First Draft Rough/ Script Outline

Script to be written with the maximum of giggle-bytes in mind

PRESCHOOL: There are 8 main Preschool characters (See Character Bios), a few misc. characters and a chicken or two.

KINDERGARTEN: There are 8 main Kindergarten characters (See Character Bios) plus 6 secondary characters (from Preschool product)

A line is defined as character dialog that is 5 to 10 seconds each and is not meant to indicate that a line is a single sentence.

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1) INTRODUCTION: Approximately 50 lines

Sample attached for Preschool and Kindergarten

A> Meet and Greet

   6 main characters with approximately 3 lines each.

   1 main line and two for rollover prompts

B> Invitation to Register

   1 character with 2 lines

C> Registration Instructions

   1 character with 2 lines

D> Encouragement Lines

   1 character with 5 lines

E> Registration Hotspot

   1 character: Letters/alphabet

F> Congratulations

   1 character with a couple "hooray" lines

G> Subsequent entries: return to play again

   1 additional line per character for A to F.

   Lines like "Welcome back. Good to see you again (but funnier)"

2) FREE PLAY LEVEL 1: Approximately 100 lines

A> Welcome

   1 character (Guy in Plane/Preschool: see sample)) 4 lines

B> Misc. lines/ passing comments/jokes/suggestions to explore

i.e.: Mary Ann Bright (social character) says lines like: " If I could change the alphabet, I would put U and I together! "

   8 characters with 4 lines each

In Kindergarten script: + 6 minor characters

C> Selecting doors to locations

3 lines at each location of a

" You need a pal to enter." kind (but funnier)

D> Invitation to Play

8 characters with 2 lines each

"Let's play with letters together in the letter house. If you want to click on me and I'll take you inside through a secret door."

E> Selecting on Characters to enter bldgs.

8 characters with 2 lines each. "Hey, good choice!

Follow me, pal" type (but funnier)

F> Hotspots/misc.

Per scene/X amount

Lines like " Hi! I'm a flower"

G> Subsequent entries

1 additional line per characters from A to F when you return to level one

3) LEARNING ACTIVITY LOCATIONS:

A> Welcome/Entrance

A welcome line from each character in each location/24

B> Free form Play

4 lines each per character per location: encouragement, funnies and asides/96

C> Directed Play

Sample Attached/Math Preschool

At each location, each character has 20 lines per entrance for 5 times

D> Lines of encouragement

Each character per location (24) 4 lines each

E> Congratulations lines and funny asides

Each character per location (24) x4

F> Reward Stage

When selecting toy 2 lines each per character.

Will also have song added

G> Subsequent entries

Add one additional line for each character from A to F

4) REWARD/FREE PLAY:

2 each per character with funny comment/12 lines

5) TEACHING ACTIVITY LOCATION:

At the home of Bricky and Clicky

A> 4 lines each (Bricky and Clicky)

before entering an activity location.

Funny lines that suggest you check out a learning site

B> After completing an activity (24 X's both)

C> Major activity build (X2)

10 lines each

D> Final reward

10 lines each

E> Misc. random jokes (10 each)

F> Hotspots (TBD)

6) XIT:

A> Xit/2 lines per 8 characters

B> Misc. hotspots

C> Save sequence: 1 character O.V

Of 4 lines

Kindergarten Inventures Sample Script

SCENE: INTRODUCTION

File	Type	Character	Line
	SFX	- - - -	Chirping birds over low pastoral classical music fades under the sounds of approaching vehicles, cars, wagons and bikes and giggles.

The characters are seen driving towards you over the hills. All stop at the exact same time except the slowest wagon is still driving forwards from the back. The first character starts to speak and the wagon pulls up just before he finishes…

File	Type	Character	Line
	VO	**Mike**	"Welcome to the sound of my own voice. I'm Mike Griphone and…"

As the wagon arrives, the second character steps on the speaking characters line

File	Type	Character	Line
	VO	**Wordy**	"I'm just in time. Actually, I'm Wordy Wanda Wilson welcoming you to…"

First character steps on the second character's lines

File	Type	Character	Line
	VO	**Mike**	" The sound of my own voice. Mike Griphone here again to introduce my friends to you."

Mike pointing dramatically in all directions. **Michelle Angelo**, the artist speaks..

File	Type	Character	Line
	VO		" Friends like me, Michelle Angelo and you look good enough to paint. (mumbling and fade out) A little yellow here, some blue, touch of red."

File	Type	Character	Line
	VO	**Matty**	" You know, if I may interrupt, there are 26 letters in the alphabet but only one 'U'. Hi! I'm the one and only Matty Matics and I'm…

File	Type	Character	Line
			pleased to meet you!"

File	Type	Character	Line
	VO	**Mary Ann Bright**	" Nicely said, Matty. I'm Mary Ann Bright, friend to everyone and everything I see and It's nice to see you."

File	Type	Character	Line
	VO	**Jimmy**	" Hey! What are we all talking for? We should be working out; jumping and running and … Oh, I should slow down and say: My name is Jimmy Nasium and ."

File	Type	Character	Line
	VO	**Mike**	"…It's time to sign in, please."

Banners pop up. First time they are all blank. Subsequent times they have the names of the players who have previously registered.

File	Type	Character	Line
	VO	**Mike**	1. " Click on the banner and let's begin." 2. " Hello. Click on your name or start again with a new name by clicking on the empty banner."

TO BE CONTINUED

Preschool Inventures Sample Script

SCENE: INTRODUCTION

File	Type	Character	Line
	SFX	- - - -	Chirping birds over low pastoral classical music fades under the sounds of approaching footsteps, galloping hoof beats and giggles.

The characters are seen running towards you over the hills. All slide to a halt except the elephant, who lumbers forward from the back. All (except the elephant) take one sideways step screen right as the elephant slides into the space made available.

File	Type	Character	Line
	VO	**Scamper**	"Now that we're all here, WELCOME! I'm Scamper T. Giggles and if you tickle me with the cursor, you'll see why they sometimes call me Giggles."

Roll over will prompt a response. Second roll over will initiate a second response

File	Type	Character	Line
	VO	**Scamper**	1. "(giggles) That tickles!" 2. "(giggles) Hey! That's me!"

He hops up and down
After X amount of time or after the roll over, the next character speaks.

File	Type	Character	Line
	VO	**Juan**	" Hello! My name is Juan. I like to count. 1, 2, 3, you can count on me."

Roll over will prompt a response. Second roll over will initiate a second response
After X amount of time or after the roll over, the next character speaks.

Juan's roll-overs as he sneezes with a funny trunk move

File	Type	Character	Line
	VO		1. " (Sneezes) Excuse me! That's one sneeze!" 2. "(Sneezes twice) Excuse me. Excuse me. that's two sneezes"

File	Type	Character	Line
	VO	**Cheers**	" A,B,C. Would you like to play with me? I'm G. Howdy Cheers!, your pal from A to Z."

Roll over will prompt a response. Second roll over will initiate a second response
After X amount of time or after the roll over, the next character speaks.

File	Type	Character	Line
	VO	**Cheers**	1. " Let's find out everyone's names" 2. " (hiccups) Excuse me!"

 She moves her neck around

File	Type	Character	Line
	VO	**Buck**	" And I'm Buck. That's my name and Buck is what I do."

Roll over will prompt a response. Second roll over will initiate a second response

File	Type	Character	Line
	VO	**Buck**	1. " I like to jump. Do you?" 2. "(Laughs)"

 He jumps and whinnies

File	Type	Character	Line
	VO	**Sing-Sing**	" (singing) Do, Re, Mi,…mi…mi. Hey, That's me! I'm Sing-Sing."

Roll over will prompt a response. Second roll over will initiate a second response
After X amount of time or after the roll over, the next character speaks.

File	Type	Character	Line
	VO	**Sing-Sing**	1. " Ahem, mi-mi-mi. Thank you. 2. "Do, re, mi, fa, so, la , ti, dooooooh

He gestures dramatically

File	Type	Character	Line
	VO	**Looky**	" Red or blue, how do you do? I'm Looky. My cousin is Bob Boone. What's your name?"

Roll over will prompt a response. Second roll over will initiate a second response

File	Type	Character	Line
	VO	**Looky**	1. " Look at me!" 2. " Looky! Looky That's me!"

He back flips and laughs

File	Type	Character	Line
	VO	**Scamper**	" Yes, now that you know our names, what's your name?."

Banners pop on. First time they are all blank. Subsequent times they have last player names registered.

File	Type	Character	Line
	VO	**Scamper**	1. " Click on a banner and tell us your name by selecting the letters of your name." 2. "Hi! Nice to see you! Click on your name or make a new banner with your name."

Screen switch to sign in screen

SCENE: Sign In Screen

File	Type	Character	Line
	SFX	----	Fanfare followed by calliope, circus music

Scamper is seen hoping from one key to another

File	Type	Character	Line
	VO	**Scamper**	"Find the letters in your name and click on them one at a time. I'll help!! When you're done then click on me!"

As scamper scamps about letters selected fly about. Scamper randomly offers words of encouragement during the activity and funny SFX should accompany the letter select.

File	Type	Character	Line
	VO	**Scamper**	1. "Nice letter!!" 2. "Good name, so far!" 3. Yippee- hooray" 4. (Giggles") 5. You're doing a way cool job, my friend"

When name is entered, you are prompted to click on Scamper who congratulates you

File	Type	Character	Line
	VO	**Scamper**	" That's a very cool name and a very good job. Now that we're friends…let's go to town! DUPLO Town!"

A screen transition occurs taking you to LEVEL 1: the Free Play area.

SCENE: LEVEL 1 Play

File	Type	Character	Line
	VO	**Misc. Guy in Plane**	" Congratulations. You're just the friend we've waited for. Welcome to the land of Duplooooooo…"

The plane takes off screen left and returns from screen right

File	Type	Character	Line
	VO	**Misc. Guy in Plane**	" Look around. Move your cursor around or follow meeeeeeeeeeeeeeee."

The plane takes off screen left and returns from screen right as a hotspot

TO BE CONTINUED

PRESCHOOL Sample Script

Activities Math/ See Storyboards attached

Directed activity by selecting the character to enter the location. First time entrance.
Juan, the math character

File	Type	Character	Line
	VO	**Juan**	"I like chickens and who doesn't? I also love to count them. In fact, I love counting everything. Listen to this: (a-hem) there is only one you and there is only one me but how many chickens do the both of us see?"

File	Type	Character	Line
	VO	**Juan**	"If you put the chickens on the fence post with the matching number, then we'll know how many chickens we have in a row."

File	Type	Character	Line
	VO	**Juan**	If "WRONG": The chickens hop off the post. "I wonder why the chickens crossed the fence? Wrong number maybe? Try again." If "RIGHT" Chickens squawk and dance. "Now we can count our chickens, all in a row. Ready: 1,2,3,4,5,6,7,8,9, and 10."

File	Type	Character	Line
	VO	**Juan**	"Way cool! You did so well that I want to share this toy with you so you can play outside (door glows) or you could stay and count some more. It's up to you!" (Juan glows). Selecting the door will transport you outside to find the toy, the "Math Lyric" is triggered.

Activities Math/ See Storyboards attached

Directed activity by selecting the character to enter the location. First time entrance.
Scamper, the social character

File	Type	Character	Line
	VO	**Scamper**	"Hiya! The make-believe garden is a place to go to make things grow. I've heard that, the more you grow, the more you know. Let's find out!"

File	Type	Character	Line
	VO	**Scamper**	"I planted some make-believe seeds. If you add the water (watering can glows), we can see what grows."

File	Type	Character	Line
	VO	**Scamper**	"WOW! All kinds of plants grew but how many look like this? Oh, Look! It's a houseplant! (giggles)" If "WRONG" answer: "I counted a different number. Lets' both try again." If "RIGHT" answer: "Great answer!" The plants swat to the "Music Lyric" song.

File	Type	Character	Line
	VO	**Scamper**	"You did that so well. I want to give you this toy to play with outside (door glows) or if you want, we could grow some more." (Scamper glows).

Activities Math/ See Storyboards attached

Directed activity by selecting the character to enter the location. First time entrance.
Buck, the kinesthetic character.

File	Type	Character	Line
	VO	**Buck**	"One, WHOA! Two, WHOA! Three, Oh-Oh. I could use a hand here. For me, juggling is easy but counting is hard." (Buck juggles faster, funnier and slows down.) "Hay! I have an idea!"

File	Type	Character	Line
	VO	**Buck**	"If you count, I'll juggle. That's two things at once! How many things am I juggling?" (containers glow) "If you know, tell me where they should go."

File	Type	Character	Line
	VO	**Buck**	If "WONG" answer: "Hmmm. I think it's more or maybe less. What do you think? Try again." If "RIGHT" answer: "Yessssss! Catch them and put them where they should go!" Buck Tosses the balls in the air and they bounce about the screen at different speeds. Click and release each ball into the correct container that glows.

File	Type	Character	Line
	VO	**Buck**	"(Horse whinny) I had fun! We could do it again or…I know…You could play outside with this cool toy. Two choices: play or stay!" Door glows and then Buck glows. Selecting the door will trigger the "Math Lyric" song

Activities Math/ See Storyboards attached

Directed activity by selecting the character to enter the location. First time entrance.
Sing-Sing, the musical character.

File	Type	Character	Line
	VO	**Sing-Sing**	"Mi-mi-mi. Look at me! I can blow bubbles and sing at the same time. Two things at once!"

File	Type	Character	Line
	VO	**Sing-Sing**	"Thank you, thank you. Do not try this at home. I am a professional musician, after all. Hey, I sang quite a few notes. How many notes did I sing? Pick the correct number and you'll hear my gift to you."

File	Type	Character	Line
	VO	**Sing-Sing**	If WRONG answer: " Hmmm, I heard it differently. Try again." If RIGHT answer: " Good ears! Good Choice! And a good toy!"

File	Type	Character	Line
	VO	**Sing-Sing**	" Do-re-mi-fa-so-la-ti-dooooooooooo...You can play this fine accordion outside or we could play some more." (door glows and sing-sing glows)

Activities Math/ See Storyboards attached

Directed activity by selecting the character to enter the location. First time entrance.
Looky T. Munkles, the Artist Character

File	Type	Character	Line
	VO	**Looky**	"Looky here! Everything you see has a shape and a color, like you and me and maybe one, two, three, weeeeeeeeeeee" (throws paint)

File	Type	Character	Line
	VO	**Looky**	"Oooh. Definitely, numbers too." (he looks around). I get it, do you?"

File	Type	Character	Line
	VO	**Looky**	" Let's find the matching colors and shapes and put them in their proper place."

File	Type	Character	Line
	VO	**Looky**	If WRONG answer: " Hmmm, I like the shape but it doesn't look like the other one. Try again." If RIGHT answer: " Now that's art!" "you won a toy and my respect! Cool, huh? You could play with it outside or match some more in here." (Door glows and Looky glows. Selecting door will prompt song)

Activities Math/ See Storyboards attached

Directed activity by selecting the character to enter the location. First time entrance.
G. Howdy Cheers, the linguistic character

File	Type	Character	Line
	VO	**Cheers**	"Once upon a time, there was a friend of mine…who could be you. Hey, I have a fun idea. Let's tell a story together. I'll start."

File	Type	Character	Line
	VO	**Cheers**	"(a-hem) Once upon a time, there were some very handsome pigs. O.k., now it's your turn. How many handsome pigs should we say? Pick a number."

File	Type	Character	Line
	VO	**Cheers**	"Wow! That's a good number of handsome pigs! What a bunch of hams."

File	Type	Character	Line
	VO	**Cheers**	"I like it! You should try and make up some stories on your own, but for now, you could play with this cool toy outside or we could tell another story together." (Door glows, Cheers glows and selecting the door will prompt a song)

PRESCHOOL FREE PLAY Sample Script

LEVEL 1

Random lines triggered by the wandering appearance of characters. There should be about 4 lines each. Below is a rough-rough of 1 line each

File	Type	Character	Line
	VO	**Buck**	"Hi Buddy! I'm going to see what's around the corner. You can too by moving your cursor this way or that way."
File	**Type**	**Character**	**Line**
	VO	**Looky**	"Nice colors, huh. Now I'm going to look for something in blue. You can too."
File	**Type**	**Character**	**Line**
	VO	**Juan**	"There's five houses around here I'm going to count them again."
File	**Type**	**Character**	**Line**
	VO	**G. Howdy Cheers**	"Once upon a time there was you. That's a great start to any story."
File	**Type**	**Character**	**Line**
	VO	**Scamper**	"Have you tried clicking on things yet? I did. It's fun."
File	**Type**	**Character**	**Line**
	VO	**Sing-Sing**	"Mi-Mi-Mi..but I'd like to sing about you-you-you.