

### Music in Math --- Mike

Intro

#	Type	Character	Animations	Dialogue
	VO	Mike		As you know I'm Mike Graphone and the band here behind me is the Mike Graphone band. Take it away.
	SFX			(Band music)

Prompt

#	Type	Character	Animations	Dialogue
	VO	Mike		Want to play a game it's as easy as Doh. Rey Me Fa So La Ti Doh. Doh. That's what the musicians union makes us pay these guys Ray. He's the one on the left. Me. Click on me to Start the game. Fah. That's far if you're from Boston So. What are you waiting for give me a click. La. La la lalalalal. Let's get the music started. Doh. Now it's double time. Let's play the game.
	VO	Mike		Feel like playing a musical game? Click on me.
	VO	Mike		I want to play. The band wants to play. All we need is you to click on me and we can bop till we drop.

Rules

#	Type	Character	Animations	Dialogue
	VO	Mike		<p>(Sings)</p> <p>They're the Mike Graphone band the best in the land they play every song that they know.</p> <p>But they don't play the same when we're playing our game one of them plays high and another plays low.</p> <p>(Talks)</p> <p>So all you have to do is click on the band stand of the musician that is playing the lower or higher note. I'll tell you which one I want. Are you ready? and a one and a two and a one two three.</p>

Game

#	Type	Character	Animations	Dialogue
	VO			<p>(Blues)</p> <p>I woke up this morning I was feeling mighty sad I said I woke up this morning feeling mighty sad There's just one thing to make me feel better pick the high note and I'll be glad.</p>
	VO	Mike		<p>(Blues)</p> <p>I woke up this morning I was feeling mighty sad I said I woke up this morning feeling mighty sad There's just one thing to make me feel better pick the low note and I'll be glad.</p>

## Game contd.

#	Type	Character	Animations	Dialogue
	VO	Mike		(Blues) I came to this toy store I came to meet the band they only play two notes I guess you understand One note they play is low The other note is high I need to know which one is low oh please don't ask me why.
	VO	Mike		(Blues) I came to this toy store I came to meet the band they only play two notes I guess you understand One note they play is high The other note is low I need to know which one is high It's the only way to go.
	VO	Mike		(Blues) I need the high note the high notes what I need so please help me pick the high note I hope you succeed.
	VO	Mike		(Blues)I need the low note the low notes what I need so please help me pick the low note I hope you succeed.
	VO	Mike		(Ballad) The higher note Is the only note. That's the one for me So tell me which note that is Cause I'm off key. The higher note is the only note that I need to know. So pick the higher one. Not the one that's low.

Game contd.

	VO	Mike		<p>(Ballad)</p> <p>The lower note Is the only note. That's the one for me So tell me which note that is Cause I'm off key. The lower note is the only note that I do admire So pick the low one. Not the one that's higher.</p>
	VO	Mike		<p>Ballad)</p> <p>Pick the note that's higher don't take your chances I need the note that's higher Do you know where France is? Hey at least it rhymed that's all I've got to say.</p>
	VO	Mike		<p>Louie Primaish)</p> <p>Two notes. One Low. One High. Give me the low. Two notes. One low. One high. I want the low one you know.</p>
				<p>(familiar) Frere e Jacques</p> <p>pick the high note pick the high note do it now do it now the higher note it is better I have a knitted sweater Don't say wow! Don't say wow!</p>

Game contd.

	VO	Mike		(familiar) -Frere e Jacques pick the low note yes the low note do it now do it now the low note is the winner then we'll break for dinner
	VO	Mike		Old Mac Donald had a band (music) the hottest band in all the land (music) find the note that's high don't ask me why (music)
	VO	Mike		Old Mac Donald had a band (music) the hottest band in all the land (music) find the note that's low it's the way to go. (music)

Correct Choice

#	Type	Character	Animations	Dialogue
	VO	Mike		Hey bop ah re bop you were right.
	VO	Mike		You have a really good ear for this. You should learn to play an instrument.
	VO	Mike		Wow! That's right. You have real talent in this area.
	VO	Mike		I thank you. The band thanks you.
	SFX			Ta Daaaa
	SFX			Victory Triangle
	SFX			Harp sound

Incorrect Choice

#	Type	Character	Animations	Dialogue
	VO	Mike		Don't quit your day job.
	VO	Mike		Let's try again.
	VO	Mike		Man, that is one wild answer. What do you say we give it another shot.
	SFX			Flat Trumpet
	SFX			Cymbal Crash
	SFX			(Dragnet Sting)
	SFX			Beethoven's 9 <sup>th</sup> Sting

Reward

#	Type	Character	Animations	Dialogue
	VO	Mike		Cool, you really know your music. Here's an instrument for you. Play on.
	VO	Mike		The band and I are going to take five but here's an instrument so you can keep the music going.
	VO	Mike		Elvis has left the building maybe you should too. Here's a toy for you.

**Math in Math - Matty**

Intro

#	Type	Character	Animation	Dialogue
	VO	Matty	Shakes very fast.	The thing that I like best about toy stores are THE TOYS!!!! I love toys. Especially the mechanical ones. I like to wind them up and just watch them do this...  After shake) Oh I don't know if that was a good idea. Maybe we should play a game.
	VO	Matty		Oh it's you. I was just getting ready to play with the robot again.

Prompt

#	Type	Character	Animation	Dialogue
	VO	Matty		My robot and I would like to play a game with you. Just click on me and we'll get started.
	VO	Matty		Have you ever played with a robot? Just click on me and you can.
	VO	Matty		If you click on me we can probably get this robot to work.

Rules: This is all one dialogue!

#	Type	Character	Animation	Dialogue
	VO	Matty		I'd like you to meet my newest invention. In case you can't tell he is a robot. Actually he is the world's first robot to run on math. Would you like to control him? Well here is this calculating controlling type device that sort of calculates the thing with the other thing and then there's the third thing that if you press the button it will... I don't think I really understand it myself.
	VO	Robot:		What Matty is trying to say is that the calculator is an equation generator. Math problems appear in the window with one number missing. If you click on the missing number and then click go will activate.
	VO	Matty		Yes yes that's exactly it. and what happens if they click the wrong number.
	VO	Robot		I'd rather not go there.
	VO	Matty		Of course. I understand. So If you're ready let's get started. Bzzz click whirl. C'mon Work! Hmmm, oh you have to press the go button or something.



## Encouragement

#	Type	Character	Animation	Dialogue
	VO	Matty		Just click on the right answer.
	VO	Matty		Pick a number. I really hope this works.
	VO	Matty		According to my calculations there is still a number missing. Maybe you could pick one and help us out.

## Correct Choice

#	Type	Character	Animation	Dialogue
	VO	Robot	All of these are accompanied by dancing whirling jumping jacks etc. .	Yes! I'm alive. Alive I tell you.
	VO	Robot		Has anyone seen Dr. Smith?
	VO	Robot		Row Row row your bot.
	VO	Matty		Yes! It works. Now if I could just get it to clean my room.
	VO	Matty		This is great! I mean you never really know do you.
	VO	Matty		I'd like you to be my permanent assistant. Basically all you have to do is exactly what you are doing now so it will be easy for you.
	VO	Matty		I can't believe it. It actually works. Now If I could just figure out how to program my VCR life would be great.
		Matty	Dances	Dance robot dance. Dance like you mean it.

Incorrect Choice #	Type	Character	Animation	Dialogue
	VO	Robot		Daisy, Daisy, give me your answer truuuuuuuuuuuu.
	VO	Robot		Uh oh. I don't think that was the right ppptththth.
	VO	Robot		The industrial revolution began in, ring ring ring went the trolley. I don't feel so good.
	VO	Robot		I'm sorry the number you selected is not working at this time. please hang up and dial again.
	VO	Robot		(as Mr. Scott)Captain I canna hold out much longer. I'm gonna blow.
	VO	Robot		Ooooh I'm sorry. The correct answer was 1,2,3,4,5,6,7,8,9,10,
	SFX	Robot		clanks
	SFX	Robot		steam
	SFX	Robot		loud buzzing danger signal
	SFX	Robot		belch
	VO	Matty		Hmmn that doesn't seem Duck! No it's ok I DUCK! Well maybe you should just try another number.
	VO	Matty		I think it's going to blow! (belch) Wait that was me. I ate a bad burrito for lunch. Just pick another number.

Reward

#	Type	Character	Animation	Dialogue
	VO	Matty		Well I have to go and recharge the robot but here's a toy for you top play with.
	VO	Matty		The robot and I would like to give you this toy to thank you for your help.
	VO	Matty		Here take this toy. I don't know how it works either but you are such a good helper I'm sure you will figure it out.

## Language In Math - Wanda

### Intro

#	Type	Character	Animation	Dialogue
	VO	Wanda		Ah a toy store. Purveyor of gadgets and gizmos designed for your entertainment. To me there is nothing quite like a toy. Especially the one that we have in front of us right now .
				If I was to say that I am glad to see you here it would be nothing short of the truth.

### Prompt

#	Type	Character	Animation	Dialogue
	VO	Wanda		Since this is a toy store I'm sure know that there is game in here somewhere. Why don't you click on me and maybe we can find it.
	VO	Wanda		Well, I don't know about you but I would really play a game. That is I mean to say that some form of amusement would be in order right about now. Oh, just click on me and we'll get started.
	VO	Wanda		Let's play a game. Just click on me.

### Rules

#	Type	Character	Animation	Dialogue
	VO	Wanda		This is a matching game. Just match the numeral, that's the number, with the word that means the same thing. Every time you get it right it will reveal a part of a picture. Let's get started. Are you ready to begin? We'll commence on three 1.2.3.

Encouragement and right choice.

#	Type	Character	Animation	Dialogue
	VO	Wanda		Do you want to know something interesting? I can say one in five languages. English - One, Spanish - Uno, French - Un, German - Einse, and Japanese Ichi. They all mean the same thing. One
	VO	Wanda		I can almost tell what the picture is. It appears to be some kind of cabbage.
	VO	Wanda	(head rolls off)	Good match you really have a Good head on your shoulders. I guess mine needs a little work
	VO	Wanda		Two, dos, du, zvi, (?)
	VO	Wanda		Three, Tres, Twa, Drei, (?)
	VO	Wanda		Keep going you're almost done. Finished. Completed the task.
	VO	Wanda		Right answer. That's correct, Accurate.
	VO	Wanda		Well I see you've met your match.
	VO	Wanda		Here comes the picture. I wonder what it is.
	VO	Wanda		There was a time when I could have told you what that picture is but that time is 3:17 and I don't think that's the time right now.

Wrong Choice

#	Type	Character	Animation	Dialogue
	VO	Wanda	Hand drops off.	Hmmmm. I don't think so. Here let me lend you a hand.
	VO	Wanda	All parts drop off the trunk.	You may want to try again. And I may want to try doing this.
	VO	Wanda	Lies down on the ground.	From this angle I'd have to say that you may want to take another guess.
	VO	Wanda	Flips upside down	Interesting choice. Perhaps if I looked at it from another perspective,  Nope I think you should try again.

Reward

#	Type	Character	Animation	Dialogue
	VO	Wanda		There is only one reward that can match the wonderful job that you have done. This toy.
	VO	Wanda		On behalf of all of the residents of Duploland I would like to bestow upon you this really cool doohickey.
	VO	Wanda		It would seem that you have achieved the highest excellence in performing your duties in the matching game. What I am trying to say is Great job! Here's a toy.

**Kinesthetic In Math – Jimmy**

## Intro

#	Type	Character	Animation	Dialogue
	VO	Jimmy		Is there a better toy than a ball? I don't think so.
	VO	Jimmy	Jumps and moves.	Glad you're back. I can't wait to get started.

## Prompt

#	Type	Character	Animation	Dialogue
	VO	Jimmy		Look at all those balls up there. I bet if you click on me we can play with them .
	VO	Jimmy	Points to the basket of balls.	Now that looks like fun. Give me a click and let's get going.
	VO	Jimmy		Let's see a basket of balls. Me. I'm thinking there's a game a brewing. Click on me and we can play it.

## Rules

#	Type	Character	Animation	Dialogue
	VO	Jimmy		This is a great game. A number appears on the counting machine. You click on the balls and they drop down and I'll them into the target. The goal is to get the same number of points as the number on the machine. So if the number is 50 and we have forty you need to click on the ball that says ten. Let's start kicking!! 1.2.3...

Encouragement

#	Type	Character	Animation	Dialogue
	VO	Jimmy	<p>His head falls off and he kicks into the machine</p> <p>His head comes bouncing out and lands back on his shoulders.</p>	<p>Here goes.</p> <p>Hey. It's dark in here.</p>
	VO	Jimmy	<p>His leg goes flying off. He hops over and puts it back on</p>	<p>I'm going to really boot this one.</p> <p>Guess I don't know my own strength.</p>
	VO	Jimmy		I get a kick out of kicking.
	VO	Jimmy		This is a kick.
	VO	Jimmy		Gooooooooooooooooooooooooooooo ooooo!
	VO	Jimmy		Yes!!!
	VO	Jimmy		It's up it's good!
	VO	Jimmy	SFX: Crowd	This one is for the championship. He makes it and the crowd goes wild.
	VO	Jimmy		We're getting close. Which ball are you going to pick.
	VO	Jimmy		My nick name is the toe. It's also the foot the hand and the guy with too many nicknames.
	VO	Jimmy	He misses.	<p>The key to getting of a good kick is timing.</p> <p>I'll work on it.</p>
	VO	Jimmy	<p>He kicks it over the machine</p> <p>SFX: Glass breaking Another ball with the same # drops. He kicks that right.</p>	Uh oh



	VO	Jimmy	<p>Bounces off the machine and hits him in the head. His head comes flying off. He puts it back on</p> <p>Another ball with the same # drops. He kicks that right.</p>	<p>I'll be right with you.</p> <p>Ok let's try that again</p>
	VO	Jimmy	<p>He kicks into the hole</p> <p>SFX: Burp.</p>	<p>I guess that one didn't agree with it.</p>
	VO	Jimmy	<p>SFX Bells buzzers and whistles</p>	<p>That felt good.</p>
	VO	Jimmy	<p>He kicks misses and falls on his back,</p> <p>Another ball with the same # drops. He kicks that right.</p>	<p>Let's try that again.</p>
	VO	Jimmy	<p>The ball explodes</p> <p>Another ball with the same # drops. He kicks that right.</p>	<p>Maybe I shouldn't try so hard.</p>

## Wrong

#	Type	Character	Animation	Dialogue
	VO	Jimmy	<p>The machine tilts</p> <p>It resets to previous number.</p>	<p>I guess we went over the limit.</p>
	VO	Jimmy	<p>Explosion!!!</p> <p>It resets.</p>	<p>This is just a guess here but that one might have been a tad high.</p>
	VO	Jimmy	<p>Balls come flying out one after another</p> <p>It resets.</p>	<p>I think it ate one too many!</p>

Reward #	Type	Character	Animation	Dialogue
	VO	Jimmy		I'm all kicked out. Here's a toy for you to play with while I go soak my leg in hot tub.
	VO	Jimmy		Here's a toy for you to play with (I'd rather write toy specific)
	VO	Jimmy		( Same)

**Art in Math -- Michelle**

## Intro

#	Type	Character	Animation	Dialogue
	VO	Michelle		What a neat place. Let's mess it up.
	VO	Michelle		2 <sup>nd</sup> time What a great toy store. Let's play the frog game again.

## Prompt

#	Type	Character	Animation	Dialogue
	VO	Michelle		Let's make this frog jump. Click on me and we'll start the game.
	VO	Michelle		I don't know why but I get the feeling that this is a painting frog. If you click on me we can find out.
	VO	Michelle		I feel like doing some painting. Click on me and we can start the game

## Rules

#	Type	Character	Animation	Dialogue
	VO	Michelle		We want to help the frog catch the bug. The way we do it is to click on the buckets of paint to make the frog jump. Each bucket is marked to tell you how far the frog will jump and what direction. Ready? I know the frog is.

## Encouragement

#	Type	Character	Animation	Dialogue
	VO	Michelle	Michelle Jumps	Look at that frog jump!
				The original brushes weren't frogs, but they were made from animal hair. Now mostly synthetics are used.
			Head falls off	Catch it catch it. Sorry I got so excited I lost my head.
			all her limbs spring	That frog really know how to SPRING into action  I guess I do too.
				Wow that was a big jump. Very much like the jump from realistic paintings to modern art.
				Painting with frogs sure is messy. It's a good thing we're not painting with Crocodiles which are a lot larger.
	VO	Michelle		I call this piece "Frog of many colors
	VO	Michelle		Now that's performance art. We'll call it "The pursuit!"
	VO	Michelle		Foreword, Backward, Foreword. Oh I'm confused .
	VO	Michelle		You did it! That was a great leap
	VO	Michelle		Hey this is fun.
	VO	Michelle		Splash!
	VO	Michelle		Rbbbit. I think I've got a frog in my throat. Oh no there it is right there.
	VO	Michelle		Fabulous! Fabulous. This is a real

				museum piece. We could get it in the art museum or if they won't take it. We can try the museum of natural history
	VO	Michelle		This must be a leap year.
	VO	Michelle		This frog has changed colors so many times I'm starting to think he's part chameleon.
	VO	Michelle		The frog turned green. Which if I'm not mistaken was his original color.
	VO	Michelle		Get that bug.

## Wrong Choice

#	Type	Character	Animation	Dialogue
	VO	Michelle		If this keeps up that frog will never eat.
	VO	Michelle		You should try again. Maybe we need two frogs.
	VO	Michelle		Boy that bug is tricky
	VO	Michelle		Well we didn't catch him that time but I just love the color the frog turned into.
				Oooh just. Missed.
				Just missed. Frog's are fast but bugs are faster.

## Reward

#	Type	Character	Animation	Dialogue
	VO	Michelle		Whew! Well I guess the frog has had enough to eat for now. I'm sure he would like to thank you by giving you this toy.
	VO	Michelle		Thanks for painting with me. Here is a toy for you.
	VO	Michelle		Great job! No one paints with frogs like you do. Here is a toy as my way of saying, "Keep painting."

