

ELINOR WONDERS WHY

EWV SPECIAL: A WONDERFUL JOURNEY

Written by

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

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

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

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

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

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

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

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

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

ES3b, c. Demonstrate an awareness of and the ability to discuss in simple terms the need for conservation, recycling, and respect. for the environment. Participate in simple activities to care for the environment [Elinor and her friends realize the road project is affecting the frogs, causing the crew to modify their methods]

ND1. (RTL Crosscutting concept 'Patterns') Understand that modes of life in the natural world and engineered solutions in the designed world have common patterns, and engineers often look to

natural patterns for inspiration. [The kids learn from a biomimetic inventor about different bio-inspired designs and solutions]

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

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

ND5. (RTL Crosscutting concept 'Cause and Effect'): Appreciate that events are connected to each other via cause and effect, and that similar links can be found in the natural and designed worlds. [Elinor and her friends realize the road construction is causing changes to the lake and to the frog habitats]

OUTLINE: May 6, 2020

FIRST DRAFT: June 1, 2020

ACT I

1.1 EXT. ANIMAL TOWN - DAY

It's a beautiful day in Animal Town. We open on a GREEN FROG sitting in a patch of grass. In the background we see ELINOR skipping and walking this way, and the frog hops away in the opposite direction. We follow Elinor as she stops to look curiously at things: a bee sits on a flower, a ladybug takes flight 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 the center of town. It's a bustling day and Elinor had stopped to look at some plants in one of the green areas. 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 with her friends. As <MFX: INTRO MUSIC> and credits play, we see our group marching around town, and as they walk, we see Elinor being curious, 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
	Whoaa, whoops. Tasty treats coming through.	

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

4	MR. RACCOON (CONT'D)	4
	Oh, hello Ranger Rabbit, Elinor, Olive and Ari. How are you this fine morning?	

5 ELINOR 5
We're great, 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. I just made
them. 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.

9 ELINOR/OLIVE/ARI 9
Yay! / Awesome! / Thank you, Mr.
Raccoon.

The kids reach for some donuts. Ari takes a little longer to decide, and in the background, as the group continues talking, he comically pulls one from the bottom of the pile, nearly causing a donut avalanche.

10 MR. RACCOON 10
(chuckling) You're welcome. Now,
how can I help you?

11 RANGER RABBIT 11
We're out getting supplies, Mr.
Raccoon.

12 ELINOR 12
Because we're going on a trip!

13 OLIVE 13
Yeah, Ranger Rabbit is taking us
camping this weekend.

14 MR. RACCOON 14
Oh, how exciting! Where are you
going?

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

16 ELINOR 16
We've never been there before.

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

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

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

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

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

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

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

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

23 ELINOR 23
Mr. Raccoon, I've never thought
about this before. But I wonder...
why do donuts have holes?

24 MR. RACCOON 24
Oh. Well, that's easy. You see,
they're baked WITH the holes in
them.

25 ELINOR 25
Yes, but why are they baked with
holes in them?

26 MR. RACCOON 26
Oh, um... Because I put holes in
them before baking them.

27 ELINOR 27
But why do you put holes in them?

28 MR. RACCOON 28
(little unsure) Um... Because
donuts are supposed to have holes.

29 ELINOR 29
Yes, but why do donuts have holes
in them?

Mr. Raccoon stops and thinks. He's never considered this
before.

30 MR. RACCOON 30
(scratching his head) Oh. Um...
That's a good question, Elinor!

31 OLIVE 31
(giggling) Yeah, Elinor is *really*
good at asking questions.

32 ARI 32
Yup, she's the best question asker
in the world.

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

33 MR. RACCOON 33
Well, I think that's wonderful.

Ranger Rabbit picks up the bag of goodies.

34 RANGER RABBIT 34
Kids, we should get going. We still
have more things to get for our
trip. Thank you, Mr. Raccoon.

The kids wave bye and head for the door.

35 ELINOR, OLIVE AND ARI 35
Bye, Mr. Raccoon! / Thanks! / See
you!

36 MR. RACCOON 36
Good bye!

1.3 EXT. OUTSIDE THE BAKERY - DAY

Outside, Ari jumps and flutters out the door.

37 ARI 37
Woo hoo! We're going camping!

38 RANGER RABBIT 38
 Okay, let's see. We should get some fruit, too. But... I also need to stop at the Post Office to pick up a package.

39 OLIVE 39
 We can get the fruit from Mz. Llama, Ranger Rabbit.

40 ARI 40
 Yeah, just leave it to us.

41 RANGER RABBIT 41
 Ok, thanks, kids. I'll see you at the Post Office.

42 ARI 42
 We're on it!

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

43 ELINOR 43
 Hmm, I've never thought about that before, either. I DO ask a lot of questions.

Olive and Ari nod.

44 ARI 44
 Yup, that's you.

45 ELINOR 45
 That is SO interesting.

46 OLIVE 46
 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.

47 ELINOR 47
 Mz. Mole, why are trees so tall? And why do fish swim? And why do lizards have such long tails?

BACK ON: Elinor considering.

48 ELINOR (CONT'D) 48
Those WERE pretty good questions.

The kids <SFX: GIGGLE>.

49 ARI 49
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.

50 ELINOR 50
Sr. Tapir why are birds so many
different colors? And how do they
fly? And how many songs do they
know?

51 SENOR TAPIR 51
(he strums his guitar)
I feel a song coming!

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

52 ELINOR 52
Wow, I do ask a lot of questions.

53 ARI 53
You sure do.

54 ELINOR 54
(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. The song starts out small and builds
as she curiously pokes around and interacts in fun ways with
the town plants, bugs, animals and secondary characters we
know from the series (think "Belle" from Beauty and the
Beast). (NOTE: the fruit stand can be in its usual place in
the park, or parked at Mz. Llama's restaurant, and Elinor can
look at the fish in the town fountain)

[Lyrics not yet final. Will finesse with composers]

55

ELINOR

55

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!

56

OLIVE/ARI

56

Why, why, why?
She wonders why!

57

ELINOR

57

Why do I wonder
I want to know why

Why do I wonder why bees have
stripes?
And why are there so many different
types?

Why do I wonder where mushrooms
grow?

Why do I wonder... I want to know!

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

58

OLIVE/ARI

58

Why, why, why?
She wonders why!

59

ELINOR

59

Why do I wonder
I want to know why

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

60	OLIVE/ARI	60
	Why, why, why?	
	She wonders why!	*
61	ELINOR	61
	There are so many things	
	I find interesting!	
62	OLIVE/ARI	62
	Why, why, why?	
	She wonders why!	
63	ELINOR	63
	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:

64	ELINOR	64
	I know I ask a lot of questions,	
	but what is asking questions good	
	for?	
65	OLIVE	65
	Dun, dun, dun! It's a mystery... a	
	<i>wondering</i> mystery.	
66	ARI	66
	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.

67	ELINOR	67
	What's that, Mom?	
68	RANGER RABBIT	68
	It's a letter from my old friend	
	Bianca. Do you remember her?	
69	ELINOR	69
	Mmm, I don't think so.	

70 RANGER RABBIT 70
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.

As Ranger Rabbit talks, we see a few PHOTOS of Bianca having
adventures that Bianca included in the letter.

71 ELINOR 71
Hidden Lake? That's where we're
going!

72 RANGER RABBIT 72
Yes, maybe we'll see her there.
(puts away the letter and photos)
Ok, should we continue getting
things for our trip?

73 ARI 73
Ranger Rabbit, are we going to get
marshmallows? We can't go camping
without marshmallows!

74 RANGER RABBIT 74
(smiling) Yes, Ari, we'll ask Mr.
Hippo if he has any at his store.

75 ARI 75
Ahh... camping and marshmallows.
What could be better than that?

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

76 ARI (CONT'D) 76
"Ribbit?"

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

77 OLIVE 77
It's a frog!

Elinor walks over.

78 ELINOR 78
Hi, frog.

Mom and the rest walk up too.

79 RANGER RABBIT 79
Mmm, I wonder what a frog is doing
in the middle of town.

80 ELINOR 80
I've never seen a frog on the
sidewalk before.

81 OLIVE 81
 (crouching down) It's so cute.

Just then the frog hops away.

82 ARI 82
It's hopping away!

Elinor looks to the frog and then to Mom.

83 ELINOR 83
Mom, can we follow it?

84 RANGER RABBIT 84

Sure, kids. I'll go get the rest of the things we need. Just remember to keep a safe distance and try not to scare it.

85 ELINOR 85
We won't! 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:

86	MZ. MOLE	86
	Wow, these illustrations are so life-like!	

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

87 ARI 87
Whoops, sorry Koa. Frog crossing!

The frog hops behind the general store, where there's a little ditch. The kids put a piece of wood across it so the frog can cross.

88 OLIVE 88
 There you go 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, not sure where to go.

89 ELINOR 89
There it is!

90	OLIVE	90
	It looks kinda... lost.	

91 ARI 91
This is where we usually find
frogs, but... the creek looks dry
now.

Elinor thinks for a beat.

92 ELINOR 92
Maybe that's why the frog was in
town: the creek is dry and the frog
didn't know where to go.

93 OLIVE 93
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 of a frog hopping away from a dry version of the pond.

94 OLIVE (CONT'D) 94
(reading) Frogs like ponds and
creeks that have *just* the right
amount of water for them. If
there's too much or too little
water for them, they won't like it.

95 ELINOR 95
Aww, poor frog. I wonder where all
the water went.

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

96 ARI 96
Bye, frog! I hope you find a good
frog spot.

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

97 RANGER RABBIT 97
Ah, I figured this is where the
frog was going.

98 ELINOR 98
Mom, we followed the frog here, but
the creek looks really dry.

99 OLIVE 99
We think that's why the frog was in
town.

100 ARI 100
Yeah, frogs don't like it when the
water in their home changes.

Ranger Rabbit looks at the creek.

101 RANGER RABBIT 101
Hmm, it is unusual for the creek to
be dry. I'll have Deputy Mouse look
into it. Oh, speaking of Deputy
Mouse, I should check in on him.

She takes out her radio and calls for Deputy Mouse.

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

Through an intercut radio call, we see Ranger Rabbit talking to Deputy Mouse.

102 RANGER RABBIT 102
Deputy Mouse. Come in, Deputy
Mouse.

103 DEPUTY MOUSE 103
I hear you loud and clear, Ranger
Rabbit. I'm here helping Mrs.
Beaver clear space for the new road
into town.

104 RANGER RABBIT 104
Did you find the site OK?

105 DEPUTY MOUSE 105
Yes, it's right near Hidden Lake.

REVEAL: At the road site, we see Deputy Mouse and Mrs. Beaver and her workers working.

Some are carting dead branches away, while Mrs. Beaver is chomping them down into smaller pieces (taking one or two for a quick snack).

106 DEPUTY MOUSE (CONT'D) 106
There are a lot of branches and
sticks in the way, but Mrs. Beaver
and her crew are having no problem
moving them out of the way.

We see the crew piling the branches off to the side near a river. A couple of sticks fall into the water. The crew doesn't notice.

107 RANGER RABBIT 107
OK, good luck, Deputy Mouse. Call
me if any problems come up.

108	DEPUTY MOUSE	108
	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.

109 RANGER RABBIT 109
Well, I think we have all the
supplies we need for the trip.

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

110 ELINOR 110
This is going to be the best trip
ever.

[illegible]

112 RANGER RABBIT 112
No, unfortunately... Mr. Hippo was
out of marshmallows.

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113                ARI                                113
                (gasp!) No marshmallows!

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

114 RANGER RABBIT 114
I'm sorry, Ari.

Ari pops his eyes open.

115 ARI 115
 That's OK! I'm still excited to go.

They all <SFX: GIGGLE>.

116 ARI (CONT'D) 116
 Maybe I'll bring extra pickles!

117 OLIVE 117
 We can't wait to go exploring,
 Ranger Rabbit.

118 RANGER RABBIT 118
 Wonderful, Olive. We'll be leaving
 the house bright and early tomorrow
 morning.

119 ARI 119
 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.

120 ELINOR 120
 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.

121 ELINOR (CONT'D) 121
 Is it really hidden? What's it like
 there?

122 RANGER RABBIT 122
 (affectionately)
 My, you do ask a lot of questions.

Elinor smiles. Ranger Rabbit thinks for a second.

123 RANGER RABBIT (CONT'D) 123
 Actually, you know who you remind
 me of?

124	Who?	ELINOR	124
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125	RANGER RABBIT	125
	My friend Bianca. She asked a LOT	
	of questions when she was little,	
	too.	

126 Really? ELINOR 126

127	RANGER RABBIT	127
	Yup. I hope you get to meet her on our trip. But now it's time to sleep.	

Mom tucks Elinor in.

128 RANGER RABBIT (CONT'D) 128
Keep dreaming of more questions,
we'll answer them all tomorrow.

129 ELINOR 129
Ok, Mom. Night-night.

130	RANGER RABBIT	130
	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:

131	ELINOR	131
	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.

132 ELINOR 132
Who's ready to go... EXPLORING!

She bounds out of the house wearing a hat 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.

133 RANGER RABBIT 133
Well, I think that's everything.

134 MR. RABBIT 134
Oh, one more thing. I made you a
loaf of my world-famous carrot
cake.

He gives the package to Ranger Rabbit.

135	RANGER RABBIT	135
	Aw, thanks sweetie.	

From off-screen, we hear a familiar voice:

136 OLIVE (O.C.) 136

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.

137	ARI	137
	Explorers Olive and Ari reporting for duty!	

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

138	MZ. ELEPHANT	138
	(sing-song) Hellooo!	

139 MR. BAT 139
Good morning!

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

140 ARI 140
I can't wait to get to Hidden Lake!

141	OLIVE	141
	This is gonna be an awesome adventure.	

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

142 MZ. ELEPHANT 142

Now sweetie, do you have everything
you need? Do you have your hat?
Your sunscreen? Your jacket?

143 OLIVE 143
Yes, Mom.

144 MZ. ELEPHANT 144
Your pillow? Your blankie? Your
books? Your sketch pad?

145 OLIVE 145
(little disheveled)
Yes, Mom... I have everything.

146 MZ. ELEPHANT 146
Well, I guess you're all ready to
go.

147 ARI 147
Me too! I'm super-ready to go!

148 MR. BAT 148
Are you sure, Ari? Aren't you
forgetting... your favorite
plushie?

Mr. Bat takes out Ari's favorite plush birdie.

149 ARI 149

Robin! (suddenly a little self-conscious) Oh, uh... that's okay, Dad. I don't think I need him.

150 MR. BAT 150
(smiling) Oh, OK...

After a beat, Ari changes his mind, feigning bravado.

151 ARI 151

Well, I don't want Robin to get
lonely. Maybe he should come with
me.

He grabs Robin and hugs him.

152 ARI (CONT'D) 152
 (in baby talk)
 Who's my favorite birdie buddy?

153 MR. RABBIT 153

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

154 ELINOR 154
How long will it take to get there,
Mom?

155 RANGER RABBIT 155
Oh, not long. We should get to
Hidden Lake by the afternoon.

Mr. Rabbit checks his pockets.

156 MR. RABBIT 156
Oh, do you have the map?

157 RANGER RABBIT 157
Yup, I have it right here.

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

158	ELINOR	158
	A map?	

159		ARI	159
	Cool!		

160	OLIVE	160
	Can we see it?	

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

161 ELINOR 161
Can we hold the map, Mom?

162	RANGER RABBIT	162
	Sure kids, you can be our official map guides.	

163	ARI	163
Awesome!		

The kids put away the map, and Ranger Rabbit and Elinor put on their backpacks.

164 RANGER RABBIT 164
Okay, I think we're all set to go.

165 MR. RABBIT 165
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.

166		MZ . ELEPHANT	166
	Bye!		

167 MR. BAT 167
Have fun!

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

168	ELINOR	168
	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.

169	ELINOR, OLIVE AND ARI	169
	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.

170 ELINOR/OLIVE/ARI 170
Explore, Explore, just walk out the
door!
The whole world is there, what are
you waiting for?
(MORE)

ELINOR/OLIVE/ARI (CONT'D)

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.

171	ELINOR	171
	(in awe)	
	Whooooaaa... I don't think we've ever been this far into the forest before.	
172	OLIVE	172
	Yeah, this all looks new to me.	
173	ARI	173
	Me too!	
174	RANGER RABBIT	174
	Here it is, the trail to Hidden Lake.	

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

175	ELINOR	175
	I wonder what we'll find?	

176 ARI 176
Yeah, what's over there?

177 OLIVE 177
Are we going to see new animals or
bugs?

178 ELINOR 178
Or maybe new plants?

Ranger Rabbit smiles.

179 RANGER RABBIT 179
Those are great questions, kids.

This jogs something inside of Elinor.

180 ELINOR 180
(gasp!) Ari! Olive! I think I
figured out one thing that asking
questions is good for.

181 OLIVE 181
What is it, Elinor?

182 ELINOR 182

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

183 OLIVE 183
Yeah, like what's out there?

[illegible]

Mom thinks for a beat.

185 RANGER RABBIT 185
You're right, Elinor. Exploring
often starts with a question.

186	ARI	186
	Awesome!	

187 ELINOR 187

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.

188

ELINOR, OLIVE AND ARI

188

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.

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.

(bridge)

The world is full of things

For us to discover

All you need to have

Is a little bit of wonder

Explore, Explore, just walk out the door!

The whole world is there, what are you waiting for?

Explore, explore, then explore some more,

You don't know what you'll find until you explore.

END SONG MONTAGE.

2.6 EXT. TRAIL - DAY

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

ANGLE ON: The map, which shows a view of the area. The kids describe what they see. (Note: Waterways are painted blue).

189 ELINOR (O.C.) 189
 That's Hidden Lake.

190 OLIVE (O.C.) 190
 Look, there's a river that goes
 into it...

191 ARI 191
 And a river that goes out of it,
 all the way to Animal Town.

ANGLE ON: The downstream river goes to Animal Town.

192 ELINOR 192
 But there's a smaller creek that
 comes off and goes near the trail.

193 OLIVE 193
 That's where we have to turn to get
 to the lake.

BACK ON: Ranger Rabbit.

194 RANGER RABBIT 194
 How are you doing with the map,
 kids?

The kids are confident.

195 ARI 195
 We're right on track, Ranger
 Rabbit.

196 OLIVE 196
 (looking at the map)
 Yeah, we just keep walking and then
 turn when we get to the creek.

They continue walking. A beat later, Elinor gets a thought and walks up ahead to her Mom.

197 ELINOR 197
 Mom, did you say I knew Bianca when
 I was little?

198 RANGER RABBIT 198
Yup. Bianca and I have been friends
for a long time, Elinor. In fact,
I used to baby-sit her when she was
little.

199 ELINOR 199
Really?

A **THOUGHT BUBBLE** flashback shows a teenaged Ranger Rabbit
playing with a cute little girl Bianca as they both curiously
look at things.

200 RANGER RABBIT 200
I think you'll really like meeting
her. She's an Inventor.

Ari and Olive join in the conversation.

201 ARI 201
What! She's an inventor?

202 OLIVE 202
You mean, she invents things?

203 RANGER RABBIT 203
Yes! Inventors come up with new
things that solve a problem or help
you do something.

204 ARI 204
Wow, 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>.

205 ARI (CONT'D) 205
(sighs) Too bad we didn't bring any
marshmallows.

206 OLIVE 206
I wonder if she can invent
something to help me draw.

As the kids and Mom <SFX: BANTER ABOUT FUN INVENTIONS>, we
see them walk near a dry creek bed and miss the trail turn.

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.

207 RANGER RABBIT 207

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

208	Uh oh.	ELINOR	208
-----	--------	--------	-----

209 RANGER RABBIT 209
Can you check the map, Olive?

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

210 OLIVE 210
We were supposed to turn at the
creek with water.

211 ELINOR 211
I don't remember seeing any creeks
with water.

ANGLE ON: Ari has Robin out.

212 ARI 212
Don't worry Robin, we'll figure it
out.

Mom reassures them.

213 RANGER RABBIT 213
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.

214 ELINOR 214
What's that?

The rustling draws closer.

215 OLIVE 215
 <Gasp!> It's coming closer.

216	ARI	216
	(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.

217 RANGER RABBIT 217
Hello? Is someone there?

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

218 BIANCA 218
Oh, hello!

219 RANGER RABBIT 219
BIANCA??

220 BIANCA 220
(excited disbelief)
Ranger Rabbit!?

The scene lightens. The kids let a breath out. <SFX: WHEW!!>

221 RANGER RABBIT 221
It's so good to see you!

222 BIANCA 222
You got my letter!

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

Mom introduces Bianca and the kids.

223 RANGER RABBIT 223
Oh, I should introduce you. Kids, this is Bianca.

224 BIANCA 224
Hello! My, Elinor, how you've grown! I haven't seen you since you were a baby bunny!

The kids are a bit star-struck.

225 ELINOR 225
Hi!

226 BIANCA 226
And who do we have here?

227 ARI 227
I'm Ari!

228 OLIVE 228
And I'm Olive.

229 BIANCA 229
Well, it's great to meet ya, Ari
and Olive.

230 ARI 230
So you INVENT things? That is SO
COOL!

231 BIANCA 231
Haha, yes! I'm an inventor. I
invented THIS for example.

Bianca shows off a fun invention from her backpack. She presses a button in her backpack strap, and a compartment opens on the side of the backpack, springing forward one of her gizmos. She grabs it 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.

232 BIANCA (CONT'D) 232
I'm glad I ran into you, but what
are you doing all the way out here?

233 RANGER RABBIT 233
We were headed for the camping
area.

234 BIANCA 234
Ah, that's where my camp is set up.
Do you want to join me?

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

235 BIANCA (CONT'D) 235
I wonder how you ended up here. You
were supposed to turn at the creek.
That's ok, here I'll show you the
right way.

2.8 EXT. TRAIL - DAY

The group is back where the trail forks.

236 RANGER RABBIT 236
Oh, I see. We missed the creek
because it's dry, but... that's
odd. Creeks shouldn't be dry this
time of year.

237 BIANCA 237
I did notice a lot of the creeks on
this side of the lake are dry.

238 ELINOR 238
And we saw a dry creek in Animal
Town too.

239 RANGER RABBIT 239
You're right, Elinor. Hmm...

Ranger Rabbit thinks thoughtfully.

240 BIANCA 240
Well, come on, let's go.

2.9 EXT. TRAIL TO HIDDEN LAKE - DAY

The group makes their way towards Hidden Lake.

241 RANGER RABBIT 241

What brings you to Hidden Lake,
Bianca?

242 BIANCA 242
I'm here to get ideas from Nature
for my inventions.

243 ELINOR 243
Ideas from Nature?

244

BIANCA

244

Yes, Nature is FULL of ideas! For example, I got the idea for this part...

(the unfurling part of the the extendable gripper)

When I was studying butterflies in the jungle last summer...

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

245 BIANCA (CONT'D) 245
Butterflies have a long mouth that
rolls up, and I thought, what a
great idea to store something long!

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

246 BIANCA (CONT'D) 246

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

The thought bubble shows Bianca studying a bird as it grabs a berry, and then 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>.

247 RANGER RABBIT 247

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

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.

248 BIANCA 248

Ah, look, we're here.

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

Bianca turns left along the path.

249 BIANCA (CONT'D) 249

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.

250 ARI 250

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

Bianca calls over her shoulder.

251 BIANCA 251

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.

252 ARI 252

Ok, I was wrong. Bianca just got cooler.

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

2.10 EXT. CAMP SET UP MONTAGE - DAY/NIGHT

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

2.11 EXT. CAMPSITE - NIGHT

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

253 OLIVE 253
But then, when they opened the
door...

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

254 OLIVE (CONT'D) 254
It was just a friendly butterfly.

Ari sighs in relief <SFX: PHEW!>.

255 RANGER RABBIT 255
Great story, Olive.

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

256 BIANCA 256
Here you go, Ari.

257	ARI	257
	Cool, thanks!	

258 ELINOR 258
What are you going to invent next,
Bianca?

259 BIANCA 259

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.

260	OLIVE	260
	Oooh, we love frogs!	

261 ELINOR 261
But... Why frogs?

262	BIANCA	262
	Because of their th-ongues!	

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

263	BIANCA (CONT'D)	263
	Frogs have a very special tongue.	
	(has an idea) I know! Why don't you	
	kids come with me to look for frogs	
	tomorrow, and I can show you?	

264 ELINOR, OLIVE AND ARI 264
Really? / We'd love to!! / Cool!

265 RANGER RABBIT 265
Well, it's time to turn in. It's
been a long day.

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

266 ELINOR 266
This has been an awesome trip so
far, Mom. I can't wait until
tomorrow.

267	RANGER RABBIT	267
	I'm glad, hunny bunny. Have a good sleep.	

268 BIANCA 268
Good night, everyone!

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

269

ELINOR

269

(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.

270

ARI

270

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

271

RANGER RABBIT

271

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.

272

ARI

272

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

He finishes up the plate <SFX: MMMM...> and hands it to Ranger Rabbit. At that moment, we hear Elinor, Olive and Bianca from off-screen.

273

ELINOR/OLIVE/BIANCA

273

Ribbit! Ribbit! Ribbit!

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

274

ARI

274

What are you doing?

Olive and Elinor stop to answer.

275 ELINOR 275
We're practicing!

276 OLIVE 276
Yeah, for when Bianca takes us to
observe frogs today.

277 ARI 277
Ooh, I want to do it.

Ari joins them and they continue hopping and <SFX: GIGGLING>.

278 ELINOR/OLIVE/BIANCA/ARI 278
Ribbit! Ribbit! Ribbit!

Suddenly, Elinor stops to think.

279 ELINOR 279
Wait... if we're all frogs, then
who's observing us?

A beat as they all look at each other.

280 BIANCA 280
How about you observe me... if you
can catch me! Ha ha!

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

281 RANGER RABBIT 281
Hmm, where should I put these to
dry?

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

282 BIANCA 282
I have an idea, Ranger Rabbit.
Let's put up a drying line.

283 RANGER RABBIT 283
Oh, good idea, but... I used the
last of my rope for the tents.

284 BIANCA 284
That's not a problem!

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

285 BIANCA (CONT'D) 285
 Take your pick!

286 ELINOR/OLIVE/ARE 286
 Ooohhh / Cool / Awesome!

Ranger Rabbit pulls on one and goes over to the trees, tying one end to each tree. Bianca presses another button and the other ropes retract, closing the compartment.

287 RANGER RABBIT 287
 (finishing tying)
 There.

288 OLIVE 288
 I'll test it, Ranger Rabbit.

Olive walks up to the rope and grabs it with her trunk. She hangs and bounces a few times, then dips down further to go for a longer stretch.

289 RANGER RABBIT 289
 Ooh, careful, Olive, you might...

Olive cartoonishly gets pulled up and down as the rope gets back to being taut.

290 OLIVE 290
 Woah! W-W-Woaaaah!

She lets go and steps on the ground, looking a little dizzy.

291 ELINOR 291
 Olive, are you OK?

292 OLIVE 292
 (wobbly)
 Yeah... I think it works.

293 ARI 293
 (touching her sleeve)
 She's definitely dry. It does work!

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

294 DEPUTY MOUSE (OVER RADIO) 294
 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.

295 RANGER RABBIT (OVER RADIO) 295
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.

296	DEPUTY MOUSE	296
	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.

297 DEPUTY MOUSE (CONT'D) 297
We found a really big stick.

We see Mrs. Beaver's workers trying to move it to no avail, and Mrs. Beaver looking exhausted to the side.

298	RANGER RABBIT	298
	Oh, dear. How big is it?	

299 DEPUTY MOUSE 299
It's too big for us to move!

300	RANGER RABBIT	300
	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.

301 DEPUTY MOUSE 301
Thank you, Ranger Rabbit.

302 RANGER RABBIT 302
No problem, talk to you soon.

END CALL

3.3 EXT. CAMPSITE - MORNING

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

303 RANGER RABBIT 303
It looks like Deputy Mouse needs my
help. He's just up the river near
here.

304 ELINOR 304
Is everything ok, Mom?

305 RANGER RABBIT 305
Yes, but they're having trouble
moving some sticks and branches to
make room for the new road.

Bianca offers to help.

306 BIANCA 306
If you need to go, Ranger Rabbit, I
can take the kids to look for frogs
while you go help Deputy Mouse.

307 RANGER RABBIT 307
Really, are you sure?

308 BIANCA 308
Of course! You'll be nearby and
we'll have a great time exploring,
right kids?

309 ELINOR/ARI/OLIVE 309
Yes!

310 RANGER RABBIT 310
Are you kids okay with that?

311 ELINOR 311
We'll be fine, mom. Go help Deputy
Mouse.

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

312 RANGER RABBIT 312
Thank you, Bianca. Here's a spare
radio so you can call me if you
need anything.

313 BIANCA 313
Got it.

314 RANGER RABBIT 314
I'll be back soon!

315 ELINOR 315
Good luck, mom!

316 RANGER RABBIT 316
(to the radio)
Deputy Mouse, I'm on my way.

Bianca and the kids wave her off.

317 BIANCA 317
That's your Mom. Always helping
others. Ok kids, who's ready to
look for FROGS?

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

3.4 EXT. TRAIL ALONG THE LAKE - DAY

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

318 ELINOR 318
Where are we going to look for
frogs, Bianca?

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

319 BIANCA 319
Well, you mom said there's a spot
near the lake called the Frog Bog
that's always full of frogs.

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

320 BIANCA (CONT'D) 320
She said there should be lots of
frogs this time of year. I think
it's... (she does a funny pirouette
holding the map) this way!

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

321 OLIVE 321
I still can't believe you're an
inventor.

322 ARI 322
Yeah, that is SO cool. And you get
your ideas from Nature?

323 BIANCA 323
You can find ideas almost anywhere,
Ari, but I like to get my ideas
from Nature.

324 OLIVE 324
Why Nature, Bianca?

325 BIANCA 325
Because Nature is FULL of ideas!
Everywhere you look, Nature has
found a way to solve a problem or
invent something useful.

326 ELINOR 326
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.

327 BIANCA 327
Exactly!

328 OLIVE 328
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.

329 BIANCA 329
Yes!

The kids look around them, trying to find ideas.

330 ARI 330
But... how did you GET the ideas?

331 BIANCA 331
Why, you just have to be curious!

332 ELINOR 332
You mean, ask questions?

333 BIANCA 333

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 a flower and looks at them closely.

334 BIANCA (CONT'D) 334
 "How does that work?" Or "Why is
 this like that?" 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.

335 ELINOR 335
Ari! Olive! That's something ELSE
that asking questions is good for.
Getting ideas! Asking questions is
good for getting ideas!

[illegible]

3.5. EXT. NATURE IS FULL OF IDEAS SONG MONTAGE

Bianca sings "Nature is full of ideas." She starts the song and is then joined by the kids, as they poke around the surrounding area and also go into montages of inventions that were inspired by Nature (a little like Sr. Tapir interstitials). This is a fun song, with possibly a more trombone-based style, and a more call and response cadence with rhyme scheme ABCB/ABCCBC. [Will finesse lyrics with composers. Syllable counts in parenthesis]

337

BIANCA

337

(chorus)

Nature is full of ideas (8)

You find them everywhere (6)

Just ask yourself a question (7)

The answers are out there! (6)

(verses)

Did you know that airplanes (6)

Were inspired by birds? (6)

We looked to the sky (5)

And saw them fly (4)

And we wondered, (4)

How can WE go as high? (6)

Did you know dragonflies (6)

(MORE)

BIANCA (CONT'D)
 Inspired helicopters? (7)
 We saw them hover (5)
 Up and under (4)
 Made us wonder, (4)
 How can WE also flutter? (7)

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

(verse)
 Did you know even cars (6)
 Have ideas from the sea? (7)
 We saw swimming fish (5)
 It made us wish (4)
 That somehow we (4)
 Could make CARS go swish swish! (7)

Did you know that buildings (6)
 Can also learn from bugs? (6)
 We saw termites build (5)
 Nests that stay chilled (4)
 And so we thought (4)
 How can WE be so skilled? (6)

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

338

ELINOR, OLIVE AND ARI

338

(bridge)
 It's true you see it all around (8)
 Amazing ideas to be found (9)
 Be curious, that's all you have to
 do (9)
 And you might find ideas, too! (8)

339

ELINOR, OLIVE, ARI, BIANCA

339

(chorus)
 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.

340 ELINOR 340
Wow, Nature really is full of
ideas.

Bianca nods <SFX: MM-HMM>.

341 ELINOR (CONT'D) 341
And now we know something else that
asking questions is good for:
getting ideas!

342 BIANCA 342
You mentioned that before, Elinor.
What did you mean?

343 ELINOR 343
Well, I always ask a lot of
questions.

344 BIANCA 344
That's great!

345 ELINOR 345
But then I wondered why I'm always
wondering. What is asking questions
good for?

Bianca looks appreciatively thoughtful.

346 ELINOR (CONT'D) 346
But now I know. Asking questions is
good for exploring AND it's good
for getting new ideas.

347 BIANCA 347
Wonderful, Elinor! You're right,
asking questions is good for lots
of things.

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

348 OLIVE 348
The Frog Bog should be... THIS way!

349 BIANCA 349
What are we waiting for, let's go!

3.7. EXT. FROG BOG - DAY

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

350 OLIVE 350
Ok, this is where Ranger Rabbit
said there should be LOTS of frogs.

There are no frogs.

351 ARI 351
I don't see any frogs.

352 ELINOR 352
Me either.

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

353 BIANCA 353
Hmm. This IS where Ranger Rabbit
said there would be frogs.

354 ARI 354
Maybe we just can't see them.

355 ELINOR 355
Yeah, maybe we just have to look
for them. C'mon, we need more
observations.

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.

356 ARI 356
Here's Ari, the World's Greatest
Super Frog Finder, looking for
frogs...

He looks around comically.

357 ARI (CONT'D) 357
...And he can't find any.

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

358 ELINOR 358
Hmm, the ground seems kind of wet
and squishy.

She looks at the plants nearby.

359 ELINOR (CONT'D) 359
And all these plants seem to be
under water.

360 ARI 360
I know, maybe I'll try calling the
frogs. (calling) Here froggy-
froggies!! Where are you..!?

361 ELINOR 361
Ari... this is where the frogs
live. We have to be careful not to
bother them.

362 ARI 362
Oh. Right.

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

363 ARI (CONT'D) 363
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.

364 ELINOR 364
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.

365 ARI 365
I meant to do that.

Olive and Bianca run up.

366 BIANCA 366
Oh, Ari. You're soaked!

367 OLIVE 367
Ari! You found a frog.

368 ARI 368
(looking around)
I did? Where?

369 ELINOR 369
(giggles) There!

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

370 OLIVE 370
We didn't find any frogs over there.

371 ELINOR 371
We only found this one. I mean, Ari did.

372 ARI 372
I am a Super Frog Finder!

Bianca looks over at the frog by the lily pad.

373 BIANCA 373
Great job, kids! And now my favorite part, observing Nature!

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

374 OLIVE 374
Do you like to draw too, Bianca?

375 BIANCA 375
I do! It's my favorite way to record my observations.

376 OLIVE 376
(giggling) Mine too!

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

377 BIANCA 377
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!??>

378 ELINOR 378
Wow! What just happened?

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

379 ELINOR (CONT'D) 379
It did it again!

380	ARI	380
	First the bugs were there, and then a second later, they were gone!	

381 ELINOR 381
I... think the frog ate them.

Bianca smiles. Olive starts scribbling something.

382 OLIVE 382

I think I know what happened. The
frog stuck its tongue out and
caught the bugs.

Olive shows them her sketch of a frog on one side and the fly on the other side, separated by water and connected by the tongue. A thought bubble forms around the drawing, and the doodle animates to show the frog eating the bug in slower motion.

383 ARI 383
Whoa, that is SO cool!

384 ELINOR 384
I have so many questions!

385 BIANCA 385
That's great! That's how we get
ideas, remember? What are your
questions?

386 ELINOR 386
Well, why does the frog do that?
Why does it use its tongue like
that?

BIANCA

Great question! Why do YOU think?

The kids think for a beat <SFX: HMM>.

388 ELINOR 388
It probably wanted to eat the
bugs...

389	ARI	389
	Yeah, but they were too far away to catch with its arms or legs.	
390	OLIVE	390
	So it used its long tongue to reach them!	
391	BIANCA	391
	Yes, exactly!	
392	ELINOR	392
	Wow, that is SO clever. It uses its long tongue to reach things that are far away.	
393	BIANCA	393
	See, Nature has all kinds of great ideas. What other questions do you have?	
	Olive has a thought.	
394	OLIVE	394
	Ooh, I have one! How does the tongue catch the bugs?	
395	ARI	395
	Yeah, I didn't see the tongue grab the bugs. It just kind of... stuck to them.	
396	BIANCA	396
	Actually, Ari, I know the answer to this one. It's the reason I came to study these frogs.	
	She flips through her sketchbook and opens it on an earlier sketch. The sketch shows a close up of the tongue as it hits the bug, covering it with goopy saliva.	
397	BIANCA (CONT'D)	397
	Frogs have a special extra-goopy saliva that makes their tongue sticky. But! It's sticky enough to stick to the bugs, but not so sticky that the frog can't swallow them.	
398	ELINOR	398
	Ohhh, that is so interesting.	

399 BIANCA 399

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

400 ARI 400

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

401 OLIVE 401

Yeah, I can't do that.

They all stick their tongues in and out a few times and <SFX:
GIGGLE>.

402 BIANCA 402

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

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

403 OLIVE 403

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

She opens her sketchbook and draws a side view of the frog
tongue and mouth.

404 OLIVE (CONT'D) 404

I think I saw the tongue bend
backwards first before coming out
of the frog's mouth.

405 BIANCA 405

Great observation, Olive! You're
right, the frog bends its tongue
back, and then uses its muscles to
throw the tongue at the bug. Like a
spring!

A thought bubble forms around the sketch, and we see it
animate. [Reference:
<https://www.dropbox.com/s/d8klu95yqskamo4/jeb176289.full.pdf?dl=0>]. The kids <SFX: OOOH / AHH / COOOOL>.

406 ELINOR 406

Wow, Nature really IS full of
ideas.

At that moment, the frog hops away. Bianca looks at her notebook.

407 BIANCA 407

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

408 OLIVE 408
Yeah, Ranger Rabbit said there
should be lots of frogs here.

409 ELINOR 409
I wonder... Where did all the frogs
go?

410 ARI 410
 Maybe they got lost?

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

411 ELINOR 411
Bianca, back in Animal Town, we saw
a green frog that was lost because
the creek was really dry.

Above her, we see a THOUGHT BUBBLE flashback of the earlier incident with the green frog in town. The green frog looks lost before hopping away from the dry creek.

412 ELINOR (CONT'D) 412
But here the plants all look like
they're under water.

413 ARI 413

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

Olive remembers something too and opens her nature book.

414	OLIVE	414
	Remember we learned that frogs like places with just the right amount of water for them? They get used to it, and if it gets too wet or dry, then they don't like it.	

415 ELINOR 415
That's it! Maybe there's too much
water for the frogs, and that's why
they're not here.

416	ARI	416
	Yeah, I wouldn't like if my house was filled with water. But I'm not a frog.	

417 BIANCA 417
 Hmm, I think you're right Elinor.
 It looks like all this water came
 recently, and that would explain
 why there aren't any frogs.

She looks back towards the lake.

418 BIANCA (CONT'D) 418
The water is probably coming from
the lake.

Olive looks out to the bog.

419 OLIVE 419
Aww, poor frogs. If this is their
home, then where are they going to
go?

Elinor thinks for a beat.

420 ELINOR 420
We have to help the frogs.

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

421 BIANCA 421
I'm so proud of you kids for
wanting to help Nature. Let's do
it!

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

422 BIANCA (CONT'D) 422

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

The group heads back towards the lake.

END OF ACT III

ACT IV

4.1. EXT. TRAIL TO THE FROG BOG - DAY

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

423 BIANCA 423

 Hmm, all the extra water in the
Frog Bog seems to be coming from
the lake.

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

424 BIANCA (CONT'D) 424
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 Boq.

425 BIANCA (CONT'D) 425

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 we couldn't find a lot
of frogs there.

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

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

426 ELINOR 426
Yeah, the lake also looks like it
has too much water.

ARI

But why does the lake have too much water?

428 BIANCA 428
I don't know. That's the mystery.

429 OLIVE 429
It's a *water* mystery.

430 ELINOR 430
Maybe it's been raining a lot?

431 BIANCA 431
Good suggestion, Elinor, but it
hasn't rained here in a while.

432	ARI	432
	Ooh, I know! Maybe a GIANT is pouring water into the lake from a giant bucket.	

A THOUGHT BUBBLE illustrates Ari's idea.

433 BIANCA 433
Also a good suggestion, Ari... But
do you see any giants?

434	ARI	434
	Mmm, no. Maybe it's a very sneaky giant? Or an INVISIBLE giant?	

435 ELINOR 435
I know. Let's observe the lake and
see if we can figure it out.

436 OLIVE 436
Great idea, Elinor. I'll draw it in
my notebook.

*

437 BIANCA 437
That's the spirit, scientists!

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

438 ELINOR 438
 Hmm, I don't see anything that
 would make the lake have too much
 water.

439 ARI 439
Me neither.

At that moment we hear Olive sounding a little frustrated.

440	OLIVE	440
	Ohhh, not again!	

441 ELINOR 441
What's wrong, Olive?

442 OLIVE 442
I'm trying to draw the lake but it
keeps changing.

443 ELINOR 443
The lake keeps changing?

444 OLIVE 444
Yeah, I'm trying to draw it, but
those sticks keep moving, and I
have to start all over again.

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

445 ELINOR 445
Whoa, look at all those sticks and
branches floating in the water.

446 ARI 446
They all seem to be floating that
way.

447 ELINOR 447
That's SO INTERESTING. I wonder
where they're going.

448 BIANCA 448
There's only one way to find out.

449 ELINOR 449
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.

450 OLIVE 450

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

451 ARI 451

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.

452 ELINOR 452
Huh, there they go. But where are
they going?

Bianca's ears perk up.

453 BIANCA 453
Wait, hold on, I hear something.

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

454	ARI	454
	Is it the giant?	

455 BIANCA 455
Come on, follow me.

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

4.3 EXT RIVER BLOCKAGE OVERLOOK -- DAY

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

456 ELINOR 456
Look, that's where all the sticks
are going.

457 OLIVE 457
They're floating down the lake and
then getting stuck on those rocks.

458	ARI	458
	Look at that big pile! It's like a dam!	

459 BIANCA 459

You're right. The sticks stopping
the water from going down the
river.

Elinor thinks about this for a second.

460 ELINOR 460
(gasp!) Maybe THAT'S why there's
too much water in the lake.

She points to the sticks and to the lake.

461 ELINOR (CONT'D) 461
The sticks are blocking the water
from going to the river, so the
water stays in the lake.

462 ARI 462
Ohhh... It's just like my bathtub.

463 OLIVE 463
Your bathtub??

464 ARI 464
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.

465 OLIVE 465
Oh, the lake is like your bathtub,
and this river is like the drain.

466 BIANCA 466
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.

467 BIANCA (CONT'D) 467
There's water coming *into* the lake,
but the sticks are blocking the
water from going *out*, so the water
stays in the lake.

468 ELINOR 468
And that's why there's too much
water in the lake.

469 OLIVE 469
Which is making the frogs' home
have too much water.

Bianca thinks for a minute and looks at the map.

470 BIANCA 470
And I think that's why the creeks
you saw on your way here are dry.
The sticks are blocking the water
from getting to them.

471 ELINOR 471
(gasp!) We have to get the sticks
out.

472 OLIVE 472
Yeah, it's changing where the frogs
live here and in Animal Town!

473 ARI 473
We have to un-stick the situation!

Bianca looks back out towards the lake.

474 BIANCA 474
I think I might know where the
sticks are coming from.

She takes out the radio and calls Ranger Rabbit.

475 BIANCA (CONT'D) 475
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.

476 RANGER RABBIT 476
Hi Bianca, is everything OK?

477 BIANCA 477
Everything is fine... But, the kids
and I have discovered a problem.

478 RANGER RABBIT 478
Oh? What is it?

479 BIANCA 479
There are a lot of sticks floating
in the lake and they're blocking
the water from going to the river.

480 RANGER RABBIT 480
Oh, that would explain why the
creeks we saw were dry.

481 BIANCA 481
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?

482 RANGER RABBIT 482
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.

483 RANGER RABBIT (CONT'D) 483
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.

484 RANGER RABBIT (CONT'D) 484
We'll move them right away, that should stop more sticks from blocking the water.

485 BIANCA 485
Great, thank you Ranger Rabbit!

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

4.5 EXT. RIVER BLOCKAGE OVERLOOK - DAY

Back at the lake, Bianca puts away the radio.

486 BIANCA 486
Okay, your mom is going to stop more sticks from coming to the lake.

487 OLIVE 487
Phew! But... what do we do about the sticks that are blocking the water?

488 ARI 488
Yeah, they're making the lake and the Frog Bog have too much water.

489 ELINOR 489
We have to find a way to get the sticks out.

490 BIANCA 490
Hmm, but how do we get to them?

491 ARI 491
I could fly over and pull on them?

492 BIANCA 492
Thanks, Ari, but that might not be
safe for you.

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

493 OLIVE 493

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

```

494             BIANCA
494             Let's try it!

```

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

495 ELINOR 495
Aww, it's too short!

496 BIANCA 496
That's ok. Not every idea works. We
just need to keep trying.

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

497 ELINOR 497
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.

498	BIANCA	498
	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.

499 BIANCA (CONT'D) 499
Okay, the first question you should
ask is, "What's the problem?"

OLIVE

Ooh, I can draw it on my note pad!

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

501 OLIVE (CONT'D) 501
We're here, but the sticks are too far away for us to reach.

502 BIANCA 502
That's great Olive. Now the next step is to come up with ideas for solving the problem. 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.

503 ELINOR 503
We could do like the frog! The frog used its tongue to reach the bugs on the other side of the water.

504 OLIVE 504
Yes!

505 ARI 505
Wait, you think we need to use our tongues to get the sticks?

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

506 OLIVE 506
I think Elinor means we need to make Bianca's invention long, just like the frog's tongue.

507 BIANCA 507
Ah ha! An idea from Nature! I love it!

508 ELINOR 508
But how can we make your grabber longer?

*

They all think for a beat.

509 ELINOR (CONT'D) 509
Wait, I know! Bianca, do you still have those ropes in your backpack?

510 BIANCA 510
Yes, of course.

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

511 ELINOR 511
Maybe we can use the 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.

512 ARI 512
Now it's really long, like a frog's
tongue.

513 BIANCA 513
Brilliant! Let's see how it works.

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

```

514                                BIANCA (CONT'D)                                514
                                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.

515 OLIVE 515
Aww. I really thought that was
going to work.

516 Me too. ARI 516

This time, Elinor eggs them on.

517 ELINOR 517
We can't give up. The frogs need
our help. Let's keep trying!

518 BIANCA 518
Good attitude, Elinor.

519 ELINOR 519
What other question can we ask?

520	ARI	520
	We could ask HOW the frog does it?	
	How does it get its tongue so far	
	out?	

521 BIANCA 521

You're right Ari. Learning from
Nature doesn't always mean copying
exactly what you see.

(MORE)

BIANCA (CONT'D)

It's important to learn *how* Nature does it.

522

OLIVE

522

Wait, I have that drawing from before.

Olive flips back through her notebook to the drawing she made earlier of the frog tongue.

523

OLIVE (CONT'D)

523

The frog bent its tongue back and then the tongue went flying out.

524

ELINOR

524

How can we do that?

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

525

ARI

525

Good questio- Woah.

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

526

ELINOR

526

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

527

OLIVE

527

Just like the frog's tongue! Maybe we can use it to throw our grabber to the sticks?

528

BIANCA

528

Amazing, it's a Nature inspired catapult!

Bianca goes over to the tree, pushes the lever to open the gripper, places it on a branch, and pulls the tree back.

529

BIANCA (CONT'D)

529

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.

530

ELINOR

530

Yes! It worked!

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

531 ARI 531
 Nnnngh! We have to pull harder!

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

532 OLIVE 532
 It came loose!

The kids and Bianca pull the branch and look on as the rest of the stick dam collapses and starts to flow down the river.

533 ELINOR 533
 Look, all the sticks are falling
 down.

534 OLIVE 534
 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.

535 ELINOR 535
 We should tell my mom.

536 BIANCA 536
 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.

537 RANGER RABBIT (V.O.) 537
 Hi Bianca! How's it going down
 there?

538 BIANCA 538
 Together with my team of inventors,
 we moved the sticks, and the water
 is flowing again.

539 RANGER RABBIT 539
 Wow, how did you do it?

Elinor leans in to talk to the radio.

540 ELINOR 540
 We did it by asking questions. It's
 good for exploring, for getting
 ideas, and for solving problems.

541 ARI 541
And we got all of our ideas from
Nature!

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

542		BIANCA	542
	We	sure did!	

543 RANGER RABBIT 543
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.

544	BIANCA	544
	Roger that, Ranger Rabbit. See you tonight.	

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.

545 BIANCA 545
I'm so proud of you kids for asking
great questions.

Elinor smiles.

546 BIANCA (CONT'D) 546
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.

547 ELINOR 547
We won't, Bianca!

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

548 OLIVE 548
I think there's less water in the
lake now.

549 ELINOR 549
(remembering)
The frogs! Let's go check on them.

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

4.8 EXT. FROG BOG -- DAY

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

550 ELINOR 550
Look, now you can see more of the
plants.

551	OLIVE	551
	It looks more like a normal frog pond.	

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.

*

```

552                                ARI                                552
    We did it! Now the frogs can come
    back!

```

553 ELINOR 553
Wow, I can't believe those sticks
had made such a big change here.

554 BIANCA 554

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

The kids think on that for a beat.

555 BIANCA (CONT'D) 555
That's why we need to help Nature
whenever we can, especially if we
are the ones that cause changes in
it.

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

556	BIANCA/ELINOR/ARI/OLIVE	556
	Everything's connected, That's the beauty of our world, Everybody has a place, Every boy and girl (MORE)	

BIANCA/ELINOR/ARI/OLIVE (CONT'D)

Every plant and creature,
Be it big or small
Are all in this together
You, me, and all

Everything's connected,
We all have a role
Every plant and animal
That's how Nature goes

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

Every plant and creature,
Be it big or small
We are all in this together
You, me, and all

END ACT IV

ACT V

5.1 EXT. CAMPSITE - DAY

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

557	ARI	557
	Whoa, my backpack is a lot emptier now.	
558	OLIVE	558
	Did you lose all your things?	
559	ARI	559
	No, I had brought mostly food, and I ate it all!	

He pats his stomach, and they <SFX: LAUGH>.

560 RANGER RABBIT 560
All right, I think we're ready to go.

Bianca walks up, strapping on her backpack.

561 ELINOR 561
Where are you going now, Bianca?

562 BIANCA 562
I'm not sure. Wherever Nature takes me. I just ask questions and explore!

563 RANGER RABBIT 563
Did you get all the observations you needed from the frogs?

564 BIANCA 564
Yup, after the frogs came back, I recorded lots of observations for my sticky tape idea.

565 RANGER RABBIT 565
I think this is a good time to say good bye to Bianca, kids.

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

566 BIANCA 566
Well, I had a LOT of fun exploring with all of you. It was great to meet you, Ari.

567 ARI 567
Yeah, me too. Ooh, I have an idea for a new invention.

568 BIANCA 568
What is it?

569 ARI 569
(selling it dramatically)
Pickles with marshmallows...

570 BIANCA 570
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.

571 OLIVE 571
I did. Look!

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

572 ELINOR 572
That's amazing, Olive.

573 OLIVE 573
And that's us! Exploring!

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

574 BIANCA 574
It's beautiful. I hope you two keep having fun ideas and keep drawing.

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

575 BIANCA (CONT'D) 575
And it was really special to see you, Elinor. You're so grown up. I hope you had fun on this trip.

576 ELINOR 576
Yes, I learned SO much. Especially about asking question. *

577 BIANCA 577
Well, I hope you never stop wondering. It's always good to listen to that little bit inside all of us that wants to know how things work and why things happen.

Elinor looks down at herself.

578 ELINOR 578
We all have a little bit of wonder inside?

579 BIANCA 579
Yup, there's wonder inside all of us.

Elinor takes it all in. Bianca smiles.

580 BIANCA (CONT'D) 580
Who knows, maybe you'll grow up to be a scientist, or a Ranger like your mom.

581 ELINOR 581
Or an inventor, like you!

582 BIANCA 582
(smiling/chuckling)
I'm sure you can be anything you
set your curious little mind to.
You're already an explorer and a
wonderer.

They have a nice hug.

583 RANGER RABBIT 583
Ok, kids, it's time to start our
hike back. I'm sure Mr. Rabbit has
more of that carrot cake waiting
for us.

584 ARI 584
(suddenly excited)
Carrot cake? What are we waiting
for? Let's go!

He races down the path, and the group <SFX: LAUGHS> as they
set off from the campsite.

5.2 EXT. TRAIL TO HIDDEN LAKE - DAY

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

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

585 ARI 585
Did you have fun, Robin? I had a
lot of fun.

Elinor walks next to her mom.

586 RANGER RABBIT 586
Did you have fun, Elinor?

587 ELINOR 587
I sure did, Mom! I learned a lot
about asking questions.

588 RANGER RABBIT 588
Oh, yeah? What did you learn?

589 ELINOR 589
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.

590 RANGER RABBIT 590
(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. As they sing, the kids hike back to Animal Town over
beautiful Nature scenes and flashbacks to the previous key
moments.

5.3 EXT. IT ALL STARTS WITH ASKING QUESTIONS SONG MONTAGE

[Lyrics modified but not yet final. Will finesse with
composers]

591 ELINOR, OLIVE AND ARI 591
(chorus)
It all starts with questions
Everybody knows
So keep on asking questions
'Cause who knows where you'll go

(verses)
It might help you to explore
And find things that are new
Who knows what you'll find
Or what you'll get to do

You might find a whole new town
Or make a new friend
It all starts with asking
What's around the bend?

(chorus)
It all starts with questions
Everybody knows
So keep on asking questions
'Cause who knows where you'll go

(verses)
It might give you new ideas
You didn't know before
Who knows what you'll learn?
That's what asking's for
(MORE)

ELINOR, OLIVE AND ARI (CONT'D)

Why is it like that?
And what does it do?
You just have to ask
And then you'll know it too

(chorus)
It all starts with questions
Everybody knows
So keep on asking questions
'Cause who knows where you'll go

(bridge)
The best part of asking questions
Is when you get to ask,
How can you solve problems with
the questions that you have?
Start with asking what's the
problem?
And you'll soon find out
You can help others when
You figure it all out

(chorus)
It all starts with questions
Everybody knows
So keep on asking questions
'Cause who knows where you'll go

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

5.4 EXT. FROG CREEK - DAY

It's some time later, and we cross-fade to the frog creek from the beginning of the special. We see the green frog we saw earlier sitting 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.

593	ARI (O.S.)	593
	Let me guess. You're... wondering about something?	

Ari and Olive enter.

594 ELINOR 594

Yes I am!

They all look at the frogs together.

595 ELINOR (CONT'D) 595
I wonder... why do frogs like to
hop?

596	ARI	596
	What do you mean?	

597 ELINOR 597
They have really long legs. Why
don't they walk?

598 OLIVE 598
I don't know. Maybe because they
don't have shoes?

599 ELINOR 599
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.

600 OLIVE 600

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

601 ELINOR 601
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.

602

MR RACCOON

602

So THAT'S why donuts have holes!

CUT TO BLACK

THE END