ELINOR'S TOWN

EP 102 The Amazing Expandable
Clubhouse
By: Katherine Sandford

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, and decides to try it with the clubhouse)
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

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SECOND DRAFT: January 2, 2018
POLISH DRAFT: January 11, 2018

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

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

1 ELINOR, HAZEL, SALLY 1
(laughter)

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

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) 3
Ready?

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

4 ELINOR AND HAZEL 4
An Explorer is brave!

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

5 SALLY 5
An explorer is brave!

6 ELINOR AND HAZEL 6
An Explorer is kind!

Elinor and Hazel put their hands over their hearts.

7 SALLY 7
An Explorer is kind.

Suddenly we hear someone approaching!

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

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

9 ELINOR AND HAZEL 9
An Explorer is CURIOUS!

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 ARI 10
Oooooh.

11 SALLY 11
An Explorer is CURIOUS!

Ari is roused from his reverie and keeps going.

2 **INT. CLUBHOUSE -- DAY** *2

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 12
WHO KNOWS WHAT WE'LL FIND!!!

Ari bursts into the box.

13 ARI 13
Sorry I'm late, Explorers! What did I miss?

14 ELINOR 14
(proudly)
Hi, Explorer Ari! We've just been welcoming the newest member of our Club - Explorer Sally Beaver!

15 ARI 15
A new member! Awesome! Welcome Explorer Sally!

16 SALLY 16
Thanks for letting me be part of the club.

17 ELINOR 17
Of course! *Anyone* can join the Explorer's Club!

18 HAZEL 18
Yeah, all you have to do is love EXPLORING.

19 ARI 19
Our number one rule is...

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!

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
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.

Elinor and Hazel share a quizzical glance.

31 ARI (CONT'D) 31
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:**

33 ELINOR 33
Wow, look at their little antennae.

The Snails wiggle their antennae to demo. The Explorers watch for a beat or two as the snails crawl slowly along.

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

It goes on just long enough to be funny.

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

36 ARI 36
<GASP!> Wait a minute, I have a
great idea! Norma and Lou-Lou can
be our Explorer Club MASCOTS!

37 ELINOR, HAZEL, SALLY 37
Ooooh/ Cool!/ Huh?

This is a new word for Sally.

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

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

40 SALLY 40
Oh, I LOVE pets.

41 HAZEL 41
And Norma and Lou-Lou will make
perfect club mascots! They don't *
take up much room and we'll always *
know where they are!

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

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 43
Wait, Explorer Elinor! We have one more thing to do.
(Checks the journal)
Clean the Clubhouse!

44 ELINOR 44
Oh, right! Thank you Explorer Hazel. Our Clubhouse gives us shelter and a place to plan our adventures. So Explorers MUST take care of their 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) 45
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** *3

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.

50 TITO 50
Can I join too?

51 HAZEL 51
Sure, Tito, come on in! The
Explorer's Club is for everybody!

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

52 ELINOR 52
(sighs with a smile)
That's the Explorer Way!

All the kids walk into the Clubhouse.

4 **INT. CLUBHOUSE -- CONTINUOUS** *4

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

53 KAI 53
Oooh, nice snails.

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

54 ARI 54
(proudly)
They're our Club mascots!

55 ELINOR 55
(good naturedly)
And they're the only ones who have
done any exploring today.

56 HAZEL 56
Don't worry Elinor, we'll
ALL go exploring, right after we
teach Kai and Tito the Explorer's
Club Pledge.

Elinor leads, with gestures:

57 ELINOR 57
Okay, everybody!! Repeat after me!
An Explorer is brave!

58 HAZEL, ARI, SALLY, KAI, TITO 58
An Explorer is BRAVE!!

Suddenly, CAMILLA DROMEDARY pokes her head in the window.

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
Hoookey, 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 66
Okay, time to start the...

67 HAZEL 67
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) 68
Got it!

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

69 KAI 69
(mouth full)
Anybody want some crackers?

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 71
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 72
(calling out)
Wait! Has anybody seen Norma and Lou-Lou?! They were just here a second ago.

73 ELINOR, HAZEL, SALLY 73
(ad lib)
Nope/ Sorry/ They're not over here.

5 **EXT. SMALL HILL -- CONTINUOUS** *5

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 74
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) 75
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 76
(laughing)
WHOOOAAAW, WHOOOOAAAAAW, WHOOAAAAAA

6 **EXT. BOTTOM OF THE HILL -- DAY** *6

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

77 TITO 77
Whoa, that was cool!

78 GOAT TWINS 78
(together)
Oh my!

Hazel picks herself up first.

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

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

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

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

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

82 HAZEL 82
What are we going to do?

83 ELINOR 83
Hmmm...

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

85 ELINOR 85
That would work...

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

86 ELINOR (CONT'D) 86
But what if MORE kids join the club? We'll have to get a WHOLE new, even bigger Clubhouse! *
*

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

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

87 ARI 87
Norma! Lou-Lou! Now where did they go?

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) 88
(giggles)
There you are! Silly snails.

BACK ON: Elinor and Hazel are still brainstorming.

89 HAZEL 89
What if we get *another* box and keep this one too? Then we can have TWO Clubhouses? *
*

90 ELINOR 90
That could work.

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

91 ELINOR (CONT'D) 91
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 HAZEL 92
You're right, Elinor...Explorers are a team and we need to stick together.

93 ELINOR 93
Yeah! Hmmm...

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 94
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, Norma and Lou-Lou. 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 95
Did you say Norma and Lou-Lou have their own clubhouses?

96 ARI 96
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) 97
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 98
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) 99
Let's take a closer look...

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) 100
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.

Elinor turns her attention to Lou-Lou.

101 ELINOR (CONT'D) 101
But Lou-Lou's shell has 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 102
One, two, three, four, five, six!

The kids look at Hazel's drawing.

103 HAZEL (CONT'D) 103
The snail shell winds around, starting small and getting bigger with each ring...

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 104
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 rings to her shell to make it bigger too.

105 ARI 105
Whoa, that is so cool...

THOUGHT BUBBLE bursts.

106 ELINOR 106

<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 snails 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 107

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 had a awesome Clubhouse
ELINOR: But we need a bigger one!
HAZEL: We’ll add on rooms and sections.
ARI: Like our 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!
Explorer’s Club is AWESOME cause there’s room for everyone!!

END MONTAGE

7 **EXT. CLUBHOUSE - LATER** *7

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 if we need to make the Clubhouse bigger again. *

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.

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, GOATS 118
READY!!!

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

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

IRIS OUT. *

8 **EXT PARK -- DAY** *8

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
WHO WANTS TO HEAR A SONG? *

121 KIDS *121
We do! We do! *

122 SENOR TAPIR *122
Today we are going to sing a song about an EXPLORER. Do you know what an explorer does? * * *

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

123 ELINOR *123
An explorer follows their curiosity! * *

124 SALLY BEAVER *124
An explorer is brave. *

125 SENOR TAPIR 125*
You're both right! Explorers are *
brave and their curiosity can lead *
them to lots of very INTERESTING *
places, like deep into the ocean. *

126 ELINOR 126*
We have an explorer's club! *

127 SENOR TAPIR 127*
Then I think you'll like this song! *

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. *

128 SENOR TAPIR (CONT'D) 128*
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! *

2. EXT OCEAN -- DAY *

We see a young Jacques Cousteau preparing to dive. *

129 SENOR TAPIR (CONT'D) 129*
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. *

(MORE)

SENOR TAPIR (CONT'D)
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.

He became an explorer, and swam under the sea
Even more important he shared what he saw 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!

3. EXT PARK -- DAY

130 KIDS 130
"That was great" / "We want another song"

131 SENOR TAPIR 131
That last song made me want to go swimming! Adios, and until next time, amigos!

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

END.