

Elinor Wonders Why
"A Wonderful Journey"
Or
"Wondering is Wonderful"

OUTLINE V2

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ACT I

I'M WORKING ON THE LEARNING GOALS

1.EXT. ANIMAL TOWN - DAY

We open with a CU of ELINOR's curious little face, partially hidden by long grass as she narrates to herself, "Explorer Elinor is on an adventure, searching for interesting observations - who knows what she'll find next. Wait! What is this?"



CU of a sweet little emerald-green and black leopard frog, hopping through the grass. "It's a wild animal, but what is it doing? Hmmm. Better do some observing. Oh, it's hopping, it's hopping, it's hopping, wow, it hops really high, and now it's ... <GASP!>" Suddenly the frog's tongue shoots out and nabs a fly. "That was sooo interesting," says Elinor in awe.

At that moment we hear RANGER RABBIT, "C'mon Elinor." We pull wide to reveal they are actually in the center of town on a bustling day and Elinor had stopped to look at some plants in one of the green areas.

ARI and OLIVE are following Ranger Rabbit as they march towards Mr. Raccoon's bakery. "Coming!" Elinor gets up to join her Mom and her friends, but first she looks back to where the frog was, and it's GONE! Elinor runs off to join the others at the bakery.

2.INT. MR. RACCOON'S BAKERY - DAY

"Guess what?! I just saw a frog, but then it hopped away!" cries Elinor as she bursts in the door (the others are already

inside). "A frog in downtown Animal Town?" says Ranger Rabbit. "That's unusual..."

But before they can dig in further, "WHOOAAA! Coming through!" they are interrupted by Mr. Raccoon who barges in from the back room, precariously balancing a big stack of donuts. He settles and greets them warmly and asks how he can help them. Ranger Rabbit explains she is taking the kids camping this weekend, and they need some supplies. When you're going camping you have to have the essentials, food, water, shelter." "And donuts of course," adds Mr. Raccoon. Of course, smiles Ranger Rabbit.

As Mr. Raccoon fills Ranger Rabbit's order, he asks them about their upcoming trip. Ranger Rabbit says they're going to Hidden Lake, where they are going to meet with an old friend of Ranger Rabbit's named Bianca. (Should Mr. Rabbit know Bianca? Did she live in Animal Town when she was little?)

The kids are all very excited. They all love camping and none of them have been to Hidden Lake before. Olive can't wait to draw everything she sees; Ari is looking forward to roasting some marshmallows and Elinor is hoping to see some new animals "I wonder if we'll see a lot of frogs there."

"Hidden Lake is the place for frogs," says Mr. Raccoon. "Everyone in Animal Town knows that." As Mr. Raccoon loads them up with snacks for their trip, including the "best fresh-baked bread in town" (though of course, he's the only baker in town) and offers them a donut as a treat.

Looking at the donut, Elinor gets curious and asks Mr. Raccoon a series of funny questions that stump him. "Mr. Raccoon, why do donuts have holes?" Oh, Mr. Raccoon gladly explains it's because they're made that way. But why are they made that way? Because he makes holes in them. Yes, but WHY does he make holes in them? Um... Because donuts have holes in them. Yes, but WHY do donuts have holes in them? "Oh. Um... uh...That's a good question, Elinor!" says Mr. Raccoon.



Olive agrees and says Elinor is really good at asking questions. I think that's wonderful, says Mr. Raccoon. This piques Elinor's interest. Ranger Rabbit says it's time to move on and they bid adieu to Mr. Raccoon.

3.EXT. OUTSIDE THE HIPPO'S STORE - DAY

Outside of Mr. Hippo's store, Ranger Rabbit tells them she's going to step inside to get a few things and the kids decide to stay outside. "Don't forget the marshmallows," says Ari and Ranger Rabbit says she won't.

As the kids talk outside. Elinor tells her friends about the frog she saw on the sidewalk, which is strange, you don't usually see frogs on the sidewalk, but when she looked back, it was gone! Hmmm. I wonder where it was going?

"That's another good question, Elinor," says Ari. Elinor thinks about it. She DOES ask a lot of questions. That is SO interesting. I wonder why. They flashback (with THOUGHT BUBBLES) to instances where Elinor asked a lot of questions. "I wonder why fireflies glow. I wonder why cactuses have thorns. I wonder where owls sleep. I wonder what butterfly babies look like." Soon the thought bubbles fill the screen.

Wow, I do ask a lot of questions. (The THOUGHT BUBBLES burst, or we pan down to) Hmm, Elinor wonders, I wonder why I ask so many questions? Why DO I wonder so much?

4.SONG MONTAGE - WHY DO I WONDER WHY?

Elinor sings. The song starts out small and builds as her curiosity takes her (and Olive and Ari) all over, interacting in fun ways with the town plants, bugs, animals and residents.

(NOTE: Some of these observation can be in "Crocodile Hunter" "ECU, like the opening).

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 all 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're so many things
I find interesting!

Why, why, why?
I wonder why!
Why do I wonder
I want to know why

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

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

Why, why, why?
I wonder why!
Why do I wonder
I want to know why

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

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

Why, why, why?
I wonder why!
Why do I wonder
I want to know why

5. EXT. OUTSIDE THE HIPPO'S STORE - DAY

The song ends and the kids are back near Mr. Hippo's store.
Elinor refines her question: I know I ask a lot of questions,
but what is asking questions good for?" "Another good question!"

says Ari. "Dun, dun, dun!" Olive says "It's a mystery, a *wondering* mystery.

But at that moment, Elinor sees something OS. Look it's that frog again, hopping down the sidewalk. Why is it here, and not in the frog creek? Maybe it had to do some shopping? Do frogs shop? Before the kids can figure it out, the frog hops off. Now where's it going? We have to find out.

At that moment, Ranger Rabbit comes out. "Mom! The frog is hopping away. Can we follow it?" Mom says of course, as long as they are careful not to scare it. She's wondering too why there's a frog in Animal Town.

6.EXT. ANIMAL TOWN - DAY

The kids follow the frog a fun, gentle sequence through town as Mom follows at a distance. They are watching, observing and even protecting, not chasing, and they don't actually need to cover much ground. Beats like:

The frog hops onto a bench where Mz. Mole is reading a book about frogs, then it jumps right on her book. She adjusts her glasses, "Wow these illustrations are so life-like" - the frog hops off with the kids following.

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

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

The frog hops towards a nearby dry creek bed.

7. EXT. FROG CREEK - DAY

At the creek, the kids observe the frog. There it is! "Wow," says Elinor. "That frogs sure likes to hop. But it looks... lost."

ANGLE ON: The frog hops around, not sure where to go. "Maybe it's looking for its home in frog creek?" suggests Olive and then Elinor looks around and realizes. "Wait a minute, I think this IS frog creek, but it's dry now."

At that moment, Mom catches up to them. Elinor checks with her Mom, is that why the frog was in town? Because the creek is dry and the frog didn't know where to go?

Mom says that's right, frogs get used to their homes, so if their familiar places change too much, they get confused. This frog is wondering, "Where did my creek go?" Aww, poor frog. Mom says don't worry. Frogs are good at searching and there are lots of good frog places around. This frog will find a new home, Mom is sure. The kids watch hopefully as the frog hops away, continuing its search. Bye, frog, I hope you find a good spot! (It does find a nice puddle not far away).

(SCIENCE NOTE: Our frog expert told us this is typical frog behavior.)

At that moment, Ranger Rabbit's radio squawks. It's Deputy Mouse's voice. Ranger Rabbit explains Deputy Mouse is helping Mrs. Beaver build the new road into town. Actually, it's not too far from Hidden Lake. Ranger Rabbit grabs the radio and speaks into it.

8. EXT. INTERCUT RADIO CALL: PATH BY THE RIVER/BUILDING PROJECT - DAY

Deputy Mouse informs Ranger Rabbit that there's a small problem. There are a lot more sticks around than they'd expected, blocking the route they planned for the road. They'll have to move the sticks away before they get building. But no worries, Mrs. Beaver and her crew (Mrs. Hippo and Mr. Buffalo) have already started.

NOTE: We can see Mrs. Beaver and her crew in the background and maybe we even see them sweeping sticks into the river by accident.

ANOTHER NOTE: The sticks are dead underbrush, not healthy trees.

9. EXT. FROG CREEK - DAY

Ranger Rabbit ends the radio call and gets back to the kids. She says they have all the supplies they need for the trip. "Even the marshmallows?" says Ari. Mom says sorry, Ari. Mrs. Hippo was out of marshmallow. Ari is disappointed for a beat, until Mom tells him what she got him instead - pickles!

Woo hoo! The kids are all excited. They can't wait to go camping! Ranger Rabbit tells Ari and Olive that they'll be leaving the house bright and early. We'll be there, Ranger Rabbit! As they all walk off, Elinor hangs back a bit, still curious, and the camera lingers on the dry creek bed.

10.INT. ELINOR'S ROOM -- NIGHT

Later that night, Ranger Rabbit tucks Elinor in bed. Elinor has lots of questions: What time are Ari and Olive coming tomorrow? How long will it take to get to Hidden Lake? What's it like there? If it's hidden how will we find it.

Mom smiles and says she loves it when Elinor asks so many questions, "You know who you remind me of?" Who? "My friend Bianca, she loves to ask questions too." Elinor can't wait to go camping and to meet Bianca, just one more sleep. Mom tucks her in and suggests she dream of the answers to some of her questions. That's a good idea, Mom. Now it's time to sleep. Good night, my hunny bunny question asker.

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

Why do I wonder what makes stars so bright?
Why do I wonder where birds sleep at night?

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

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

END OF ACT I.

ACT II

2.1. EXT. RABBIT HOUSE NIGHT/DAWN (WIDE)

Starry night becomes beautiful dawn in Animal Town.

2.2. EXT. ELINOR'S HOUSE - DAY

We start on a close-up of Ranger Rabbit's loaded backpack and pull out to show her putting in a few last things. MR. RABBIT comes up and gives her one last thing to pack: a loaf of his world-famous carrot cake. Aw, thanks sweetie. From off-screen, we hear a familiar voice: "Who's ready to go... EXPLORING!" It's Elinor and she's bounding out of the house, wearing a hiking hat. From up the path we hear "I am!" and "Me too" and we look to see Ari and Olive arriving (also wearing hats and small backpacks) with their parents. The kids greet each other warmly. We hear them talk about what they are excited to do. Elinor has questions about Hidden Lake... of course!

The parents greet each other also, and Mr. Rabbit says they're going to have so much fun at Hidden Lake. Ranger Rabbit puts on her backpack and tells everyone it's time to go, does everyone have everything they need? Ms. Elephant dotes on Olive, making sure she has her hat, sunscreen, pillow, etc. Did you pack your sketchbook and books to read? Yep, Mom! Ari says he's ready to go. Mr. Bat asks him, aren't you forgetting... Robin? Mr. Bat takes out Ari's favorite plush birdie. Ari tells him, that's ok Dad! I don't think I need Robin. He feigns bravado for a moment and then admits he does want him "I think Robin likes camping." Mr. Bat nods wisely, happy to pretend it's for Robin's sake.

Oh, says Mr. Rabbit, don't forget, here's the map to Hidden Lake. A map? Elinor asks her dad if explorers use maps. He says sure! Exploring is just about asking questions, whether you're at home or going somewhere new. Cool! The kids open it up to see it and they ooh and ahh. Elinor looks at the map and immediately asks questions. What's this part? Are we going to see this little river on the way? The parents laugh and say she's already exploring, so maybe it's time to go? Can we be the official map holders, Mom? Sure kids, help keep track of where we are on the path. Awesome. After goodbyes, they are off!

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

Adventure music begins as Ranger Rabbit and the kids leave the house and walk through familiar scenes on their way out of Animal Town, waving to their neighbors as they hike along.

The kids sing "The Exploring Song" as they hike doing fun things like swinging off branches, looking at plants and under rocks, crossing log bridges, etc.

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!

As they head out of town, they pass a beautiful field of sunflowers, and there are a few chickadees pecking at the seeds on the ground. Elinor stops and in ECU she observes the little birds, pecking at the seeds, then she picks up a few seeds, puts them in her pocket, and continues on with her friends.

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

(bridge)
We're so full of questions
They pull us out the door
Wonder this, wonder that
It helps you to explore!

END FIRST SONG MONTAGE.

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 come to the trailhead - an arched bower of branches leading to a green and golden trail. "Whooooaaa, I don't think we've ever been this far into the forest before," says Ari in awe. "Yeah," says Olive, "this all looks new to me."

As Mom looks on, the kids look down the path and ask questions: I wonder what we'll find? Yeah, what's over there? Are we going to see new animals or bugs? Or maybe new plants? Those are great questions, kids. "I love exploring new places..." says Elinor bouncing with anticipation. "New places mean...new things to wonder about." Then she realizes "Hey, that's one thing wondering is good for - it helps you explore!"

The kids spontaneously do the Explorer's Pledge. "An Explorer is brave, an Explorer is kind, and Explorer is CURIOUS, who knows what we'll find!"

Then they set out along the path, off into the unknown.

2.5. EXT. MOUNTAIN PATH -- DAY

As they walk along the path the kids look around in awe as the landscape changes. They are entering a more mountainous area, climbing a trail that looks over the river valley. The trees are taller and through the branches they can glimpse the landscape below.

They stop for a beat and Ranger Rabbit shows them where they are on the map (comparing it with the landscape) and tells them they should be at their destination, Hidden Lake, by dinnertime. And her old friend Bianca will meet them there. Bianca arrived a few days earlier to do some work. What kind of work would Bianca do at Hidden Lake? Ranger Rabbit reveals an enticing bit of info - Bianca is an inventor!

An inventor? Woooow! This gets the kids imagination going, and they hang back a bit and discuss as they walk. What does an inventor do? Well, invent stuff. How cool is that? Ari says he knows all about inventors - he read about them in a comic book once. Inventors are old guys with crazy hair, white coats and they work in labs with all kinds of interesting gadgets. THOUGHT BUBBLE: we see his imaginings, an old man with wild hair and a white coat in a lab. Oooh. But then Elinor reminds Ari that Bianca is a lady - oh, right. The image switches gender, but otherwise stays the same.

Come on kids, let's keep moving calls Ranger Rabbit, and the kids run down the path, they sing the second part of the Exploring song.

2.6. EXT. EXPLORING SONG MONTAGE 2

As they play and sing the kids take time to focus in on the details of nature that they see around them: a huge pine tree, a tiny pinecone, a green beetle, a mountain flower.

NOTE: Some of this can be in ECU that mimics the opening scene.

Explore, Explore, just walk out the door!

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

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

We're so full of questions
They pull us out the door
Wonder this, wonder that
It helps you to explore!

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.

Wow, some things are so different around here, like that green beetle and that flower. But other things are the same as in Animal Town. Elinor notices some familiar birds in the trees - look, chickadees!

Elinor reaches into her pocket and hands some sunflower seeds to Olive, who takes them with her trunk and holds them up. After a beat a chickadee lands on Olive's trunk. Everyone gathers in awe, but Elinor is the one who really looks closely

ECU: of the bird the bird's little claw hooked onto Olive's nose. "So that's how they stay on!" "Hee-hee, that tickles," she says as the bird flies off, and the group continues. NOTE : this beat becomes important when they brainstorm the final Natural Design Solution at the Dam.

2.7. EXT. TRAIL NEAR CREEK - DAY

The three kids are walking behind Ranger Rabbit holding the map open, as they come around a bend in the path. We see: Hidden Lake is fed by a small river upstream, and pours out to another small river downstream (waterways are painted blue). The downstream river goes to Animal Town, with a smaller creek branching off - one that follows the path of the "frog creek" in town and one that crosses the trail.

We hear them talk about the map in detail. They figure out where they are on the map (maybe one of them is "walking" on the map with her fingers) and talk about what is coming up next.

Ranger Rabbit asks the kids how they're doing on the map. The kids are confident and say that they are right on track. Pretty soon we should see the creek! Look, there's the bridge.

Moments later they cross the creek on a little bridge and notice that it's almost totally dry, just like the creek in town. They wonder why! Ranger Rabbit doesn't know either.

2.8. 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.

But just then, the kids hear some rustling over in the nearby bushes. What's that? Gasp! It's coming closer. What is it? There's a little bit of a kid-friendly scare moment as the rustling gets nearer. Who's there? Ari takes Robin out and hugs him. Don't worry Robin, I'll protect you!

A few more rustles, and then someone steps out of the bushes. It's... It's... a young (25-ish) female Latinx Coatimundi, dressed in outdoor exploring clothes (with interesting accents like a colorful scarf) and wearing a backpack and a wide hat. "BIANCA??" says Ranger Rabbit.

"Hello Ranger Rabbit! I decided to walk up the trail to meet you all!" says Bianca. As she and Ranger Rabbit share an affectionate hug, the scene lightens. The kids let a breath out, but Ari is confused.

"You're Bianca? The INVENTOR?" "You look surprised," says Bianca. And Ari admits she's not what they were expecting. "We thought you would be old," says Olive, "With crazy hair!" adds Ari. "Mom said you are an old friend," adds Elinor. Ranger Rabbit and Bianca laugh and Bianca explains they ARE old friends because they've known each other a long time.

"I used to babysit Bianca when she was little," says Ranger Rabbit and the kids are amazed. "Yep, in fact it was your Mom who got me really passionate about nature when I was a kid. And

now that I'm all grown up, we go camping together. But you're right about the crazy hair Ari." She takes off her hat for a moment - curls! "That's why I usually wear my Inventing Hat." She puts her hat back on. "Come on, I'll show you where the camp site is."

As they all hike along the gang tells Bianca about their trip so far, mentioning also the dry creek. She agrees that it's odd. Creeks shouldn't be dry this time of year. Bianca says a lot of the creeks on this side of the lake are dry. Elinor mentions that they saw a dry creek in Animal Town too. Hmm... Ranger Rabbit thinks thoughtfully.

2.9. EXT. TRAIL TO HIDDEN LAKE - DAY

As they walk, the kids pepper Bianca with questions about being an inventor. Bianca tells them that what she loves is making something new, something that solves a problem or helps you live or play!

"For example, the mosquitos were bugging me in the forest, so I invented - THIS!" Bianca pulls a cord on her hat and a fine mosquito net drops out of the rim and covers her neck (maybe also her face).



The kids ooh and ahh. How did you think of THAT? Bianca explains that she got the idea from a turtle. Turtles carry their houses on their backs, so I thought, I wonder if I can do something like that. So I made a little tent to put on my head - that'll keep the bugs out. Wow! Cool! Bianca pulls a cord and her net retracts.

The kids are amazed and Bianca says that's why she loves camping. There's so much to explore and wonder about, and when she wonders she asks lots of questions, and that gives her lots of ideas.

ANGLE ON Elinor, she thinks about this. "So wondering makes you ask questions, and that gives you ideas?" "You got it, Elinor." says Bianca, happily. "I like the way you think! And when I get a new idea, I like to write it down right away - like this!"

Bianca pull a string on the front of her brim, and a scroll of paper comes down like a window blind. Awesome! She pulls a pencil from her hat and shows them how it works. "I'm always adding gadgets to my Inventing Hat," she smiles as the paper zips back into place."

At that moment, they come upon an opening in the trees as the trail bends and looks out unto... HIDDEN LAKE. Finally! Choir sings. It's a beautiful view. Hidden Lake delivers. Gorgeous. Wow! Cool! Ari wonders, can this camping trip get any better?

"Hope you all like marshmallows as much as I do!" calls Bianca from further up the trail. "I brought LOTS!" "Yes..it..CAN!" cries Ari. "Hey Bianca," he runs up to walk beside her. "Do you like pickles too?" Bianca says she loves pickles - and you know what's the absolute best? Marshmallows and pickles TOGETHER! She calls them marsh-ickles. Ari is gob-smacked! No WAY, that's *his* absolute fave! He's never met someone who likes marshmallows and pickles together like he does. Marsh-ickles! Whoa. Bianca is AMAZING!

2.11. EXT. CAMP SET UP MONTAGE - DAY/NIGHT

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

2.12. EXT. CAMPSITE - NIGHT

Olive in front of the campfire, telling the group a kid-friendly spooky story. Ari grips Robin for comfort in a funny way. They all enjoy it and then it's time for marshmallows (and pickles)!

Bianca shows off another of her inventions: a folding marshmallow stick. It can get really long so you don't have to sit too close to the fire, but also folds up for easy carrying! That solves two problems at once!



Wow, what a great invention. As Ari dives into the marshmallows (with permission) Elinor asks Bianca where she gets all her great inventing ideas? Bianca points to all around them. Right here! I get my ideas from Nature! Huh? Elinor thinks. Bianca explains that she got the idea for the marshmallow stick from watching birds sit. They can fold their legs up right under their bodies, but when they stand up, they get really tall.

(QUESTION: Is this the time to show Bianca's notebook? Or should we leave it for a big reveal/Olive bonding moment in the next scene - not sure).

At that moment Ari pipes up. He's just finished toasting his marshmallow, but now he wishes he could toast a marshmallow AND a pickle. Bianca laughs, she never tried a toasted pickle herself, but she has just the thing for the job. She takes out a little attachment for her marshmallow stick - it's like a two pronged grappling hook that you can attach to the end - so you can toast two marshmallows at once. "Or a marshmallow and a pickle!" chimes in Ari and off he goes.

As Ari toasts Elinor asks what she's going to invent next. Bianca doesn't know yet, but she always starts by looking around and asking questions.

Tomorrow I want to observe some frogs. I find frogs sooo interesting. So do I, says Elinor, amazed. "Did you ever wonder why frogs like to hop? They have really long legs, why don't they just walk?" "I have wondered that," says Bianca with a smile. "If you ever figure it out, be sure and tell me."

Ranger Rabbit laughs and says that Bianca has always LOVED to ask questions, even when she was a little girl. "Just like you, Elinor." Elinor is now doubly amazed. You can read it in her face: Someone just like me??

At that moment, Ari's says his pickle is done. After blowing on it to make sure it's cool, he tries it - hmmm toasted pickles are NOT as good as they sound. Ranger Rabbit smiles and says it's time to turn in. It's been a long day.

As the kids go into their tents, Elinor hangs back and sticks her head out the flap. This has been an awesome trip so far. She can't wait until tomorrow. She sings a little bit of the explorer song from before. Who knows where you'll go, or who you will meet... It might be someone, who wonders just 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. PAN DOWN TO:

Elinor is playing "Elinor the Explorer" hiding behind some grass and watching all the campsite activity. "Elinor The Explorer is getting ready to explore the lake, today we'll be searching for frogs - wait, what's this?"

ANGLE ON: Ari and Olive playing around the campsite. "There's Ari the Bat and Olive the Elephant, just finished their camping breakfast - what are they going to do now? Oh, it looks like - yes! They're checking out the marshmallows from last night. What will they do next?"

ANGLE ON: Olive and Ari look at a big blob of sticky marshmallow at the end of a stick. "They're picking up the stick, and..." "Yow, that's sticky!" says Ari as he accidentally gets stuck to Olive's trunk. "Whoops sorry Olive!" Elinor giggles and rushes to help her friends (by washing off the marshmallow with a wet rag).

Meanwhile Ranger Rabbit finishes rinsing the last pan and looks around, wondering where to put them. Bianca has an idea to hang a drying line and gets some cord from her backpack (she has a big backpack with all kinds of cool gear). She goes over to the nearest two trees, which are a good distance apart.

Uh oh, says Elinor, will the cord reach? Bianca says not to worry, this is a bungee cord, see? It's stretchy. She ties one end and stretches it over to the other tree, and the kids go oooh. Ari plays with the extended cord (hangs and bounces). It's so stretchy! He tries pulling it all the way down. Careful Ari, says Ranger Rabbit, you might... Sproing! The bungee flies off and lands in a tree. Whoops, sorry. Ari flies up and gets it.

(DESIGN NOTE: The team is unsure whether this actually needs to be a stretchy bungee or just a rope. But we like the kid-friendliness of the idea of the stretchy frog tongue we see later, so we've left this in for now. Also, we know bungee cords usually have hooks on the end. Maybe we can just cheat that these ones don't? Googling reveals they don't always, and also it seems that "bungee" is NOT copyrighted).

Bianca finishes hanging up the pans and turns to the kids: OK, who wants to help me with my frog research? Olive is a little puzzled. How can we help, we're just kids? Bianca laughs and says anyone who loves watching frogs can be a big help. Well then, they're IN! They all love frogs, frogs are so cool, but Olive says Elinor loves them the most. "It's true," say Elinor. "I really do love frogs."

Mom chimes in that if they are looking for frogs, there's a great spot at the end of the lake that is always so full of frogs we call it the Frog Bog.

THOUGHT BUBBLE: shows the audience a bog filled with frogs of all kinds and, importantly, just the right amount of plants in it. Fantastic! says Bianca. (Could be fun if kids have a thought bubble, then we reveal Bianca has the same thought bubble).

Ranger Rabbit takes out her map and shows Bianca where the spot is, when suddenly, her radio squawks. It's Deputy Mouse again.

INTERCUT RADIO CALL: ROAD BY THE RIVER PROJECT

Deputy Mouse says Mrs. Beaver and her crew have been working hard, and they've REALLY cleared up a lot of sticks. (At this point maybe we can see the crew deliberately dropping the sticks in the water).

He thinks it's time to start building the road, but Mrs. Beaver disagrees. "There are still too many sticks here." "No, there

aren't," says Joe. "We should start the road." "Yes there are," says Mrs. Beaver. "We need to keep clearing sticks."

Oh dear, says Ranger Rabbit to the gang. Deputy Mouse and Mrs. Beaver just can't agree on what to do next. I really need to go and check out the job site, to get a good look at the problem. "I'll come right away," says Ranger Rabbit into the walkie talkie. "Why don't you all take a break until I get there."
END RADIO CALL

Elinor and the other kids are disappointed. Oh, no! Does that mean the camping trip is over? Bianca says it doesn't need to be. "You can leave the kids with me, and you can go help Deputy Mouse." Really, are you sure? Of course! We're all on Team Frog together.

Ari, Olive and Elinor are thrilled with this plan. Mom checks with the kids to make sure they have everything they need, gives Bianca the map and one of her radios, then she waves goodbye telling them she will be back soon. Elinor assures they will all be just fine. Ok kids, says Bianca, now let's go find those FROGS!

3.2. EXT. TRAIL TO THE LAKE - DAY

As Bianca and the kids walk to the frog spot, Bianca says she's really excited to be going down to the water. She's spent most of her time doing observations in the forest until today. There are frogs in the forest? Bianca says yes, there are so many different kinds of frogs, some like to live in the forest, but LOTS of frogs like to live in a lake. So she can't wait to get to the frog bog and how many different kinds of frogs they can see.



Elinor says it must be so cool to be an inventor. Yeah, says Ari, where do you get your ideas? Bianca tells them that you can get ideas from all kinds of places, but she likes to get hers from Nature.

Nature? Yes, nature is FULL of ideas! Oh, like you got your idea for the tent hat from a turtle, right? THOUGHT BUBBLE: Yep.

And your marshmallow stick idea cam from a bird's leg. THOUGHT
BUBBLE: That' right!

But how do you find these ideas? You just have to be curious!
You mean, says Elinor, ask questions? Yes, says Bianca. If you
look around and ask yourself, "How does that work?" or "Why is
that like that?" you might learn something that gives you a new
idea.

"Wait a minute, that's another thing that wondering is good for,
getting ideas for new INVENTIONS."

Exactly, says Bianca! And they launch into a song.

3.3. EXT. "NATURE IS FULL OF IDEAS" SONG MONTAGE

Bianca 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 bit like Sr. Tapir
interstitials).

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

BIANCA: There were some inventors who wanted to fly
So they observed the birds in the sky
They looked really close at the shape of the wing
And when they made their own - the shape was the thing!

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

BIANCA: Another inventor needed a stick,
To toast her marshmallows, that would fold up quick
So she looked at the legs of a bird on a wire,
And soon she was toasting over the fire!

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

The kids observe the Nature around them.

ELINOR: You may find some sap that's really sticky,
ARI: Or a burr that's really picky,
OLIVE: Or some slime that's really slide-y (a snail)
ELINOR: Or a mouth that opens wide-y (a lizard)

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

END SONG MONTAGE.

3.4. EXT. PATH TO FROG BOG (NEAR THE WATER) -- DAY

The gang is far down the path, almost at the water. Suddenly Elinor sees something. Look over there. A frog!

ANGLE ON: A nice, big bullfrog sitting in a puddle (not in the lake). "Wow, now THAT is a nice, big frog," says Bianca. Let's observe it! The kids and Bianca hunker down and watch.

ANGLE ON: Slowly the bullfrog fills his throat sack with and lets out a tremendous "CROAK!!!"

https://www.youtube.com/watch?v=M02_dnl9zCA

BACK: The kids think this is hilarious, what a great sound. Ari can't help imitating: CROAK, CROAK, CROAK! (This bullfrog is BIG, he isn't disturbed by this, and even starts CROAKING back).

Meanwhile, Bianca immediately opens her notebook and starts scribbling. What are you doing, Bianca? Bianca says whenever she sees something interesting in nature, like that frog's big throat sack, she likes to draw it. "I do that too!" says Olive, and she pulls out her notebook.

ANGLE ON: They compare them side by side. Bianca has a sketch of the croaking frog, while Olive's has a picture of the chickadee, with a close-up of the claw. "That's the bird that landed on you yesterday!" says Elinor as she admires the drawings. "And that's the little claw that grabbed onto your trunk."

Meanwhile, Ari's croak-off is interrupted when the frog suddenly stops. We hear a buzzing and Ari notices. "Hey, look. I think the frog has it's eye on that fly." The others come over to watch.

ANGLE ON: Sure enough, there's a fly buzzing around the frog. Suddenly the frog WHIPS out his tongue and nabs the fly.

<https://www.youtube.com/watch?v=QnSf3EPF1XE>

WHOOOAA!! COOL! How does the frog DO that? Elinor remembers she saw a frog doing that exact same thing in Animal Town yesterday, the tongue moves so fast you can't even see how it happens. Hmmm.

Bianca says she's studied frogs' tongues so she understands a little bit about how they work. She draws a drawing in her notebook to explain.

ANGLE ON: Bianca's drawing. Bianca says frog's tongues are very long (compare to the frog). If our tongues were as long, they'd reach our belly-buttons!"

THOUGHT BUBBLE of the kids with super-long tongues - hilarious!

"The frog's tongue is also super-stretchy, like the bungee cord, so the frog can shoot it out to catch the fly. It's also super-sticky, so the fly sticks to it."

That is soooo interesting! Elinor is fascinated and Olive tries to mimic it with her trunk, she can stretch it out, but it's not sticky at the end. Ari helps her out with a marshmallow from his pocket - that works!

(Stretching facts: Elephant trunks can stretch 25% longer, bungee cords can stretch to double their length, frogs tongue stretch double their width).

Now that they observed the big bullfrog, and his incredible stretching tongue, the kids are REALLY excited to get to Frog Bog, where they'll see LOTS of FROGS. Bianca says according to the map, it's just around this bend. Frog Bog here we come!!

3.5 .EXT. FROG BOG -- DAY

The kids come running OS, stoked! They can't wait to see all the...

...frogs? ANGLE ON: They look around and don't see any frogs at all. (or maybe just one, for comedy - splash!) That's weird. Bianca checks the map. Yep, this is the place. This is supposed to be the Frog Bog, but there's only...water. What's going on?

Ari suggests that maybe the frogs are all somewhere else giving a concert performance. Or maybe there's a big hopping contest somewhere? Or a fly festival! But Bianca and Elinor agree - they need more observations.

They start to look around, the lake is obviously flooded (but Bianca and the kids don't notice that yet). Suddenly Elinor notices something strange. Look at that!

ANGLE ON: It's the same flower I saw on the path yesterday, but it's under water! Do flowers like that grow under water? Bianca says no they don't, this part of the lake seems to have been flooded recently, because the flower is still alive.

Bianca radios Ranger Rabbit at the road site. She explains the situation, and Ranger Rabbit says that it is worrisome, and that she'll look into it as soon as she gets back.

Meanwhile, Elinor is putting it all together. So the Frog Bog changed quickly? Yep, that's right, the water got much higher. That's sort of like what happened with the frog creek in town. With a THOUGHT BUBBLE she remembers frog creek, only in that case the water disappeared.

Elinor says her Mom told her that frogs get used to their homes, so if their frog spot changes too much, the frogs get confused and hop away.

Oh, dear. Are the frogs okay? Bianca and Elinor look at each other and have the same idea. We have to figure out what happened to the lake - and the frogs.

END OF ACT III

ACT IV

4.1. EXT. PATH BESIDE THE LAKE - DAY

Walking back along the lake, the kids are still absorbing the idea that the higher water level made the frogs leave. They are amazed that the change in water level makes such a big difference.

Bianca tells them that frogs are sensitive about where they live. Olive understands that: she is sensitive about having the right amount of light in her room when she's trying to sleep. Ari says he has a hard time sleeping if he doesn't have Robin - er, he means *Robin* has a hard time sleeping if Ari isn't around.

So they empathize with the frogs, and they want to help. What should we do? Hmmm. "I wonder what made the water go up. Why did it do that?"

Bianca says those are GREAT questions, and that really helps. Wondering about things and asking questions is how we start to understand a problem, and then we can solve it. They stop for a moment and look at the lake and questions pop into their heads.

Ari wonders if there's some animal that usually drinks a lot of water and it went on a trip, so the lake is overflowing? That makes him thirsty, which makes him hungry. For Ari, questions are good for snacking. Elinor wonders simply if the water is higher because it rained a lot. Bianca thinks this is a real possibility, but she has been camping for a few days, and it hasn't rained at all. Hmmm. We need to think some more.

Olive says when she needs to think she likes to draw. Great idea says Bianca. Sometimes drawing something helps you understand the problem a lot better. So Olive takes out her sketch book and crayons and decides she's going to draw the lake.

After a beat or two Olive starts having trouble with her drawing, because the sticks in the lake keep moving. Elinor looks over and notices that there are sticks and bits of branches in the water, and they are all slowly floating in one direction.

Huh, that's interesting. She gets curious: where are the sticks going? She starts to follow them along the (safe) edge of the lake, and the rest of the party gets up and joins her.

As they follow the sticks, the kids comment that there seems to be more and more sticks as they go along. Several beats of mysterious and curious following later, the group arrives at the end of the path, and they see the sticks go around a bend in the lake's edge. Huh, there go the sticks, where are they going?



4.2. EXT. RIVER BLOCKAGE OVERLOOK - DAY

Bianca and the kids emerge around the bend. A little down below them, the group discovers the sticks are collecting at the outflow of the lake below, stuck together by the flow against some rocks, forming a natural dam. Could this be part of the problem? Bianca takes out the map to check.

ANGLE ON THE MAP: Bianca points out the image of the creek at the end of the lake. This is where we are now. The water usually just flows out of the lake into the creek. Like water flows out the drain in the bottom of a bathtub. Maybe we see this in a THOUGHT BUBBLE.

Elinor figures it out. I get it! The creek is the drain, and the sticks are blocking it. Like when you put the stopper in your bathtub. The water doesn't have anywhere to go, so it fills up the tub. The sticks are like a stopper for the lake!

Olive looks at the map and suggests that maybe that explains why there is LESS water in the creek. She draws a dam on the map. The creek is after the dam, so the water can't get out to it. "Wow," Bianca is really impressed. "You guys are really figuring this out."

The kids are amazed that the little sticks could have such a big impact. Bianca says that sometimes in Nature, things happen in one place that affect the plants and animals in other places. Everything is connected, even us.

4.3 SONG MONTAGE - EVERYTHING IS CONNECTED

Bianca sings to Elinor, and later also Ari and Olive, 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.

Everything's connected,
That's the beauty of our world,
Everybody has a place,
Every boy and girl

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

Everything's connected,
That's how Nature goes,
And every plant and animal.
Has a special role,

When you make a change
It affects another place
It can make a difference
In unexpected ways

Everything's connected,
That's the beauty of our world,
Everybody has a place,
Every boy and girl

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

END SONG

4.4. EXT. RIVER BLOCKAGE OVERLOOK - DAY

As the song ends it's Elinor who realizes. Gasp! These sticks are affecting everything, especially the poor frogs! They've lost their home! What should we do?

Bianca says sometimes we need to help Nature if we can. And that's what your mom does, she looks out for Nature and everyone in Animal Town. "Wow," Elinor hadn't considered this is such a big way before. "My Mom has a really important job." Bianca says yes, she does, and she knows a lot about Nature. So Elinor thinks that maybe they should call Ranger Rabbit and ask her what to do. Good idea.

INTERCUT RADIO CALL: ROAD BY THE RIVER PROJECT

Bianca informs Ranger Rabbit what they discovered. Uh-oh. Ranger Rabbit looks at the pile of sticks and branches that they'd been clearing for the road. It's very close to the river, and we see one fall in. "I think I know what the problem is."

Ranger Rabbit realizes that the road construction is the source of the sticks, and we lay it out again to make it clear: the sticks fall into the river, float down to the lake and make a dam. She makes a quick plan to move the pile at the road construction site with Deputy Mouse and Mrs. Beaver.

Then Elinor asks if they should try to clear the sticks blocking the lake because it's making the water too deep for the frogs! Ranger Rabbit tells her usually we have to be careful about changing things in Nature, but since the road construction caused the stick pile, we need to fix it.

Ranger Rabbit tells them to talk to Bianca and come up with some ideas, but don't go into the water. She tells Ari not to fly over the dam of sticks, as it might not be safe. Got it.

END OF CALL

The kids are determined to clear the sticks and help the frogs - but how? Elinor suggests they make observations and ask questions. Maybe that will give them an idea to solve the problem! Yes!

Olive decides to make a drawing. On her sketchpad, she doodles a general diagram. (DESAIGN NOTE: the kids and Bianca are on a small overlook above the rocks and sticks). This helps them take stock of the situation. The sticks are blocking the water from the lake, filling it up. So they have to somehow move the sticks out of the way, but they can't go into the water. They have to stay on the shore. How will they do it?

Olive wonders if she can reach with her trunk, while staying on the shore. But it's not nearly long enough. Ari wishes they had the marshmallow stick, that helped him reach the fire while staying far away. "Well, we DO!" says Bianca, and she pulls it out of her pack. She always has it with her, you never know when you might need to toast a marshmallow.

Bianca unfolds it and hands it to Ari - he tries to reach the sticks, but it's not long enough either. Awww. That's ok, Bianca says, not every idea always works out.

Hmmm. Elinor thinks about it. She really wants to help the frogs. She looks and wonders and THOUGHT-BUBBLE remembers the bullfrog catching a fly with its tongue.

"That's it!" she says. What if we use an idea from the frogs to help the frogs? Ari says: you mean like jumping over the river? Yes, but not that idea. Elinor explains what she's thinking - the frogs use their tongue to grab something far away. So we should MAKE a frog tongue. Aha, says Bianca! An idea from Nature, I love it!

The kids then ponder, how can we make a frog tongue? Hmmm... they think for a beat. Olive says that they need something long and maybe a little stretchy. Elinor remembers the bungee cords, and Bianca pulls them out of her backpack. Can we use them to grab something far away? I bet we can! The kids have fun imagining themselves as frogs with bungee tongues.

But how can we make it sticky too? Ari knows the perfect thing. Marshmallows are really sticky! He reaches into his pocket, but oops, he's all out. No worries, Bianca has some in her backpack, of course. You never know when you're going to need a marshmallow to toast! (she has pickles too).

The group wraps a blob of marshmallows around one end of the bungee cord, and Bianca tries to toss it onto the sticks.

Frog tongue away! The blob flies through the air and plop! Lands on the stick pile, temporarily sticking to some sticks. Yes! We did it! They pull on the bungee cord, but it comes unstuck. Oh no! the marshmallow isn't sticky enough! Why not?

Elinor remembers (THOUGHT BUBBLE) when she helped Ari and Olive back at the campsite, by washing the marshmallow off them. I

guess water makes marshmallows less sticky, but that's ok, not all ideas always work. We have to keep trying.

At that moment Olive spots a little chickadee nearby. Sorry birdy, she says. I don't have any seeds for you. But then Elinor looks and sees the little birdie holding onto the branch and remembers how its claws work.

Claw hook onto branches. Maybe we can put a claw on the end of our frog's tongue to hook onto the sticks. Another idea from Nature, FANTASTIC (maybe this can be Bianca's catch-phrase)! But how to get a hook? It's Ari who remembers the attachment he used for toasting the pickle last night. Bianca says great idea, she takes out her marshmallow hook and ties it at the end of the bungee cord. Ok, kids let's try this.

After getting the kids to step back, Bianca throws the hook - Frog Tongue/Bird Claw AWAY!! Elinor notices that it stretches a little farther than when they had the marshmallow on it. Bianca says that's because the hook is heavier.

The hook lands on the pile of sticks but just falls off. Aww. "No problem," says Bianca she'll just try again. She throws the hook one more time and it lands in the middle of the pile, and just when it looks like it will fall off again - Yes! It hooked!

The kids and Bianca pull on it (being safe of course with Bianca in front). Nnnnng! It's not moving! Nnnnng! Suddenly, the branch moves and comes loose! Yes! The hook loosens and slacks down the overlook as the stick dam collapses and flows down the creek. We did it!

The kids do a celebration dance as Bianca radios Ranger Rabbit and tells her that the kids solved the problem. Wow, how? They asked questions and got a little idea help from Nature. Awesome, laughs and cheers all around. Ranger Rabbit says she's got the situation sorted out at the road and she'll be back at the campsite very soon. Ranger Rabbit out!

Job well done, the kids happily watch as the last of the sticks washes downstream and water gushes out of the lake. They can already see the water level go down a little bit.

Then Elinor remembers: <GASP!> the frogs! They run off screen.

4.5. EXT. FROG BOG - DAY

The group arrives back at the frog area and they look around. They can see the water level slowly receding. Look, there's the flower that Elinor saw under water! It's on dry land again. And now you can see the lily pads floating on the surface. It looks more like a normal frog pond.

Suddenly, a small green frog hops over from some nearby bushes and jumps in the water, looking happy and content. Then another frog appears and another and another. They start CROAKING happily. The frogs are coming back! Yes! High fives, all round!!

As Olive and Ari go to croak with the frogs, Elinor and Bianca take a moment to let it all sink in. "So asking questions helps you solve problems?" "Yep. And then, if you're lucky, you get to help others." A beat as Elinor considers this.

"It really feels good to help the frogs," says Elinor. Bianca smile VERY proudly. "Uh-huh. There's no better feeling in the world than helping Nature, because nature is always helping us." "And everything is connected," adds Elinor. Right. Bianca puts her arm around Elinor and we...

PULL OUT to reveal the sky is starting to turn pink, more frogs are returning to the bog, another beautiful sunset over Hidden Lake.

END ACT IV

ACT V

5.1. EXT. CAMPSITE - DAY

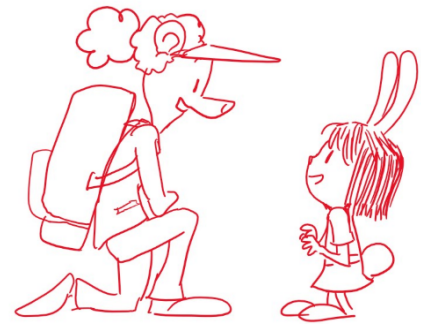
It' the next day and everyone is packing up to leave camp. Ranger Rabbit, Bianca and the kids have a bit of goofy fun trying to take down the tents and pack everything in their backpacks.

Finally, it's time to go. Ranger Rabbit asks where Bianca is going next, and Bianca says she's not sure, wherever nature takes her! The kids say their goodbyes to Bianca. Ari goes first, and Bianca has a present for him - here, you have the rest of the marshmallows, Ari. Wow, thanks Bianca. Then Ari gets an idea. He runs to his backpack and pulls out his bag of

pickles, then he puts a few pickles in the marshmallow bag and a few marshmallows in the pickle bag - now we both can have our favourite - MARSH-ICKLES! High-five.

Olive goes next - she gives Bianca a really beautiful drawing of Hidden Lake, and if you look closer, you can see all of them, and the frogs of course. Bianca is really moved, "This is really good, Olive." And has something for her too - a picture she drew of Olive with the chickadee on her trunk. Awww. Artist hug. Bianca encourages Ari to keep having fun ideas and Olive to keep drawing.

It's Elinor's turn. Bianca kneels down and they have a quieter moment. Elinor tells her it was SO much fun to meet her, and Bianca says, "Me too!" Bianca says she hopes Elinor found all the answers she was looking for, and Elinor says yes, she learned SO much. Then Bianca has a very special present just for Elinor -GASP!!



"An INVENTING HAT! Just like yours!"

"I had an extra one and I thought you could use it - for when you are thinking about YOUR inventions." Bianca puts it on her head. Elinor is overwhelmed. "My inventions?" She pulls down the little scroll of paper, then lets it snap up. "Wow...thank you, Bianca, but...I don't have anything for you..."

"Yes you do! Your great ideas! Just keep track of them and when we see each other again, and you can tell me all about them."

Elinor is thrilled, and Bianca encourages her to keep on asking questions. It's always good to listen to that little wonder inside that wants to know how things work or why they are the way they are. Elinor looks down at herself and asks, "I have a little bit of wonder inside?" Yup, says Bianca, there's wonder inside all of us.

Ok, kids, let's start our hike back. The group sets off from the campsite and we do a short montage as they walk back the way they came in.

5.2. EXT. TRAIL TO HIDDEN LAKE - DAY

At the entrance to the forest, where we first revealed Hidden Lake, the group stops (still over music) and they part ways with Bianca (she goes the other way). Hugs and fun waves as she sets off. And just as she disappears over the crest of the hill, Bianca turns and calls, "Elinor! When you figure out why frogs like to hop, let me know!"

On a wide shot, we see them walk in different directions as we get one last look at Hidden Lake (goodbye lake!).

As the group starts walking down the path, and Elinor and Mom have a short conversation. Did you have a fun trip, Elinor? Yeah! I learned that wondering is good for LOTS of things. It's good for exploring, it's good for finding ideas, and it's good for solving problems, it's good for thinking up inventions and it's good for helping others! Yep, says Ranger Rabbit, wondering 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. "IT ALL STARTS WITH ASKING QUESTIONS" SONG MONTAGE

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

It all starts with asking questions
Like how does it work, or what's that about?
So keep on asking questions
Cause you never know what you'll find out.

You may wonder - what's on top of that mountain?
Or how does the water shoot out of a fountain?
Or what makes my nose turn red in the cold?
Asking questions never gets old.

It all starts with asking questions
Like "Why is it like that? And what does it do?"
You just have to ask your question
And then you'll know it too.

You may wonder - "Will I get new ideas?"
Will I learn things that I didn't know before?"
The answer is yes! All kinds of new stuff!

That's what asking's is for.

(bridge)

But the best part of asking questions
The asking that's most fun to do
Is "How can I help my friends to solve
The problems that they're going through?"

And when you find the answers,
Then the problems all fade away,
Because a problem with a solution
Is the start of a really good day.

It all starts with asking questions
But you ever know how it will end.
You may help the frogs come back to their bog.
And make an amazing new friend.

On the last few bars, we see our group get to Animal Town and to the Rabbit House. Mr. Rabbit and the Bats and Ms. Elephant are all there to greet them and the kids say their goodbyes 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

CU ON Elinor's curious little face, as she observes through the grass ala Scene 1 (and of course she's wearing her Inventing Hat). "And here's Explorer Elinor, checking out the frogs. How are you doing little friends, now that you have your creek back?"

ANGLE ON: The leopard frog we saw earlier sitting happily on a floating lily pad. The creek is filled with water again, and we pull out to show that there are more frogs happily hopping and swimming about. All is right with the world, and Elinor looks happy wondering. Then suddenly the green frog zips its tongue at a nearby fly and Elinor gasps and laughs.

At that moment Elinor hears a voice from OS, "Hey Elinor! Are you wondering?" it's Olive, and Ari. "I sure am, come wonder with me!" So they all look at the frogs together. "I'm trying to figure out why frogs like to hop," says Elinor. "Bianca and I were both wondering about it."

Ari and Olive seem stumped. I don't know, says Olive. Why do you like to hop, Elinor? Asks Ari. "Hmmm, that's a good question, Ari. I never thought about it that way before."

Elinor starts hopping around as she thinks. Maybe it's because I go farther when I hop than when I walk. And it also makes me harder to catch when we're playing tag. But mainly because (she hops a few hops)... hopping is just more fun!"

"Those are all great ideas, Elinor." Says Olive as Elinor stops hopping. "You're right! I better write them down for Bianca." She pulls down the paper from the front of her brim, takes the pencil out, jots them down, sproings up the paper again, then smiles at her friends. "You know what would be REALLY fun now - a game of LEAP FROG!"

On giggles and kids playing Leap Frog 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

POST CREDIT SCENE

On a bonus post-credits scene, we see Mr. Raccoon at his bakery, munching on a snack with one hand, and reading a book with the other. The cover has a big donut on the cover. Suddenly, he stops chewing and slaps his head. "So THAT'S why donuts have holes!" CUT TO BLACK