

ELINOR/OLIVE/ARI (CONT'D)
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)
Whoooooaaa... 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.

147 RANGER RABBIT 147
Here it is, the trail to Hidden Lake.

The kids look down the path <SFX: OOHHHH...>.

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?
(MORE)

ELINOR/OLIVE/ARI (CONT'D)
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, Olive is 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 OLIVE (O.C.) 161
That's Hidden Lake.

162 ELINOR (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.

Elinor points. 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
You'll really like 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 marshmallow making machine?
(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 a drawing machine.

175 ELINOR 175
But Olive, you already ARE a drawing machine.

176 ARI 176
Yeah. You draw all the time.

177 OLIVE 177
(giggling)
You're right, I do.

The group marches on <SFX: BANTERING ABOUT FUN INVENTIONS (use dialogue above)>, 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.

178 RANGER RABBIT 178
Hmmm, I don't remember this part of the trail on the way to Hidden Lake.

179 ELINOR 179
Uh oh.

180 RANGER RABBIT 180
Can you check the map, Olive?

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

181 OLIVE 181
We were supposed to turn at the creek.

182 ELINOR 182
Hmmm. I didn't see a creek.

ANGLE ON: Ari has Robin out.

183 ARI 183
Don’t worry Robin, we’ll figure it out.

Mom reassures them.

184 RANGER RABBIT 184
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.

185 ELINOR 185
What’s that?

The rustling draws closer.

186 OLIVE 186
<Gasp!> It’s coming closer.

187 ARI 187
(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.

188 RANGER RABBIT 188
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.

189 BEATRIZ 189
Hello!

190 RANGER RABBIT 190
BEATRIZ??

191 BEATRIZ 191
(excited disbelief)
Ranger Rabbit!? No lo puedo creer!
I can’t believe t!

Ranger Rabbit and Beatriz share a friendly hug (NOTES: Beatriz is very active and physically effusive). The scene lightens. The kids let a breath out. <SFX: WHEW!!>

192 RANGER RABBIT 192
It’s so good to see you!

193 BEATRIZ 193
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.

194 RANGER RABBIT 194
Oh, I should introduce you. Kids, this is Beatriz.

195 BEATRIZ 195
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.

196 ELINOR 196
Hi!

197 BEATRIZ 197
And who do we have here?

198 ARI 198
I'm Ari!

199 OLIVE 199
And I'm Olive.

200 BEATRIZ 200
Well, it's great to meet ya, Ari and Olive.

201 ARI 201
So you INVENT things?

202 BEATRIZ 202
Haha, yep! 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.

203 BEATRIZ (CONT'D) 203
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.

204 BEATRIZ (CONT'D) 204
I'm so glad I ran into you, but what are you doing all the way out here?

205 RANGER RABBIT 205
I think we took a wrong turn. We were headed for the camping area near Hidden Lake.

206 BEATRIZ 206
That's where my camp is set up. Do you want to camp together?

The kids excitedly say <SFX: YEAH! FOR SURE WALLA>.

207 BEATRIZ (CONT'D) 207
You were supposed to turn at the creek. Hmm, I bet I know why you missed it. Come on.

2.8 EXT. TRAIL - DAY

The group is back where the trail forks.

208 RANGER RABBIT 208
Oh, I see. We missed the creek because it's dry, but... that's odd. Creeks shouldn't be dry this time of year.

209 BEATRIZ 209
I did notice a lot of the creeks on this side of the lake are dry.

210 ELINOR 210
And we saw a dry creek in Animal Town too.

211 RANGER RABBIT 211
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.

212 RANGER RABBIT 212
What brings you to Hidden Lake, Beatriz?

213 BEATRIZ 213
I'm here to get ideas from Nature for my inventions!

214 ELINOR 214
Ideas from Nature?

215 BEATRIZ 215
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...

218A **A THOUGHT BUBBLE** shows Beatriz observing a butterfly in a 218A jungle.

216 BEATRIZ (CONT'D) 216
Butterflies have a long mouth called a *proboscis* that rolls up, and I thought, what a great way to store something long!

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

217 BEATRIZ (CONT'D) 217
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>.

218 RANGER RABBIT 218
Beatriz was just like you, Elinor, when she was a little girl. She LOVED to ask lots of questions... and still does!

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

219 ELINOR 219
(to herself)
Really? Like me?

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

220 BEATRIZ 220
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.

221 BEATRIZ (CONT'D) 221
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.

222 ARI 222
Wow, an inventor. I don't think Beatriz can be any cooler!

Beatriz calls over her shoulder.

223 BEATRIZ 223
Oh, by the way, I brought way too many marshmallows with me. Do you want to help me eat them?

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

224 ARI 224
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.

225 OLIVE 225
But then, when they opened the door...

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

226 OLIVE (CONT'D) 226
It was just a friendly butterfly.

Ari sighs in relief <SFX: PHEW!>.

227 RANGER RABBIT 227
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.

228 BEATRIZ 228
Here you go, Ari.

229 ARI 229
Thanks!

230 ELINOR 230
What are you going to invent next, Beatriz?

231 BEATRIZ 231
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.

232 OLIVE 232
Oooh, we love frogs!

233 ELINOR 233
But... Why frogs?

234 BEATRIZ 234
Because of their th-ongues!

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

235 BEATRIZ (CONT'D) 235
Frogs have *very* special tongues. (has an idea) I know!
(MORE)

BEATRIZ (CONT'D)
Why don't you come with me to observe them tomorrow.

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

236 BEATRIZ (CONT'D) 236
You know how to observe, right?

237 ELINOR 237
Yup! Observing means using your senses, like looking and listening, to notice and learn about things.

238 BEATRIZ 238
(impressed)
That's right!

239 RANGER RABBIT 239
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.

240 ELINOR 240
This has been an awesome trip so far, Mom. I can't wait until tomorrow.

241 RANGER RABBIT 241
I'm glad, hunny bunny. Have a good sleep.

242 BEATRIZ 242
(yawning)
Dulces sueños!

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.

243 ELINOR 243
(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.

244 ARI 244
Thanks for breakfast, Ranger Rabbit. It's dee-licious!

245 RANGER RABBIT 245
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.

246 ARI 246
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.

247 ELINOR/OLIVE/BEATRIZ 247
Ribbit! Ribbit! Ribbit!

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

248 ARI 248
What are you doing?

Olive and Elinor stop to answer.

249 ELINOR 249
We're practicing!

250 OLIVE 250
Yeah, for when Beatriz takes us to observe frogs today.

251 ARI 251
Ooh, I want to be a froggy.

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

252 ELINOR/OLIVE/BEATRIZ/ARI 252
Ribbit! Ribbit! Ribbit!

Suddenly, Elinor stops to think.

253 ELINOR 253
Wait... if we're all frogs, then who's observing us?

A beat as they all look at each other.

254 BEATRIZ 254
How about you observe me... if you can catch me! Ha ha! Salta, ranita, salta!

255 ELINOR 255
Jump, froggy, jump!

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.

256 RANGER RABBIT 256
Hmm, where should I put these to dry?

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

257 BEATRIZ 257
I have an idea, Ranger Rabbit. Let's put up a drying line.

258 RANGER RABBIT 258
Oh, good idea, but... I used the last of my rope for the tents.

259 BEATRIZ 259
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.

260 BEATRIZ (CONT'D) 260
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.

261 RANGER RABBIT 261
(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.

262 DEPUTY MOUSE (OVER RADIO) 262
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.

263 RANGER RABBIT (OVER RADIO) 263
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.

264 DEPUTY MOUSE 264
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.

265 DEPUTY MOUSE (CONT'D) 265
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.

266 RANGER RABBIT 266
Oh, dear. How big is it?

267 DEPUTY MOUSE 267
It's too big for us to move. It's even too big for Mrs. Beaver to chomp through.

268 RANGER RABBIT 268
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.

269 DEPUTY MOUSE 269
Thank you, Ranger Rabbit.

270 RANGER RABBIT 270
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.

271 RANGER RABBIT 271
It looks like Deputy Mouse needs my help. He's just up the river that goes into Hidden lake.

272 ELINOR 272
Is everything ok, Mom?

273 RANGER RABBIT 273
Yes, but there's a log that needs to be moved out of the way.

Beatriz offers to help.

274 BEATRIZ 274
If you need to go, Ranger Rabbit, I can take the kids to look for frogs while you help Deputy Mouse.

275 RANGER RABBIT 275
Really, are you sure?

276 BEATRIZ 276
Of course! You'll be nearby and we'll have a great time exploring, right?

277 ELINOR/ARI/OLIVE 277
Yeah!

278 RANGER RABBIT 278
Are you kids okay with that?

279 ELINOR 279
Sure, mom. Go help Deputy Mouse.

Ranger Rabbit puts on her backpack and takes out an extra radio.

280 RANGER RABBIT 280
Thank you, Beatriz. Here's a spare radio so you can call me if you need anything.

281 BEATRIZ 281
Got it.

282 RANGER RABBIT 282
I'll be back soon!

283 ELINOR 283
Good luck, mom!

284 RANGER RABBIT 284
(to the radio)
Deputy Mouse, I'm on my way.

Beatriz and the kids wave her off.

285 BEATRIZ 285
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.

286 ELINOR 286
Where are we going to look for frogs, Beatriz?

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

287 BEATRIZ 287
Well, your mom told me there's a spot near the lake that's always full of frogs. It's called the Frog Bog.

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

288 BEATRIZ (CONT'D) 288
There should be lots of frogs this time of year. I think it's...(she does a funny pirouette holding the map)...this way!

Beatriz folds the map, presses a button and a fun mechanism from the backpack stows the map away.

289 OLIVE 289
Your inventions are so fun.

290 ARI 290
Yeah. And you get your ideas from Nature?

291 BEATRIZ 291
(nodding) Yup. You can find ideas almost anywhere, but I like to get my ideas from Nature.

292 OLIVE 292
Why Nature, Beatriz?

293 BEATRIZ 293
Because Nature is FULL of ideas! Everywhere you look, Nature has found a way to solve a problem or invent something useful.

294 ELINOR 294
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.

295 BEATRIZ 295
Exactly!

296 OLIVE 296
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.

297 BEATRIZ 297
Yes!

The kids look around them, trying to find ideas.

298 ARI 298
But... how do you GET the ideas?

299 BEATRIZ 299
You just have to be...curious!

300 ELINOR 300
You mean, ask questions?

301 BEATRIZ 301
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.

302 BEATRIZ (CONT'D) 302
"Why is this like this?"

She bends down to look at a fluffy dandelion.

303 BEATRIZ (CONT'D) 303
Or (blows on the dandelion) "How does that work?" 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.

304 ELINOR 304
Ari! Olive! That's something ELSE that asking questions is good for. Getting ideas! Asking questions is good for getting ideas!

305 BEATRIZ 305
That's right, Elinor!

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.

306 BEATRIZ 306

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

(verses)
Airplane wings were inspired by birds?
We saw them in the sky, and then we asked
"How can WE fly so high?

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

(verse)
So many things have Nature's designs?
From robots and trains, to clothes and planes
The idea is the same!

(bridge)
Ideas are there for us to see
Just follow your curiosity!

(chorus)
Nature, nature is full of ideas
You find them everywhere
Just ask yourself a question
The answers are all 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.

307 ELINOR 307

Wow, Nature really is full of ideas.

Beatriz nods <SFX: MM-HMM>.

308 ELINOR (CONT'D) 308
And now we know something else asking questions is good for: getting ideas!

309 BEATRIZ 309
You said that before, Elinor. What did you mean?

310 ELINOR 310
Well, I always ask a lot of questions.

311 BEATRIZ 311
That's great!

312 ELINOR 312
But then I wondered why I'm always wondering. What is asking questions good for?

Beatriz looks appreciatively thoughtful.

313 ELINOR (CONT'D) 313
But now I know. Asking questions is good for exploring AND it's good for getting new ideas.

314 BEATRIZ 314
You're right, asking questions is good for lots of things, Elinor.

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

315 OLIVE 315
The Frog Bog should be... THIS way!

316 BEATRIZ 316
What are we waiting for? Salten, ranitas, salten!

Beatriz hops (or skips) off, with the kids hopping behind her <SFX: LAUGHING>

3.7. EXT. FROG BOG - DAY

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

317 OLIVE 317
Ok, this is where Ranger Rabbit said there should be LOTS of frogs.

There are no frogs.

318 ELINOR 318
I don’t see any frogs.

319 ARI 319
Me neither.

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

320 BEATRIZ 320
Hmm. We are in the right place.

321 OLIVE 321
How can we observe frogs if we can’t find any?

322 ARI 322
Maybe they’re here but we just can’t see them.

323 ELINOR 323
Yeah, maybe we just have to look for them. C’mon, we need more observations.

324 BEATRIZ 324
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.

325 ARI 325
Here’s Ari, the World’s Greatest Super Frog Finder, looking for frogs...
(He looks around comically.)
...And he can’t find any.

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

326 ELINOR 326
Hmm, the ground seems kind of wet and squishy.

She looks at the plants nearby.

327 ELINOR (CONT'D) 327
And all these plants seem to be under water.

328 ARI 328
I know, maybe I'll try calling the frogs. (calling) Here froggy-froggies!! Where are you..!?

329 ELINOR 329
Ari... this is where the frogs live. We have to be careful not to bother them.

330 ARI 330
Oh. Right.

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

331 ARI (CONT'D) 331
(whispering)
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.

332 ELINOR 332
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].

333 ARI 333
I meant to do that.

Olive and Beatriz run up.

334 BEATRIZ 334
Oh, Ari. You're soaked!

335 OLIVE 335
Ari! You found a frog.

336 ARI 336
(looking around)
I did? Where?

337 ELINOR 337
(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.

338 ARI 338
Wow, thanks!

339 OLIVE 339
We didn't see any frogs over there.

340 ELINOR 340
We only found this one. I mean, Ari did.

341 ARI 341
I am a Super Frog Finder!

Beatriz looks over at the frog by the lily pad.

342 BEATRIZ 342
You sure are, Ari.
(a little over dramatic, playing a game)
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.

343 OLIVE 343
You like to draw too, Beatriz?

344 BEATRIZ 344
I do! It's my favorite way to record my observations.

345 OLIVE 345
(thrilled) <GASP!> 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.

346 BEATRIZ 346
Ooh, watch what happens next. This is why I love observing frogs.
(quietly, to the frog)
Vamos, ranita, vamos....

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!?>

347 ELINOR 347
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.

348 ELINOR (CONT'D) 348
It happened again!

349 ARI 349
The bugs were there... and then they were GONE!

350 ELINOR 350
I...think the frog ate them.

Beatriz smiles.

351 OLIVE 351
Yes! The frog stuck out its tongue 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.

352 ARI 352
Whoa, that is SO cool!

353 ELINOR 353
I have so many questions!

354 BEATRIZ 354
That's great! That's how we get ideas, remember? Let's write what we observe in the notebook.

Beatriz flips to a new page in her notebook. The pages have a graph paper grid pattern on them.

355 BEATRIZ (CONT'D) 355
Ok, what are your questions?

356 ELINOR 356
Well, why does the frog stick out its tongue like that?

Beatriz doodles a sketch of the frog with the fly in a nearby lily pad.

357 BEATRIZ 357
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.

358 ELINOR 358
The frog wants 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.

359 ARI 359
Yeah, but they're too far away to catch with its arms or legs.

360 OLIVE 360
So it uses its long tongue to reach them!

We come out of the notebook view.

361 BEATRIZ 361
Good thinking!

362 ELINOR 362
Wow, that's amazing. The frog uses its long tongue to reach things that are far away.

Olive has a thought.

363 OLIVE 363
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.

364 BEATRIZ 364
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.

365 BEATRIZ (CONT'D) 365
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.

366 ELINOR 366
Ohhh, that is SOOOO interesting.

The page flips in the notebook view, and we see a sketch for a sticky roll of tape and a little glue dispenser.

367 BEATRIZ 367
I know! So I'm trying to invent a glue or tape that's sticky just like the frog's saliva.

We come out of the notebook view.

368 ARI 368
I have a question! How does the frog stick its tongue out so fast?

369 ELINOR 369
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.

370 OLIVE 370
(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]

371 OLIVE (CONT'D) 371
The tongue bent backwards first before it came out of the frog's mouth.

372 BEATRIZ 372
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>.

373 ELINOR 373
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.

374 BEATRIZ 374
Well, I got a lot of observations today, but I do wish there were more frogs.

375 OLIVE 375
Yeah, Ranger Rabbit said there'd be lots of frogs here.

376 ELINOR 376
I wonder...Where did all the frogs go?

377 ARI 377
Maybe they got lost?

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

378 ELINOR 378
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.

379 ELINOR (CONT'D) 379
But it's not dry here. The plants sort of look like they're under water.

380 OLIVE 380
Could that be the problem? Maybe there's *too* much water?

Olive remembers something and opens her nature book.

381 OLIVE (CONT'D) 381
Most frogs like places with just the right amount of water for them.
(MORE)

OLIVE (CONT'D)
They get used to it, and if it changes too quickly, they don't like it.

382 ELINOR 382
That's it! Maybe there's too much water for the frogs, and that's why they're not here.

383 ARI 383
Yeah, I wouldn't like it if my house filled up with water. But I'm not a frog.

384 BEATRIZ 384
Hmm, you might be right. It looks like all this extra water is new, and that would explain why there aren't any frogs.

She looks back towards the lake.

385 BEATRIZ (CONT'D) 385
The water is probably coming from the lake...But why?

Olive looks out to the bog.

386 OLIVE 386
Aww, poor frogs. If this is their home, then where are they going to go?

Elinor thinks for a beat.

387 ELINOR 387
(determined)
We have to help the frogs.

Ari and Olive agree <SFX: ENTHUSIASTIC YEAH/LET'S DO IT WALLA>.

388 BEATRIZ 388
(admiringly)
You three are the best. You're right, Elinor. We HAVE to help those frogs!

The kids are excited <SFX: YEAH AWESOME WALLA> as they all high-five.

389 BEATRIZ (CONT'D) 389
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.

390 BEATRIZ 390
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.

391 BEATRIZ (CONT'D) 391
There's too much water in the lake, and some of it is spilling over to the frog 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.

392 ELINOR 392
Yeah, the lake is definitely too full.

393 ARI 393
But why does the lake have too much water?

394 BEATRIZ 394
I don’t know. That’s the mystery.

395 OLIVE 395
It’s a *watery* mystery.

396 ELINOR 396
Maybe it’s been raining a lot?

397 BEATRIZ 397
(considering)
Good suggestion, but it hasn’t rained here in a while.

398 ARI 398
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.

399 BEATRIZ 399
Also a good suggestion, Ari... But do you see any giants?

400 ARI 400
Mmm, no. Maybe it’s a very sneaky giant? Or an INVISIBLE giant?

401 ELINOR 401
I know. Let’s observe the lake and see if we can figure it out.

402 OLIVE 402
Great idea, Elinor. I’ll draw the lake in my notebook.

403 BEATRIZ 403
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.

404 ELINOR 404
Hmm, I don’t see anything that would make the lake have too much water.

405 ARI 405
Me neither.

At that moment we hear Olive sounding a little frustrated.

406 OLIVE 406
Ohhh, not again!

407 ELINOR 407
What's wrong, Olive?

408 OLIVE 408
I'm trying to draw the lake but it keeps changing.

Elinor looks quizzical.

409 OLIVE (CONT'D) 409
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.

410 ELINOR 410
Whoa, look at all those sticks floating in the water.

411 ARI 411
They all seem to be going that way.

412 ELINOR 412
That's SO INTERESTING. I wonder where they're going.

413 BEATRIZ 413
There's only one way to find out.

414 ELINOR 414
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.

415 OLIVE 415
Look, I see more and more sticks floating.

416 ARI 416
Where are they all 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.

417 ELINOR 417
Huh, there they go. But where are they going?

Beatriz's ears perk up.

418 BEATRIZ 418
Hmm? Qué es eso? Hold on, I hear something.

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

419 ARI 419
Is it the giant?

420 BEATRIZ 420
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>.

421 BEATRIZ 421
I thought I heard water trickling. It's trying to get through those sticks.

422 ELINOR 422
That's where they all the sticks are going!

423 OLIVE 423
Yeah, they're floating down the lake and getting stuck on those rocks.

424 ARI 424
Look at that big pile! It's stopping most of the water from getting through.

425 BEATRIZ 425
Right. The sticks are forming a dam.

Elinor thinks about this for a second.

426 ELINOR 426
(gasp!) Maybe THAT'S why there's too much water in the lake.

She points to the sticks and to the lake.

427 ELINOR (CONT'D) 427
The sticks are blocking the water from going to the river, so the water stays in the lake.

428 ARI 428
Ohhh... It's just like my bathtub.

429 OLIVE 429
Your bathtub??

430 ARI 430
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.

431 OLIVE 431
Oh, the lake is like your bathtub, and this river is like the drain.

432 BEATRIZ 432
(proud)
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.

433 BEATRIZ (CONT'D) 433
There's water coming *into* the lake, but the sticks are blocking the water from going *out*, so the water stays in the lake.

434 ELINOR 434
And that’s why there’s too much water in the lake.

435 OLIVE 435
Which is making the frogs’ home fill up with water.

Beatriz thinks for a minute and looks at the map.

436 BEATRIZ 436
That could be why the creeks you saw before are dry. The sticks are blocking the water from getting to them.

437 ELINOR 437
(gasp!) We have to get the sticks out.

438 OLIVE 438
Yeah, they’re changing the frogs’ homes here...and in Animal Town!

439 ARI 439
We have to un-stick the situation!

Beatriz looks back out towards the lake.

440 BEATRIZ 440
(gets an idea)
I think I might know where the sticks are coming from.

She takes out the radio and calls Ranger Rabbit.

441 BEATRIZ (CONT’D) 441
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.

442 RANGER RABBIT 442
Hi Beatriz, is everything OK?

443 BEATRIZ 443
Everything is fine... But, the kids and I have discovered a problem.

444 RANGER RABBIT 444
Oh? What is it?

445 BEATRIZ 445
There are a lot of sticks in the lake and they're blocking the water from going to the river.

446 RANGER RABBIT 446
Hmm, that would explain why the creeks were dry.

447 BEATRIZ 447
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?

448 RANGER RABBIT 448
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.

449 RANGER RABBIT (CONT'D) 449
Oh, I see. The sticks are falling into the river and floating down to the lake.

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

450 RANGER RABBIT (CONT'D) 450
We'll move the stick pile right away. That should stop any more sticks from going down to block the water.

451 BEATRIZ 451
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.

452 BEATRIZ 452
Okay, your mom is going to stop any more sticks from coming.

453 OLIVE 453
Phew! But... what do we do about the sticks that are already here?

454 ELINOR 454
We have to find a way to get them out so the water can go through again.

455 BEATRIZ 455
Hmm, but how do we reach them?

456 ARI 456
I could fly over and pull them?

457 BEATRIZ 457
Thanks, Ari, but that might not be safe.

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

458 OLIVE 458
I have an idea! Maybe you can use your invention to get the sticks, Beatriz.

459 BEATRIZ 459
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.

460 ELINOR 460
Aww, it’s too short!

461 BEATRIZ 461
That’s ok. Not every idea works. We just need to keep trying.

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

462 ELINOR 462
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.

463 BEATRIZ 463
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.

464 BEATRIZ (CONT'D) 464
Okay, the first question you should ask is, "What's the problem?"

465 OLIVE 465
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.

466 OLIVE (CONT'D) 466
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.

467 BEATRIZ 467
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.

468 ELINOR 468
We could do like the frog! The frog used its tongue to reach the bugs that were far away.

469 OLIVE 469
Yes!

470 ARI 470
Wait, you think we need to use our tongues to get the sticks?

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

471 OLIVE 471
I think Elinor means we need to make Beatriz's invention a lot longer, just like the frog's tongue.

472 BEATRIZ 472
Ah ha! An idea from Nature! Me encanta! I love it!

473 ELINOR 473
But how can we make your grabber longer?

They all think for a beat.

474 ELINOR (CONT'D) 474
Wait, I know! Beatriz, do you still have those ropes in your backpack?

475 BEATRIZ 475
I sure do.

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

476 ELINOR 476
Maybe we can use a rope to help the grabber reach 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.

477 ARI 477
Now it's really long, like a frog's tongue.

478 BEATRIZ 478
Fantástico! 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:

479 BEATRIZ (CONT'D) 479
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.

480 OLIVE 480
Aww. It still doesn't reach. I really thought that was going to work.

481 ARI 481
Me too.

This time, Elinor eggs them on.

482 ELINOR 482
We can't give up. The frogs need our help. Let's keep trying!

483 BEATRIZ 483
Elinor’s right, let’s keep trying.

484 ELINOR 484
What other question can we ask?

485 ARI 485
We could ask HOW the frog does it? How does it get its tongue so far out?

486 BEATRIZ 486
That’s it, Ari. To learn from Nature, it’s important to ask how and why something does the thing it does.

487 OLIVE 487
Wait, I have my drawing.

Beatriz hands Olive her notebook and Olive flips to the drawing she made earlier of the frog tongue.

488 OLIVE (CONT’D) 488
The frog bent its tongue back and then the tongue went flying out.

489 ELINOR 489
How can we do that?

Ari thinks as he leans on a small tree, which bends under his weight.

490 ARI 490
Good questio- Woah.

The tree snaps back up, pushing Ari forward a few feet.

491 ELINOR 491
Did you see that? The tree bent back and pushed Ari up into the air.

492 OLIVE 492
Just like the frog’s tongue! Maybe we can use the tree to throw our grabber to the sticks?

493 BEATRIZ 493
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.

494 BEATRIZ (CONT'D) 494
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.

495 ELINOR 495
Yes! It worked!

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

496 ARI 496
Nnnngh! We have to pull harder!

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

497 OLIVE 497
It came loose!

498 ELINOR 498
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.

499 ELINOR (CONT'D) 499
All the sticks are falling down!

500 OLIVE 500
And the water's getting through!

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

501 ELINOR 501
We should tell my mom.

502 BEATRIZ 502
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.

503 RANGER RABBIT (V.O.) 503
Hi Beatriz! How's it going down there?

504 BEATRIZ 504
Together with my team of inventors, we moved the sticks, and the water is flowing again.

505 RANGER RABBIT 505
Wow, how did you do it?

Elinor leans in to talk to the radio.

506 ELINOR 506
We did it by asking questions. Questions are good for exploring, for getting ideas, AND for solving problems.

507 BEATRIZ 507
And where did we get all these great ideas?

508 ELINOR/OLIVE/ARI 508
From Nature!

509 RANGER RABBIT 509
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.

510 BEATRIZ 510
Roger that, Ranger Rabbit. See you tonight.

Elinor gets up on her toes.

511 ELINOR 511
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.

512 BEATRIZ 512
You all asked such great questions, and that helped us come up with ideas and solutions! I am so PROUD of you!!

Elinor smiles.

513 BEATRIZ (CONT'D) 513
You know, when I was a little kid, I asked a lot of questions too. And I still do! So never stop asking questions, okay?

514 ELINOR 514
We won't, Beatriz!

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

515 OLIVE 515
I think there's less water in the lake now.

516 ELINOR 516
(remembering)
The frogs! Come on!

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.

517 ELINOR 517
Look, now you can see more of the plants.

518 OLIVE 518
Yeah, it looks like it has just the right amount of water.

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.

519 ARI 519
We did it! The frogs are coming back!

520 ELINOR 520
(smiling proudly)
Welcome home, froggies.

A beat as everyone admires the happy sight of the returning frogs.

521 ELINOR (CONT'D) 521
(to Beatriz)
Wow, I can't believe those sticks made such a big change.

522 BEATRIZ 522
It's true. 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.

523 BEATRIZ (CONT'D) 523
That's why we need to help Nature whenever we can, especially when we're the ones that caused the change.

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.

524 BEATRIZ/ELINOR/ARI/OLIVE 524
Everything's connected,
That's the beauty of our world,
Everybody plays a role,
Every boy and every 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

At this moment Ranger Rabbit returns over a nice swell of accompaniment. Elinor brightens and hugs her. Ranger Rabbit sings the last verse.

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.

525 RANGER RABBIT 525
All right, I think we're ready to go.

Beatriz walks up, strapping on her backpack.

526 ELINOR 526
Where are you going now, Beatriz?

527 BEATRIZ 527
Wherever Nature takes me. I just ask questions and explore!

528 RANGER RABBIT 528
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.

529 BEATRIZ 529
Well, I had a LOT of fun exploring with all of you. It was great to meet you, Ari.

530 ARI 530
Yeah, me too. Ooh, I have an idea for a new invention.

531 BEATRIZ 531
What is it?

532 ARI 532
(selling it dramatically)
Pickles with marshmallows...

533 BEATRIZ 533
Ooh, let me know how that turns out. And it was so nice to meet you too, Olive. Did you finish your drawing of the lake?

Olive takes out her sketchbook.

534 OLIVE 534
Sure did. Look!

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

535 ELINOR 535
That's amazing, Olive.

536 OLIVE 536
And that's us! Exploring!

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

537 BEATRIZ 537
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.

538 BEATRIZ (CONT'D) 538
And it was really special to see you, Elinor. You're so grown up. I hope you had fun on this trip.

539 ELINOR 539
Yes, I learned SO much. Especially about asking question.

540 BEATRIZ 540
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 why things happen and how things work.

Elinor looks down at herself.

541 ELINOR 541
We all have a little bit of wonder inside.

542 BEATRIZ 542
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.

543 ELINOR 543
Or an inventor, like you!

544 BEATRIZ 544
(smiling proudly)
You can be anything you set your curious mind to, Elinor. That's for sure.

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. <SFX: AD LIB GOOD-BYES, BEATRIZ' ARE IN SPANISH> 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).

545 ARI 545
Did you have fun, Robin? I had a lot of fun.

Elinor walks next to her mom.

546 RANGER RABBIT 546
Did you have fun, Elinor?

547 ELINOR 547
I sure did, Mom! I learned a lot about asking questions.

548 RANGER RABBIT 548
Oh, yeah? What did you learn?

549 ELINOR 549
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.

550 RANGER RABBIT 550
(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.

551 ELINOR/OLIVE/ARI 551
(chorus)
The world is full of things for us to discover
All you need is a little wonder
So listen to that voice that you have inside
Have questions, let them be your guide

(verses)
Questions help you explore and find things that are new
Who knows what you'll learn or what you'll get to do
You might find wonders or make a new friend
It all starts by asking "What's around the bend?"

(chorus)
The world is full of things for us to discover
All you need is a little wonder
So listen to that voice that you have inside
Have questions, let them be your guide

What's a proboscis? What do frog tongues do?
(MORE)

ELINOR/OLIVE/ARI (CONT'D)
You just ask and then you'll find out too

(bridge)
And the best part of wondering
Is that moment when you gasp!
<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 wonder
So listen to that voice that you 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.

552 OLIVE (O.S.) 552
Hi, Elinor! Whatcha doing?

553 ARI (O.S.) 553
Let me guess. You're... wondering about something?

Ari and Olive enter.

554 ELINOR 554
Yes I am!

They all look at the frogs together.

555 ELINOR (CONT'D) 555
I wonder... why do frogs like to hop?

556 ARI 556
What do you mean?

557 ELINOR 557
They have really long legs. Why don't they walk?

558 OLIVE 558
I don't know. Maybe because they don't have shoes?

559 ELINOR 559
Or maybe because hopping is just more fun? Salta, ranita, salta!

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

560 OLIVE 560
I know, let's observe them and see if we can figure this out!

561 ELINOR 561
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.

562 MR RACCOON 562
So THAT'S why donuts have holes!

CUT TO BLACK

THE END