

# 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 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](http://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.)<br>(calling)<br>C'mon Elinor. | 1 |
|---|----------------------------------------------------|---|

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<br>Coming! | 2 |
|---|-------------------|---|

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<br>Whoaa. Tasty treats coming<br>through. | 3 |
|---|-------------------------------------------------------|---|

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

|   |                                                                                   |   |
|---|-----------------------------------------------------------------------------------|---|
| 4 | MR. RACCOON (CONT'D)<br>Oh, good morning Ranger Rabbit,<br>Elinor, Olive and Ari. | 4 |
|---|-----------------------------------------------------------------------------------|---|

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,<br>but what is asking questions good<br>for? |    |

|    |                                                                 |    |
|----|-----------------------------------------------------------------|----|
| 46 | OLIVE                                                           | 46 |
|    | Dun, dun, dun! It's a mystery... a<br><i>wondering</i> mystery. |    |

|    |                                                                                           |    |
|----|-------------------------------------------------------------------------------------------|----|
| 47 | ARI                                                                                       | 47 |
|    | Elinor, you're the only bunny I<br>know who can ask a question about<br>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<br>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: "Hmmm..."

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.

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91                                ARI                                91
                                (gasp!) No marshmallows!

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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.

[illegible]

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 | Who? | ELINOR | 102 |
|-----|------|--------|-----|

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**



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<br>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<br>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<br>map guides. |     |

|     |          |     |     |
|-----|----------|-----|-----|
| 138 | Awesome! | ARI | 138 |
|-----|----------|-----|-----|

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.

Bye!

MZ . ELEPHANT

142 MR. BAT 142  
Have fun!

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

143                                ELINOR                                143  
Wait, we need to say the Explorer's  
Pledge.

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

|     |                            |     |
|-----|----------------------------|-----|
| 144 | ELINOR/OLIVE/ARI           | 144 |
|     | An Explorer is brave...    |     |
|     | An Explorer is kind...     |     |
|     | An Explorers is curious... |     |
|     | Who knows what we'll find! |     |

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

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

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

|     |                                                     |     |
|-----|-----------------------------------------------------|-----|
| 145 | ELINOR/OLIVE/ARI                                    | 145 |
|     | Explore, Explore, just walk out the door!           |     |
|     | The whole world is there, what are you waiting for? |     |
|     | Explore, explore, then explore some more,           |     |
|     | You don't know what you'll find until you explore.  |     |

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

(MORE)

ELINOR/OLIVE/ARI (CONT'D)

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

## 2.4 EXT. TRAILHEAD - DAY

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

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

They walk up to the trailhead, which leads to a green and golden trail.

|     |                                                        |     |
|-----|--------------------------------------------------------|-----|
| 147 | RANGER RABBIT<br>Here it is, the trail to Hidden Lake. | 147 |
|-----|--------------------------------------------------------|-----|

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

|     |                                     |     |
|-----|-------------------------------------|-----|
| 148 | ELINOR<br>I wonder what we'll find? | 148 |
|-----|-------------------------------------|-----|

|     |                                 |     |
|-----|---------------------------------|-----|
| 149 | ARI<br>Yeah, what's over there? | 149 |
|-----|---------------------------------|-----|

|     |                                                   |     |
|-----|---------------------------------------------------|-----|
| 150 | OLIVE<br>Are we going to see new animals or bugs? | 150 |
|-----|---------------------------------------------------|-----|

|     |                                |     |
|-----|--------------------------------|-----|
| 151 | ELINOR<br>Or maybe new plants? | 151 |
|-----|--------------------------------|-----|

Ranger Rabbit smiles.

|     |                                                   |     |
|-----|---------------------------------------------------|-----|
| 152 | RANGER RABBIT<br>Those are great questions, kids. | 152 |
|-----|---------------------------------------------------|-----|

This jogs something inside of Elinor.

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

154 OLIVE 154  
What is it, Elinor?

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

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

157                   ARI                   157  
Or what are we going to discover?

Mom thinks for a beat.

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

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

159                                 ELINOR                                 159

Let's go!

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

## 2.5 EXT. EXPLORING SONG MONTAGE #2

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

160 ELINOR/OLIVE/ARI 160  
What's beyond that tree, you might  
want to know  
It all starts with asking, where  
should I go?  
Or you might want to ask, who will  
I meet?  
It's all there for you, just ask  
and you'll see!

(MORE)

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

**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<br>into it... and a river that goes<br>out of it - all the way to Animal<br>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<br>the frog. |     |

|     |                                                                   |     |
|-----|-------------------------------------------------------------------|-----|
| 164 | ELINOR                                                            | 164 |
|     | And there's a smaller creek that<br>goes near the trail we're on. |     |

|     |                                                     |     |
|-----|-----------------------------------------------------|-----|
| 165 | OLIVE                                               | 165 |
|     | That's where we have to turn to get<br>to the lake. |     |

BACK ON: Ranger Rabbit.

|     |                                          |     |
|-----|------------------------------------------|-----|
| 166 | RANGER RABBIT                            | 166 |
|     | How are you doing with the map,<br>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 Really? ELINOR 171

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<br>marshmallow making machine?<br>(Ari mimes a robot )<br>Bee boop - Making marshmallows -<br>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 Coatiundi, 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 jungle. 218A

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! 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<br>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<br>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<br>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
                What are you doing?
248

```

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.

ARI

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: SKKKKT!>. 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<br>clearing up the sticks and branches<br>to make room for the new road,<br>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<br>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?

[illegible]

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.  
(MORE)

BEATRIZ (CONT'D)  
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!  
(MORE)

BEATRIZ (CONT'D)

(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<br>ideas. |     |

Beatriz nods <SFX: MM-HMM>.

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

|     |                                                     |     |
|-----|-----------------------------------------------------|-----|
| 309 | BEATRIZ                                             | 309 |
|     | You said that before, Elinor. What<br>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<br>frogs. (calling) Here froggy-<br>froggies!! Where are you..!? |     |

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

ARI

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](http://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.

ARI

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<br>the tongue catch the bugs? I didn't<br>see it grab them. It just kind<br>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](https://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.  
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<br>Nature, it's important to ask how<br>and why something does the thing it<br>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.

ARI

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<br>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<br>ask questions and explore! |     |

|     |                                                                  |     |
|-----|------------------------------------------------------------------|-----|
| 528 | RANGER RABBIT                                                    | 528 |
|     | I think this is a good time to say<br>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<br>with all of you. It was great to<br>meet you, Ari. |     |

|     |                                                           |     |
|-----|-----------------------------------------------------------|-----|
| 530 | ARI                                                       | 530 |
|     | Yeah, me too. Ooh, I have an idea<br>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  
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<br>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