

Wes- Welcome to the series!

• please review the pilot op for boarding ideas/cutting/staging & camera work

→ CAMERA - NORMALLY
NOT A LOT OF
OVER-THE-SHOULDER

ELINOR WONDERS WHY ~~ELINOR'S TOWN~~

HOWEVER WE'RE IN
TIGHT SPACE WITH
NUMEROUS CHARACTERS
SO WE WON'T BE ABLE TO AVOID IT

EP 101A The Amazing Expandable
Clubhouse
By: Katherine Sanford

Elinor's Question: How does a snail always seem to fit even when the snail grows bigger?

Logline: Elinor and her friends run into trouble when so many kids join their club that there's no more room in the Clubhouse.

Curriculum Goals:

SEP1. Asking questions and defining problems. (Elinor wonders how to make her clubhouse bigger)

SEP3. Planning and carrying out investigations (Elinor decides to observe the snail for clues as to how to solve her problem)

SEP4. Analyzing and interpreting data (Elinor compare the two snail shells and figures out, by observing their structures, that one is bigger than the other and how this may have happened.)

SEP5. Using mathematics and computational thinking (Elinor observes the structure of the snails shell gets bigger by counting the rings)

SEP: Design solutions (engineering) (Elinor and her friends design an addition to the Clubhouse)

LS4. Understand that all animals and plants have a life cycle, can reproduce, and change and grow over time (Elinor notices that one older snail is bigger than the younger one)

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. (Elinor realizes that she can use the same technique to expand her clubhouse as she observed in the snails' shells)).

ENGINEERING GOALS: Begin to use the five elements of the Engineering Design Process: Define a problem, Imagine and Plan, Create, Test, and Improve. 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

Main Characters: Elinor, Hazel, Ari, Sally, Kai

Secondary Characters: Camilla, Goat Twins (in unison), Tito

Incidental Characters: Norma, LouLou

Backgrounds: Top of the hill, Inside the Clubhouse, bottom of the hill

Props: Clubhouse journal, crayon, crackers, leaf, magnifying glass, Clubhouse, building materials

OUTLINE: November 23, 2018

FIRST DRAFT: December 17, 2018

SECOND DRAFT: January 2, 2019

POLISH DRAFT: January 11, 2019

RECORD DRAFT: January 17, 2019

* 'Waterson effect'. opening shot -

water colour bleeding effect.

Did Luke to start each episode with this style in mind.

- open on white blank page - then colour bleeds to reveal first scene

- could be the focal point ie Elinor looking at flower

or NOT - open top of frame, reveal bird flying - as scene opens we see Elinor looking at a flower.

See ext. clubhouse - 001

1. EXT. CLUBHOUSE ON A HILL (WIDE) - DAY

Open on a pretty, green, summer glade. We hear indistinct children's chatter.

Start wide - slow trk. in
foreground tree -
clubhouse in distance.

1 ELINOR, HAZEL, SALLY
(laughter)

2 ELINOR
(not quite audible)
Sally, I'm so glad you're joining
our club!

- still wide

* bird on
branch
1 on tree in
foreground
2. flutters
wings &
flies away

* I suggest you draw
a top down view
of clubhouse
& the characters
needed inside
plot their
basic action
as they pile
inside

IN ON: a big cardboard box "clubhouse" with cut-out windows,
perched on a very small hill.

Now we hear voices coming from inside the box more clearly,
and we can see ELINOR, HAZEL and SALLY BEAVER through the
window. We can also see TWO CUTE SNAILS (One bigger and one
smaller) perched on the window sill.

3 ELINOR (CONT'D)
Ready?

THROUGH THE WINDOW: Elinor and Hazel start the Explorers
Pledge (complete with hand gestures).

~ biggest
challenge will
be to 4
not cross the
access

4 ELINOR AND HAZEL
An Explorer is brave!

They put their hands on their hips. Sally Beaver follows
along repeating the words and the gestures

5 SALLY
An explorer is brave!

6 ELINOR AND HAZEL
An Explorer is kind!

Elinor and Hazel put their hands over their hearts.

7 SALLY
An Explorer is kind.

Suddenly we hear someone approaching!

8 ARI (V.O.)
(whistling the theme song)

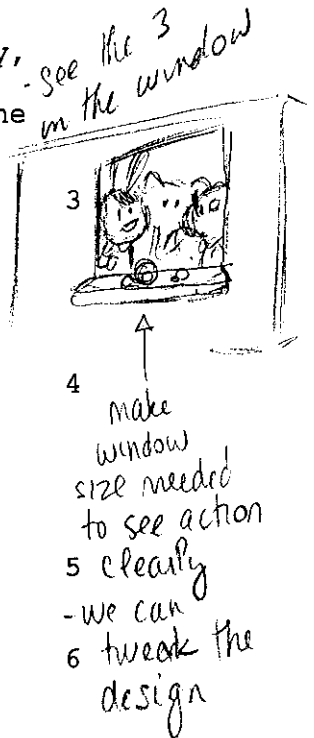
It's ARI, strolling towards the clubhouse as the voices
continue.

9 ELINOR AND HAZEL
An Explorer is CURIOUS!

let's cut to (or slight trk. over)
Ari coming up
hill on screen
left - heading
to clubhouse

- this can be o.s.
as we follow ARI

- he looks
up a bird.
- maybe he
spins as
he walks/
watching bird
(taking a few
steps
backwards)
then turns
again.



THROUGH THE WINDOW: Elinor and Hazel put their hands to their brows, looking. At the same moment, OUTSIDE Ari DOES see something that stops him in his tracks. He takes a moment to check out the snails on the windowsill.

10

Ooooooh.

ARI

- stop to take a closer look at snails - the girls don't notice him

11

SALLY

An Explorer is CURIOUS!

Ari is roused from his reverie and keeps going.

looks up at girls and heads out of frame sc. right

2. INT. CLUBHOUSE -- DAY

Elinor, Hazel and Sally say the last line together, arms wide out in joyous wonder. (ala Julie Andrews in Sound of Music but without the spinning).

12

ELINOR, HAZEL AND SALLY
WHO KNOWS WHAT WE'LL FIND!!!

Ari bursts into the box.

13

ARI

Sorry I'm late, Explorers! What did I miss?

14

ELINOR

(proudly)

Hi, Explorer Ari! We've just been welcoming the newest member of our Club - Explorer Sally Beaver!

15

ARI

A new member! Awesome! Welcome Explorer Sally!

16

SALLY

Thanks for letting me be part of the club.

17

ELINOR

Of course! Anyone can join the Explorer's Club!

18

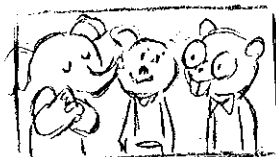
HAZEL

Yeah, all you have to do is love EXPLORING.

19

ARI

Our number one rule is...



need to keep characters in close.



Sally turns to see Ari enter

give a cute shy wave - elbow kept in close to waist



door opens outward - towards outside

door closes behind him

Hands together - on love - to clasp

2. - as Ari is approaching clubhouse

20 ELINOR/HAZEL/ARI 20
Exploring is for everyone!

As they say this, they spread their arms (and wings) wide, causing them to crowd each other out in a funny way.

21 ELINOR/HAZEL 21
Hey!/Whoa! *- bump' into one another a bit*

22 ARI 22
Whoops, sorry!

23 HAZEL 23
I guess there's less room in the clubhouse now that we have...
(points to each member as she counts silently, then herself)
...four members!

24 ELINOR 24
super excited
OKAY, Explorers! Let's go OUTSIDE and start EXPLORING!

Elinor antics to exit the door, but Ari interrupts her.

25 ARI 25
Wait! I have something we can explore ...INSIDE the Clubhouse!

26 ELINOR 26
(interested)
Really? What is it, Explorer Ari?

27 ARI 27
Ta-DAH!

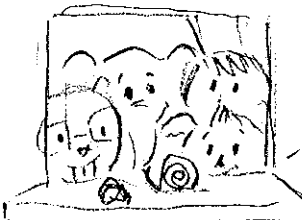
Ari proudly gestures to the windowsill. ANGLE ON: Two nice snails crawling along the window ledge. NOTE: One snail (Lou-Lou) is bigger than the other (Norma).

28 ELINOR 28
<GASP!> Snails!

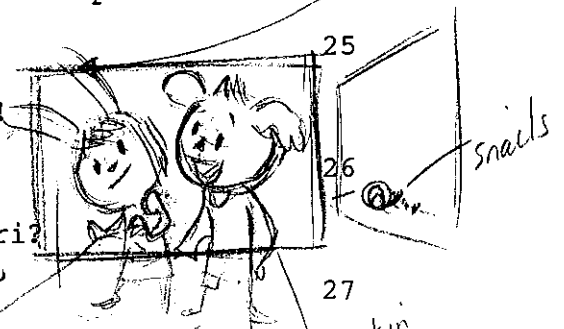
29 HAZEL/SALLY 29
Ooooh.../Whoa...

Elinor, Hazel and Sally join Ari at the windowsill admiring the snails.

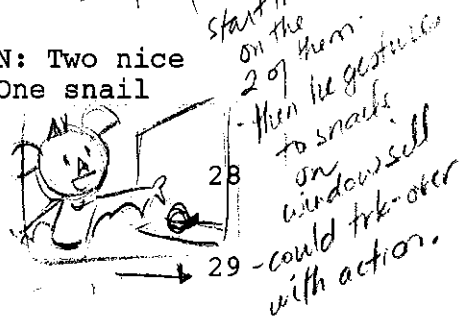
30 ARI 30
Meet Norma and Lou-Lou. I named them after my Aunties.



- create pleasant composition



hand on door



start in on the 2 of them. then he gestures to snails on windowsill - could tie-over with action.

Elinor and Hazel share a quizzical glance.

ARI (CONT'D)

They look just like them.

32 ELINOR/HAZEL 32
(giggle)

The Explorers take a minute to look closely at their new friends. **SCIENCE MOMENT CU:** → in super extreme close-up i.e. like the burr _{brush}

33 ELINOR 33 *Verlo*
Wow, look at their little antennae. *scenes from*

The Snails wiggle their antennae to demo. The Explorers watch for a beat or two as the snails crawl slowly along. *- could see/soft*

34 ARI
Yup, there they go...(beat)...still
going...

It goes on just long enough to be funny.

35 HAZEL (giggle) They sure don't move very fast. 35

ARI
 <GASP!> Wait a minute, I have a great idea! Norma and Lou-Lou can be our Explorer Club MASCOTS!

37 at 3
they can take a step back to some noon
Ooooh/ Cool!/ Huh?
ELINOR, HAZEL, SALLY
This is a new word for Sally.
new of course gives you 37 noon for acting

38 SALLY 38
Uh... what's a mac-sot?

39 ARI 39
Mascot! It's like a pet... for the
whole CLUB!!)

40 SALLY
Oh, I LOVE pets. *hazel put down* 40

41 HAZEL
And Norma and Lou-Lou will make
perfect club mascots! They don't
take up much room! 41

Hazel draws a picture of a snail in the club journal.

crayon

- she draws with trunk - ref pilot



42

ELINOR

42

Okay! Now that we have mascots,
it's time to go EXPLORING!

This time, Elinor gets a little bit further out the door
before...

43

HAZEL

Wait, Explorer Elinor! We have one
more thing to do.

(Checks the journal)

Clean the Clubhouse!

ELINOR

Oh, right! Thank you Explorer
Hazel. Our Clubhouse gives us
shelter and a place to plan our
adventures. So Explorers MUST take
care of the Clubhouse before they
EXPLORE!

Elinor, Ari, Hazel and Sally tidy up, picking up some papers
and crayons and stacking them in the corner, straightening a
map on the wall, hanging up the magnifying glass - that kind
of thing. Elinor does an especially speedy job to get going.

45

ELINOR (CONT'D)

Okay! We cleaned up, we have
mascots, and now...It's finally
time to go EXPLOR-...!

Elinor runs out the door.

3. EXT. SMALL HILL -- CONTINUOUS

Elinor takes a few steps outside before she runs up against
KAI WOMBAT.

46

ELINOR

46

...RING...whoops.

47

KAI

47

Hey, Elinor! What are you guys
doing?

48

ARI

48

Oh, hi, Kai! We're having a meeting
of the Explorer's Club! Wanna join?

49

KAI

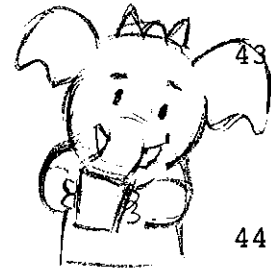
49

Sure!

At that moment TITO MOUSE also walks up.

can pop
in from behind
KAI/ELINOR/DOOR.

Could possibly
cut to outside
44 of C.H.
and see door
open a bit



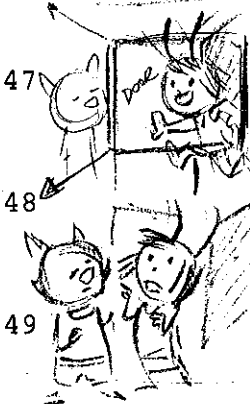
we don't
have to
see what's
on the
pod

44

could be
a series of
cut's
maybe
a wide
shot
will
try to
maneuver
around
the
another

Start fight
as she
runs out
the door

track-
out
to reveal
KAI



Ari pops
his head
out!

HAZEL pops out!

6.

50

TITO
Can I join too?



50

51

HAZEL
Sure, Tito, come on in! The
Explorer's Club is for everybody!

51

Elinor looks back and forth between the great outdoors and her friends.

52

ELINOR
(sighs with a smile)
That's the Explorer Way!

- fighter on Elinor
- passing Elinor
as they walk by

52

All the kids walk into the Clubhouse.

- could possibly see her close the door as she enters clubhouse

4. INT. CLUBHOUSE -- CONTINUOUS

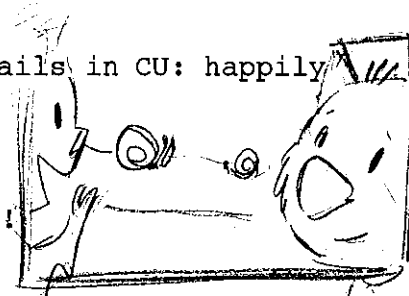
The Clubhouse is getting pretty crowded and as everyone settles into place, Kai notices Norma and Lou-Lou.

53

KAI
Oooh, nice snails.

* again -
downst
map 54 out
your character
placement
55 so you
can keep track

And we take another look at the snails in CU: happily crawling along the windowsill.



53

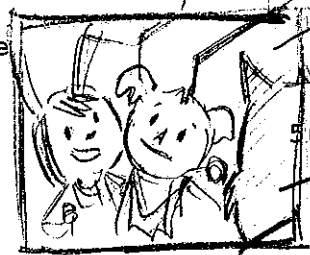
ARI
(proudly)
They're our Club mascots!

54

ELINOR
(good naturedly)
And they're the only ones who have
done any exploring today.

55

HAZEL
Don't worry Elinor, we'll
ALL go exploring, right after we
teach Kai and Tito the Explorer's
Club Pledge.



56

Elinor leads, with gestures:

ELINOR
Okay, everybody!! Repeat after me!
An Explorer is brave!

reference the gestures from top of script

57

- which actions go with dialogue.

58

HAZEL, ARI, SALLY, KAI, TITO
An Explorer is BRAVE!!

58

Suddenly, CAMILLA DROMEDARY pokes her head in the window.

compose shot to show them all in a open circle with some in foreground

or we cut inside as she starts to close it & see her settle inside

window look to outside

KAI 3/4 back

59 CAMILLA 59
Explorer?? Did you say Explorer? I
LOVE exploring!

60 ARI 60
Then join our club!

61 CAMILLA 61
Don't mind if I do!

It takes some doing as she squeezes inside. They can all
barely fit!

62 ELINOR 62
Hookey, let's start the club
pledge...

Suddenly the GOAT TWINS poke their noses in the door.

63 GOAT TWINS 63
(in unison)
Any room for us?

64 ELINOR 64
Uh, sure...

65 HAZEL 65
The Explorers Club is for
everybody!

They squeeze inside, now there's REALLY no room.

66 ELINOR
Okay, time to start the...

67 HAZEL
Whoops, I dropped my crayon!

She ducks down trying to retrieve it with her trunk (which
moves like a hand, patting and searching), causing the whole
group to squirm and squish. ANGLE ON: her hand fishing for
the crayon as we see a grouping of feet all shuffling as the
crayon is accidentally kicked around - finally...

68 HAZEL (CONT'D)
Got it!

Hazel stands up triumphant. Suddenly <SFX: Crunch, crunch,
crunch>

69 KAI
(mouth full)
Anybody want some crackers?

we can
show one character
shifts to one side -
bumping 63
into the next
& next
64 - they are
polite - give a
smile
'oops sorry'

- concerned

- feet shuffling
shoulders
cramming
kids
shuffling

66 trunk searches
67
68
69

can cut to
kids faces
looking down
- shifting

rolls from
side to
side

holds
crayon in
trunk

holds up
bag with
crackers

looks
towards
sound

could
try to
have her
eyes obstructed
so she can't
see the crayon

surround
her.
really tight
&
crowded

70

ELINOR, ARI, HAZEL, SALLY

70

(ad lib)

Sure!/I'll have some/Pass them
over!!/ Me too!

More general shifting as the crackers are shared.

71

ELINOR

Okay, Explorers, let's get this
pledge started so we can all go
exploring! An explorer is...

Just that moment Ari (squished in the far corner beside the
window) calls out.

72

ARI

(calling out)

Wait! Has anybody seen Norma and
Lou-Lou?! They were just here a
second ago.

73

ELINOR, HAZEL, SALLY

(ad lib)

Nope/ Sorry/ They're not over here.

5. EXT. SMALL HILL -- CONTINUOUS

Ari sticks his head out the window and calls. Norma and Lou-
Lou are crawling on the ext wall just above the window (in
the same shot).

74

ARI

Norma!! Lou-Lou!!

(looking around)

NORMAAAA!! LOU-LOU!!!!!!

The Clubhouse starts to tilt as Ari's gestures destabilize
it. (Possibly one or two more characters stick their heads
out the window, and at the same time see Norma and Lou-lou
crawl into the window - so they are safe on the inside - Ari
doesn't notice.)

75

ARI (CONT'D)

Wha-oh!

It tips over and the entire Clubhouse comically tumbles and
rolls down the (small) hill.

76

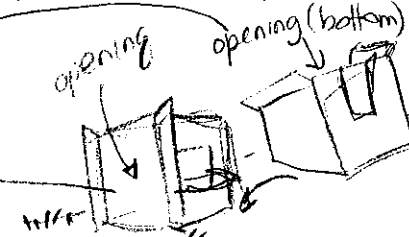
ELINOR, HAZEL, ARI, SALLY, KAI, TITO, GOAT TWINS

(laughing)

WHOOOAAAW, WHOOOAAAAA, WHOOAAAAA

*deliberately
Ari flies (flapping wings)
out when
bottom is open*

*open here
so kids can
come out*



** Let's make
sure it doesn't look
dangerous.*

76

*make it
clear its
tumbling - then
do tight
cut-ins*

*Kai holds
them out
- handing
grabbing bag -
again 71
always making
shot look
cluttered
& crowded
during these
moments*

*stay inside
clubhouse*

*other
character*



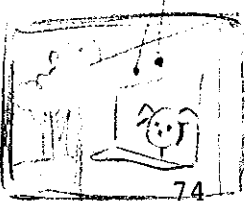
72

73

74

75

76



outside

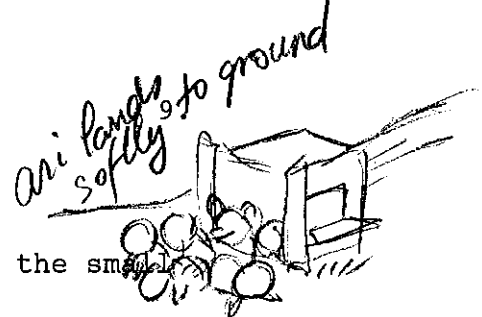
*then should cut to
a c.u. of the
snails so its
clear to our audience*

*show that
they are
leaning out
the
window*

** important to show
this*

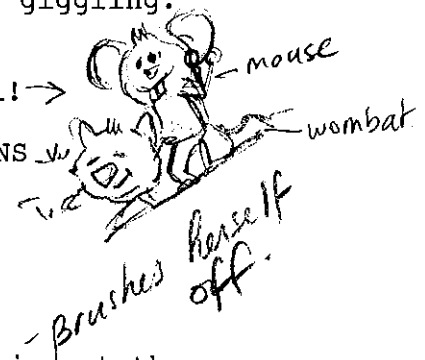
6. EXT. BOTTOM OF THE HILL -- DAY

The Clubhouse tumbles to a halt at the bottom of the small hill. The kids all spill out, giggling.



77 TITO
Whoa, that was cool! →

78 GOAT TWINS (together)
Oh my!



Hazel picks herself up first.

79 HAZEL
(laughing, looking at the clubhouse)
I think we have a Clubhouse problem.

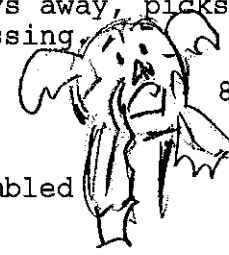
80 ELINOR
Yeah!
(Dusts herself off)
The club got bigger, but the Clubhouse stayed the same size!

Other kids start to get up too

maybe her shoulders different than Hazel

ANGLE ON: Meanwhile Ari, who landed a little ways away, picks himself up. He remembers that the snails are missing.

81 ARI
Norma! Lou-Lou! Where are youoooo?



BACK ON: Elinor and Hazel are looking at the tumbled Clubhouse.

82 HAZEL
What are we going to do?

83 ELINOR
Hmmm...

84 HAZEL
I wonder if we should get a bigger box?

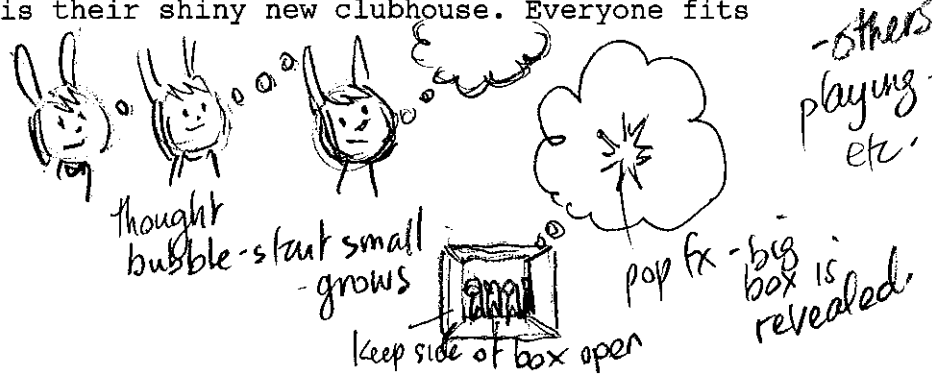
85 ELINOR
That would work...

they now stand side by side looking at the clubhouse

- other kids are all standing now - some looking at house - others playing etc.

THOUGHT BUBBLE forms next to Elinor, in which a brand new (and bigger) box is their shiny new clubhouse. Everyone fits inside!

*E&H
- camera
then cut with Elinor & Hazel
angle - not showing clubhouse - so we don't have to see all the other characters.*



86

ELINOR (CONT'D)
But what if MORE kids join the club? We'll have to get a WHOLE new, even bigger Clubhouse!



86
- other characters (see library of kids to add)

In the thought bubble, more and more kids join the club, eventually crowding the bigger box until the thought-bubble bursts.

- Elinor - sighs - ears drop

BACK ON: Ari, searching for Norma and Lou-Lou.

87

ARI
Norma! Lou-Lou! Now where did they go?

87

- pop on quickly stretching box

Ari puts his hands on his hips and looks around. Suddenly, he realizes the snails are hanging out on his shoulder.

88

ARI (CONT'D)
(giggles)
There you are! Silly snails.

88



BACK ON: Elinor and Hazel are still brainstorming.

89

HAZEL
What if we get another box and keep this one too? Then we can have TWO Clubhouses?

89
- Elinor paces back & forth in front of Hazel!

90

ELINOR
That could work.

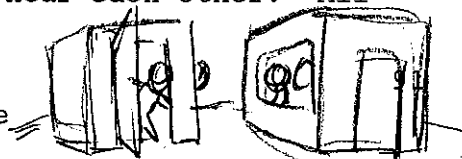
- Elinor stops -

90

THOUGHT BUBBLE showing two clubhouses near each other. All the kids fit!

91

ELINOR (CONT'D)
But then, we wouldn't all be together.



In the thought bubble, we see the kids in both clubhouses having trouble communicating with the other clubhouse.

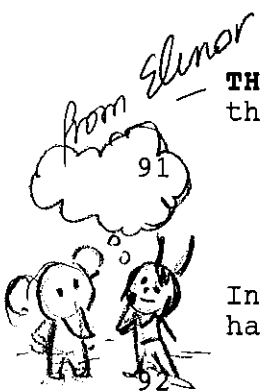
92
- one looking out door - others out windows

93

ELINOR
Yeah! Hmmm...

93

The **THOUGHT BUBBLE** bursts.



BACK ON: Ari, who is within earshot of Elinor and Hazel. He uses a leaf to gently take the little snails off his shoulder and puts them on a nearby rock.

94

ARI

Phew! There you go, Norma and Lou-lou.

(he lays them down)

It's a good thing you had those shells to protect you when we rolled down the hill. It's like you have your own little clubhouses, just like we do!

This catches Elinor's attention. She hops over to Ari, with Hazel following.

(NOTE: in the background we can see the other kids pushing the clubhouse upright.)

95

ELINOR

Did you say Norma and Lou-Lou have their own clubhouses?

96

ARI

Kind of! See, Norma has a little clubhouse on her back and Lou-Lou, who's bigger, has a bigger clubhouse.

The snails go into their shells, then peek out. Elinor looks closer at the snails.

97

ARI (CONT'D)

I guess when Norma grows up, she'll need a bigger shell too.

(after a beat)

But, I wonder how she'll get a bigger shell?

98

ELINOR

Hmmm... We need more observations!

She runs past the other kids and into the clubhouse, emerging with the magnifying glass and the club journal. She looks at the snails with the magnifying glass.

99

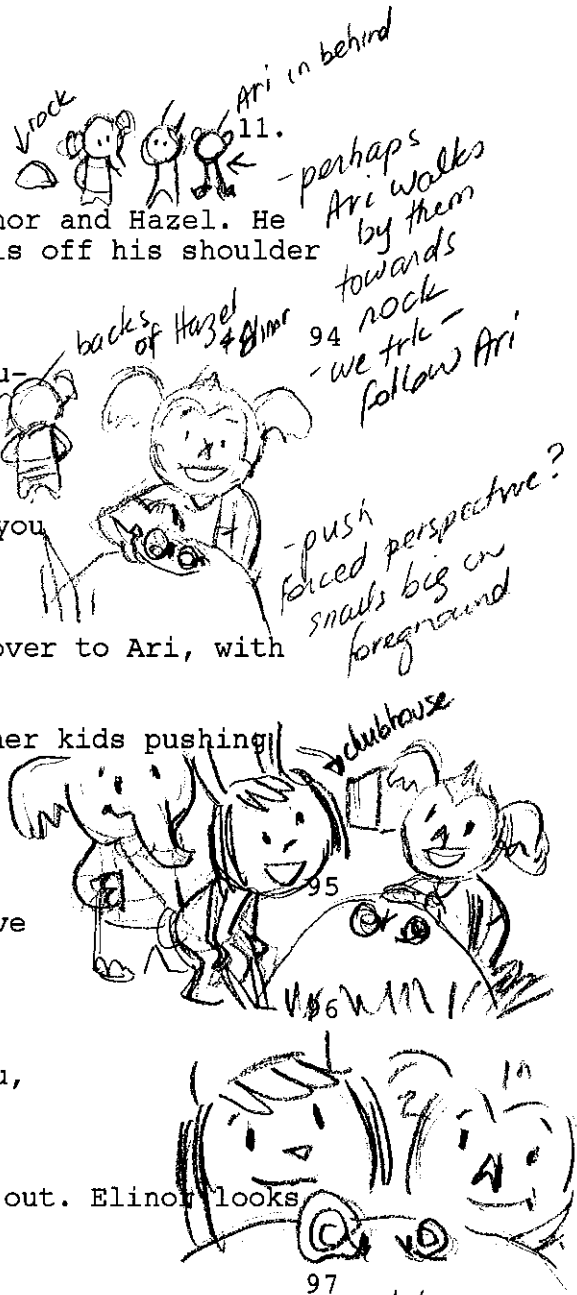
ELINOR (CONT'D)

Let's take a closer look...

other kids can be playing outside - some sitting around - one doing a cartwheel - throwing a rock - action/play

- Elinor opens door - runs in - door closes - beat - comes out with props

she gets in close like up magnifying glass



- action from pilot - may need to be wider here to show her

stand up & do repeatable action.

We track her **MAGNIFIED VIEW** as she goes back and forth— between the two shells a few times (maybe pointing with a piece of grass). On close up, we see the number of loops each shell has, and that the larger shell has more lines (or rings) going outwards around the spiral.

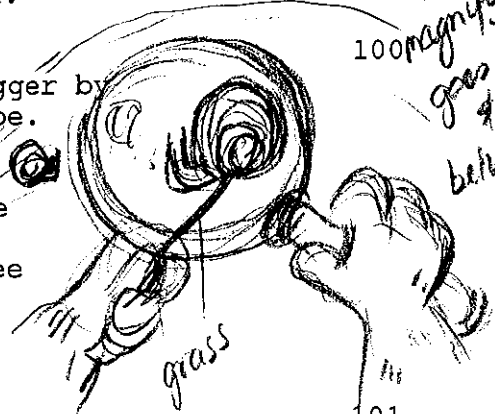
100

ELINOR (CONT'D)

Look! Norma's shell gets bigger by going around in a swirly shape. That is SO INTERESTING!

(she traces her finger around the spiral as she counts)

It goes around one, two, three times.



100

101

Elinor turns her attention to Lou-Lou.

101

ELINOR (CONT'D)

But Lou-Lou's shell goes around one, two, three, four, five, six rings - that's a lot more.

ANGLE ON: Hazel makes a drawing of this in the journal counting the rings as she draws.

102

HAZEL

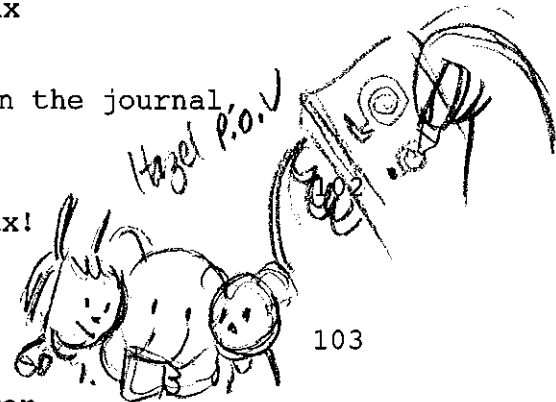
One, two, three, four, five, six!

The kids look at Hazel's drawing.

103

HAZEL (CONT'D)

The snail shell winds around, starting small and getting bigger with each swirl...



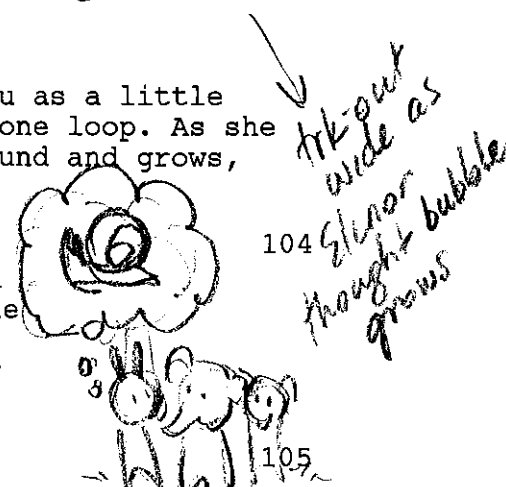
103

THOUGHT BUBBLE next to Elinor, we see Lou-Lou as a little baby snail with a small shell consisting of one loop. As she grows and gets bigger, the shell spirals around and grows, ring by ring.

104

ELINOR

I think you're right! When Lou-Lou was a baby, she was probably little just like Norma. But as she got bigger Lou-Lou ADDED swirls to her shell to make it bigger too.



104

105

105

ARI

Whoa, that is so cool...

THOUGHT BUBBLE bursts.

pop on
Elinor <gasp!>
next page -
on her line

Money shot
the snails
get huge then
small
as the
magnifying glass
goes back
& forth
between the
two

tk-out
wide as
Elinor
thought bubble
grows

106

ELINOR

<GASP!> And that gives me an idea
to solve our Clubhouse problem!
We'll ADD on to our Clubhouse -
just like Norma and Lou-Lou add on
to their shells.

She runs off screen. Ari and Hazel look at each other and
follow. We hear the beginning of a song.

CROSSFADE TO:

CLUB-BUILDING MONTAGE

As the kids sing, we see Hazel drawing up plans for expanding
the existing clubhouse, ~~with diagrams of the shells for~~
~~inspiration (if it works).~~

The kids discuss how they are going to build it. We see the
other kids bringing in a colorful pile of random and
whimsical building materials -- cardboard, snow saucers,
sheets of colorful fabric and decorations - etc.

Slowly they make the clubhouse bigger by expanding it.

107

ELINOR, HAZEL, ARI

Room for everyone!
Room for everyone!
Everyone is welcome, 'cause there's
room for everyone!!

Elinor: We have a lot of friends,
Hazel: And a club that's really
fun,

ARI: We have an awesome Clubhouse

ELINOR: But we need a bigger one!

HAZEL: We'll add more walls and
windows.

ARI: Like snails, we'll get it
done.

(ANGLE ON: The Snails)

ELINOR: Our Club keeps growing
bigger, we need...

ALL: ROOM FOR EVERYONE!

Room for everyone!

Room for everyone!

We love to be Explorers cause
there's room for everyone!!

END MONTAGE

106

107

holds club
flag pops on

Clubhouse
pops on

maybe
holds it in
his hand

as hazel
draws up
plans.
then shows
E & A.

ideas:
Elinor walking
profile
then friends all
follow
like a march

Kids
grabbing
supplies

in wide shot
sections of frame
shows kids adding
material - building

wide
popping out of
window
- out of
door

watercolor effect
to white
- then effect to
open new
song sequence

* pilot
reference
bg's watercolor
effect
on with
action
* then
off
with effect

7. EXT. CLUBHOUSE - LATER

Hazel checks her plans.

108 HAZEL 108

I think we've got everything except
the door on the roof!

PAN UP TO REVEAL: The REAL Clubhouse and all the Explorers
working on it. Through the door we see Kai sitting on Sally's
shoulders. ANGLE ON: Kai pops through a door in the roof.

109 KAI 109

One roof door - DONE!

Elinor looks on with satisfaction.

110 ELINOR 110

Now THAT'S a Clubhouse for
EVERYONE! There's space for all of
us to fit inside, and if we get
even MORE members...

111 HAZEL 111

We have lots of extra stuff to
build with to make the Clubhouse
even bigger.

ANGLE ON: Extra stuff.

112 ELINOR 112

Great!

113 HAZEL 113

(closing the journal)
Well, now we can finally go
exploring like you wanted, Elinor!

114 ELINOR 114

That's OK. We did explore! Norma
and Lou-Lou showed us how to add
space to our clubhouse, so we
learned something from Nature. And
that's what exploring is all about!

Suddenly, Ari runs up in a panic.

115 ARI 115

Wait! I've lost Norma and Lou-Lou
AGAIN!!

A beat as he looks at his smiling friends and figures it out.



o or window if that works better - maybe see Sally & legs on her shoulders. their flap in roof open & Kai's head pops up

- hops up & down excited

other kids playing in & around clubhouse

- could run in flap wings fly a bit & then lands - not getting up too high

116 ARI (CONT'D) 116
 Don't tell me. They're on my
 shoulder again, aren't they?
 (covering)
 I knew that.

Hazel uses a leaf to put them gently on a rock

117 ELINOR 117
 Explorers, are you ready?

118 HAZEL, ARI, SALLY, KAI, TITO, CAMILLA, 118
 GOATS
 READY!!!

Elinor leads her friends (with gestures) as they march OS.

119 ELINOR, HAZEL, ARI, SALLY, KAI, TITO, 119
 CAMILLA, GOAT TWINS
 An Explorer is BRAVE, an Explorer
 is KIND!! An Explorer is
 CURIOUS!!! WHO KNOWS WHAT WE'LL
 FIND!!

IRIS OUT, THE END.

SEGMENT 2: EXT PARK -- DAY

Open on Senor Tapir, with his guitar, in the park of Animal Town, sitting on a tree stump at the edge of a pond. A group of kids sit at his feet, including Elinor and Sally Beaver.

120 SENOR TAPIR 120
 Let's sing a song about an
 EXPLORER. Who knows what an
 explorer does?

Elinor's hand shoots up. She doesn't wait to be called on.

121 ELINOR 121
 An explorer follows their
 curiosity!

122 SALLY BEAVER 122
 An explorer is brave.

123 SENOR TAPIR 123
 You're both right! Explorers go to
 lots of very INTERESTING places,
 like deep into the ocean.

*cut in tight
 so we avoid
 having to
 show Hazel
 going to get a
 leaf*

big pose

*- some pop
 out of door / windows
 - some running towards her etc*

*actions
 from top
 of script*

*water on
 effect - bleed to white
 all around them
 except grassy path
 they walk
 - then they exit
 O.S.
 - grass then
 water on
 effect
 until all
 white*

Tapir starts to strum his guitar and sings. After a line or two, we transition to a simpler style of animation that describes what he is singing.

124

SENOR TAPIR (CONT'D)

124

When something you see,
Tickles your curiosity
When you have to know more
And questions pull you out the door
Let's go! Let's Explore!

EXT OCEAN -- DAY

We see a young Jacques Cousteau preparing to dive.

125

SENOR TAPIR

125

There was a young man named Jacques
Cousteau,
Who wanted to know what nobody
knows

Young Jacques loved to swim in the
sea
So he followed his curiosity.

Jacques dives in! He swims down but soon runs out of air.

He wondered if anything lived far
below
But that's a place that's hard to
go

Wading on the surface, he has an idea!

So he had an idea to breathe under
the water
So he could explore deeper and
farther

We see Jacques again on his boat, this time with his
prototype scuba gear, diving into the water.

Jacques found all sorts of life way
down deep!
Fish and plants and coral reefs.

Jacques sees some cool underwater life. Under the water,
among fishes and plants, he takes out his film camera.

(MORE)

SENOR TAPIR (CONT'D)

He became an explorer, and swam
under the sea
Even more important, he shared the
ocean with you and me

When something you see,
Tickles your curiosity
When you have to know more
And questions pull you out the door
Let's go! Let's Explore!

EXT PARK -- DAY

126	KIDS	126
	"That was great" / "We want another song"	
127	SENOR TAPIR	127
	That song made me want to go swimming! Adios amigos!	

Tapir tosses his guitar on the grass and dives under the
water.

THE END.