



Welcome to Pollywog Pond!

Bill Culbertson

The Preschool place for fun!



Welcome to Pollywog Pond!

Bill Culbertson

The background is a light green pencil sketch of a pond scene. On the left, a large, smiling fish with a flower in its hair looks towards the right. In the center and right, two small, round-eyed waddlebugs are swimming. The water is represented by simple wavy lines. Faint, handwritten-style text is scattered in the background, including "so cute", "in her hair?", "she does!", "the", "Pollywog", "Have", "co", "no", "3", "Pollywog Pond", "Waddlebug", and "Play".

Welcome to Pollywog Pond!

Characters, artwork, set, video game direction and story by
Bill Culbertson

Come visit us at
www.PollywogPond.com

© 2016 Wm. Culbertson
All rights reserved.

Pollywog Pond is a production of
Whooplah, LLC,
32 Warren Avenue,
North Smithfield, RI 02896 USA



What's happening at Pollywog Pond?



Overview

Pollywog Pond is a preschool property featuring a video game portal to games, stories and songs. It's a fun, safe place to make new friends while exploring a world filled with learning and discoveries. Pollywog Pond has an underlying soft-curriculum emphasizing problem solving, social and emotional literacy and team work.



There's always something
happening at Pollywog Pond!

The background is a light green illustration of a pond scene. A large, detailed frog is in the center, looking towards the viewer. To its right, a snail is visible. The background is filled with faint, handwritten-style text in a cursive script, including phrases like "st can't understand", "can spend hours looking", "at his reflection", "in the pond", "water...", "Keep looking to", "Weep things", "stroke pure color", "pabbly", "He would get", "the s", "Speedy the snail met", "Excuse me!", "one morning", "Pond", and "Bac".

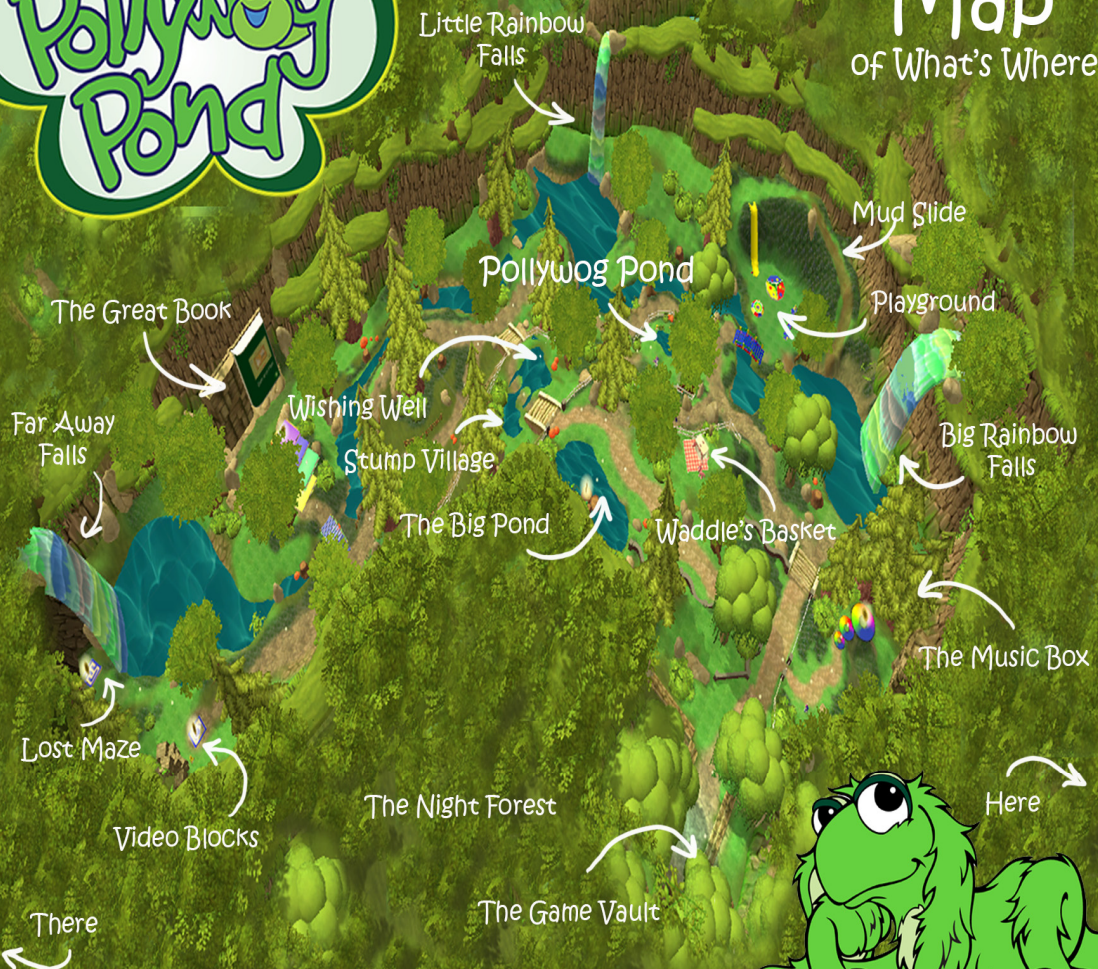
Setting

Located halfway between Here and There, Pollywog Pond is nestled at the edge the woods along a country road. The simple setting is natural, colorful and inviting...

▲ great place to come have fun with friends!

Pollywog Pond

Map of What's Where

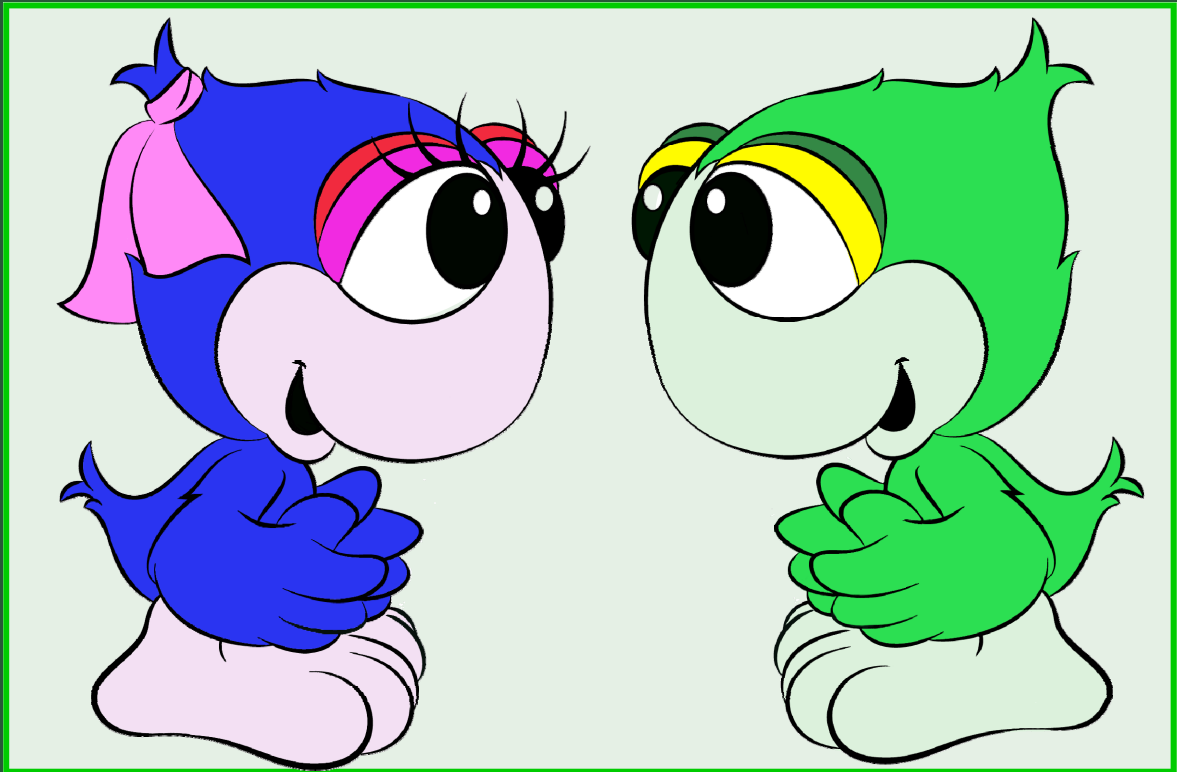


Click on a name to see a picture

In-game map.

Doodles!

Players in the game play as Doodles. The player selects if they are a boy or girl and what color they want to be.



The Game

Pollywog Pond is available in two versions, a Classroom Version for teachers to use and a Home Version for early learners, friends and family to play.

Both offer the same great activities!

Home Membership Parents Social Help

Pollywog Pond

You're a blue Doodle Bird!

Now, create a name, password and fill in a parent or guardian email address for permission to play at Pollywog Pond.

Choose a Doodle Bird Name:

This field is required!

Choose a Doodle Bird Password:

This field is required!

Parent or Guardian email address:

This field is required!



With the Home Version of the game, players register, with parental permission, creating a subscription to play. They can access play areas and earn Fun Points! In the Classroom Version, teachers manage the student's Play in the game.

Multi-Platform

Pollywog Pond has been developed with multiple platform release in mind. The primary platform is as a downloadable video game. Mini-games are available as mobile apps. Original content, books, videos and music are developed with a 360-degree deployment strategy. When possible, content is designed to be scalable for shifts to compatible

media. The characters have been interpreted in physical and virtual 3D, as well as in 2D for consistent look and styling.





There's new friends to meet...

The background of the page features a faint, artistic illustration of a pond scene. On the left, a frog is depicted in profile, looking towards the right. In the center and right, there are water lilies with long, slender stems and large, round leaves. The entire scene is rendered in a light, sketchy style that blends into the background text.

Curriculum

Pollywog Pond has an underlying soft-curriculum, emphasizing problem solving, social and emotional literacy and team work.

Some of the characters can, at times, exhibit mild behavioral challenges that call on their friends to develop understanding and coping skills. Fostering positive relationships and promoting inclusion are key elements in the curriculum's core.

Experts in soft-curriculum, mild-autism, bullying and team work will assist writers to ensure focused, accountable scripts.



Fun surprises...

Activities

Pollywog Pond is a portal to fun. Players can visit themed subject areas, the Great Book for reading, the Video Blocks for viewing videos, the Music Box for music and music videos, the Game Vault for mini-video games and other areas.

Content will be added continuously in all subject areas to keep players engaged in the learning and fun.



...and happy faces!

*We can go play at the edge of the pond
... then we can all eat merryberries*

Music and Movement

Our friends at the Pond love music and enjoy moving to the rhythm and beat. Some have trouble keeping rhythm, but there is always a caring buddy to help.

“Tap your toes! Listen to the beat!”



There's music in the morning...

peepers stopped. The noise
came from Weep's log.

It turned out that Weep...snore
w minutes, the crickets started
peepers peeping, the frog croaked
snorted...

Timing and Pacing

Things at Pollywog Pond happen at a nice,
easy pace. The intent is to encourage even the
youngest viewers to see, think and understand.



...and music in the evening.

Apps

The main game is available as a downloadable file that streams updates and new content when played. Parents will appreciate the safe environment that they control... no surfing!

Mini-games from the main game, videos and books are also available for mobile downloads on iOS and Android platforms.

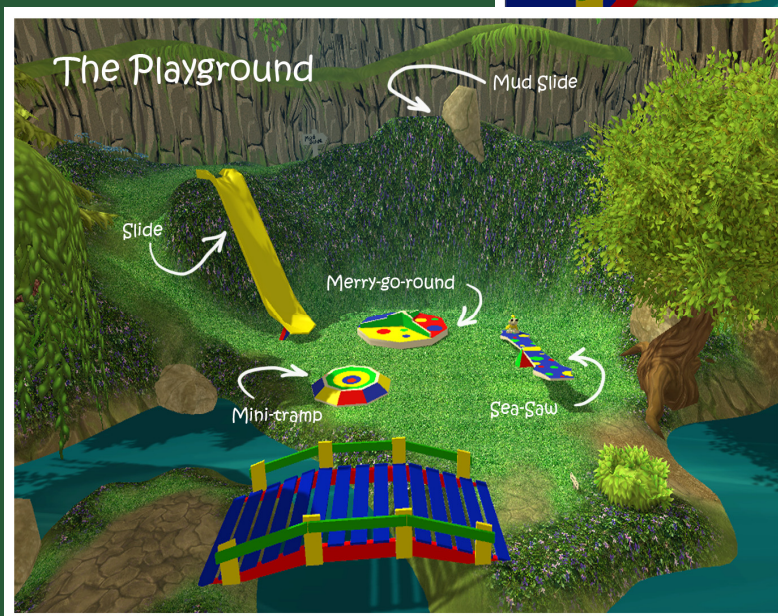




So, what's there to do at the Pond?
First, meet your new friends...

Head over to Big Rainbow Falls...

and Visit the Playground...



...don't miss the mud slide!

Watch music Videos at the
Music Box...

and story
Videos...



...at the
Video Blocks.



Enter the Game Vault to play fun
Mini-games... available as apps too!

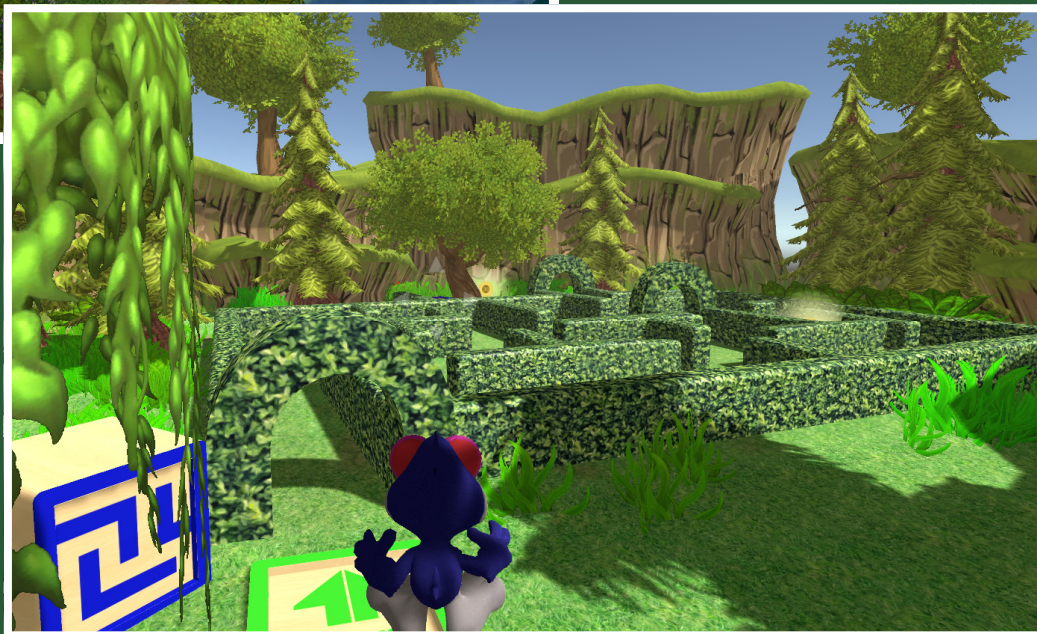


Learning to read? Be sure to visit
the Great Book for super stories.



Don't forget to visit Waddle!
What does she have in her Basket?

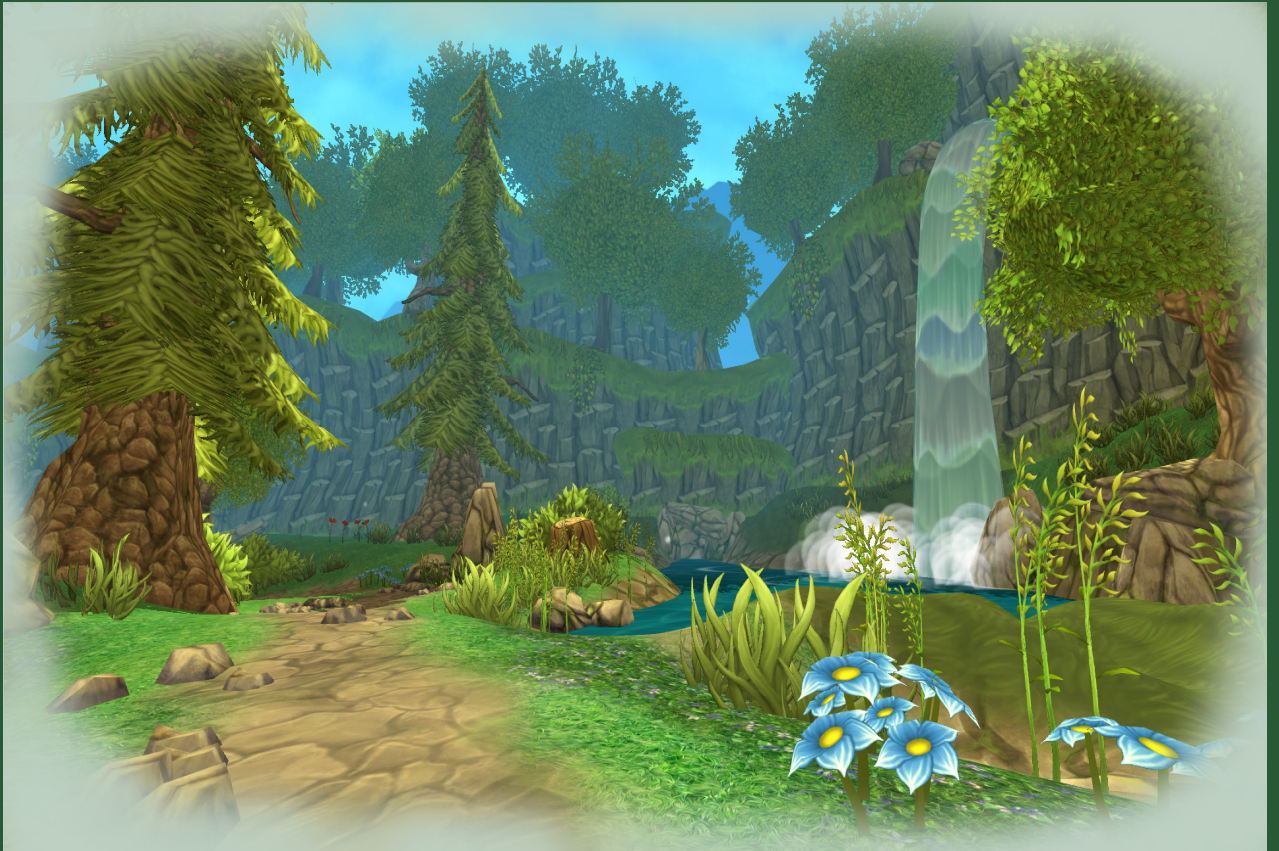
For a challenge, go to the Lost Maze.



Go to the Big Pond for an underwater adventure.

Can You Find all
the Pollywogs?





Come join the fun! There are new adventures waiting for you around every corner.

Characters

The four main characters, Derb, Berb, Waddle and Weep, have distinct personality and character traits defining their roles. Their individual growth, as well as the relationships between each other and with visitors provides the basis for our stories. All four are on the younger side, not really having much real world experience.

Visitors who often stop by to visit our friends include children and adults. They bring a variety of music, dance and discovery to the woods.



Who lives at Pollywog Pond?



Derb!

He's a happy, easy-going,
warm-hearted friend.

He always tries to look on
the sunny side of things.

Even when things look
their darkest, he'll look
for some hope saying,
"You never know!
You never know!"

Derb is a great hopper, but,
did you know he can fly
by flapping his feet? Way cool!

From his favorite hole in
the big tree where he
lives, Derb loves to visit
his friends and explore
all the fun places at
Pollywog Pond.



Berb!

Berb is not only bigger than his friends he has a big personality too. Big for his age, he can be a bit on the clumsy side.

Berb is fun to be with, he's high spirited and a good friend. He can be very silly.

He loves to play, but sometimes has trouble fitting in.

He lives high up a tree in a great big nest. If you hear him flapping down from his nest, watch out—his landings can be quite creative!



Waddle!

Here is a real problem solver! Waddle is very smart and she is very kind.

She enjoys all the things little girls like from ribbons and curls to dressing up.

Waddle is very self-confident, but can be shy and can get really scared when frightened.

Very full of life, she loves to prance and dance to music.

Sweets, sweets, sweets... she loves to eat sweets!

Weep!

Poor little Weep!
He really wants things to
work out, but always
expects the worst
to happen.

He's the ultimate worrier
and really could use some
happy thoughts to help
get him through the day.

Weep often gets confused
by what he hears. He'll
respond with a sigh or a
moan, then try hard to
understand what he's heard.

Weep lives in the hollow log
near the edge of the pond.
He's best friends with Derb.



What's happening at Pollywog Pond?



Well, I remember when...

Sample Story Synopsis

“New Friends!”

Derb likes to go down to the edge of the pond to tell stories to the pollywogs and they love to listen to him.

One day he told them a story about two wandering strangers, one sad and the other lonely. In the story, they accidentally met and became friends.

It was a story about how he and Weep met and became best friends who decided to live at Pollywog Pond.



New friends!

Sample Story Synopsis

“Stacking-Up!”

Weep likes to stack rocks. One day he found a large rock that instantly became his favorite. Using it for the bottom rock, he balanced a truly beautiful stack of rocks on top of it. Weep sat for a long time admiring his creation, then he fell asleep.

Upon waking, he discovered his stack had fallen, all the rocks were there but one: the big one, his favorite. Weep was very sad.

As Derb tried to console Weep, a funny thing happened, the missing rock came walking by... it wasn't a rock... it was a turtle! That made for an interesting conversation.

All ended well. You can often find Weep and turtle playing, stacking rocks, on quiet days.



Steady...
steady...

Sample Story Synopsis

“Clank, clank, clank!”

Derb found a shiny, bright cow bell! A very loud cow bell! He liked to ring the cow bell. At first, everyone liked to hear the cow bell “Clank! Clank Clank!” Derb clanked the cow bell all day... and all night. No one could sleep, but no one wanted to hurt Derb’s feelings by asking him to please stop. Then, the clapper in the cowbell broke. It wouldn’t make a sound.

Everyone was secretly happy. Quiet at last. Later, just as everyone was falling asleep... “Clang, clang, clang!” Derb found a short stick that he could hit the cow bell with to ring it. What fun... now he could use both hands!

Waddle decided she needed to have a little talk with Derb about his ringing. A special “music” time every day was the solution. Everyone played.



Sample Story Synopsis

“Come out of your cocoon”

Weep gets a surprise when a small soft, round, stringy thing he found opens to reveal a butterfly. He gently welcomes the butterfly into its new world. Just when Weep thinks he's made a new friend... the butterfly flies away. Weep became very upset at the loss of his new friend. “I guess I'm just not good at making friends...”

Later, while telling his sad tale to Derb, his winged friend returns, landing on his nose. What a nice surprise! They really were friends! Before long a whole flock of butterfly friends come, covering Weep's entire head.

“Wow!” Derb said to Weep, “You are really good at making new friends!”

“It's a gift,” replied Weep.



Sample Story Synopsis

“Can you hear me now?”

One sunny day Derb found out that Trumpet Lilies could be tied together to make a “talkie-listen-ey” thing. He and Weep played talk and listen for a long time. Waddle thought it was great fun too... until Derb decided to connect everyone at the Pond with lots of talky-listen-ey things. There were so many crisscrossing stem lines connecting everyone, no one could move without getting all tangled in the flower stem web!

Well, it was fun for a while...



Derb calling Weep...
Hello?

Sample Story synopsis

“What’s so Funny?”

Berb and Derb were telling jokes to each other. Poor Weep, the jokes didn’t make sense to him. So, Derb and Berb set out to teach Weep some jokes ~ a much harder task than expected. When Waddle arrived, she tried to stop all the silliness. Weep, responding to Waddle, unwittingly told his first joke, creating uncontrollable laughter by all. Weep finally felt “in” on the joke.

“Too Close!”

Berb’s bubbly personality creates some social problems as he doesn’t quite understand the concept of “personal space.” One day Berb joined in a game with Derb, Waddle and Weep. Waddle and Weep got upset when Berb kept bumping into them as they played. Derb could see Berb didn’t recognize the problem so he used patience and a more understanding approach to help Berb learn the comfort zone. It worked!



Pollywog Pond "Just Silly!"

Panel	Duration	Duration
1	55:00	11 05:00



Dialogue
Waddle:
Silly-heads!

Weep:
Happy!

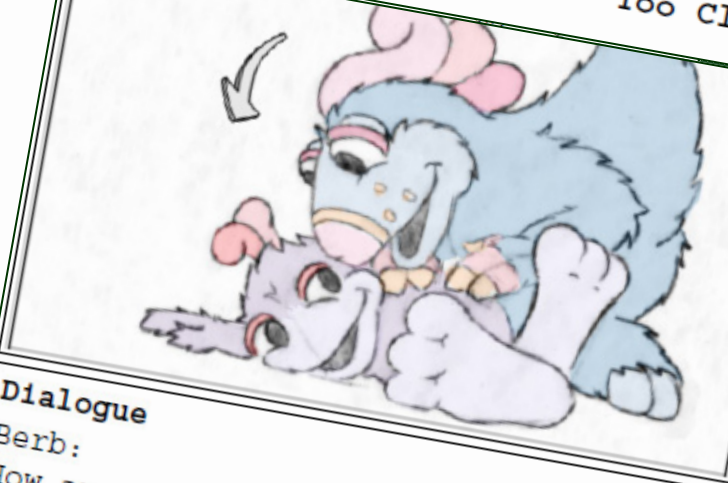
Berb:
Happy!

Derb:

on Notes
Berb ends up on
him visually.
Derb is squishy



Pollywog Pond "Too Close!"



Dialogue
Berb:
How are you today, buddy?
Derb:

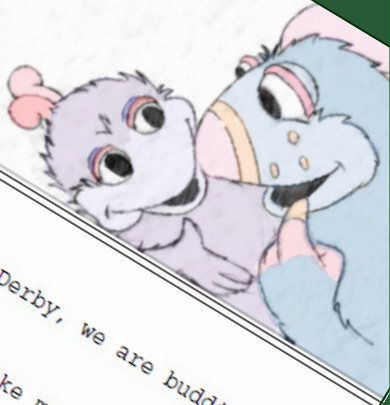
Dialogue
Berb:

That is OK Derby, we are buddies!

Derb:

Yes, but you make me feel uneasy when
you are this close to me!

on Notes
reacts



Pollywog Pond





Main Characters

Pollywog Pond!

Short Story Concepts

Character Traits



Character	Outlook/Personality	Likes	Dislikes	Fears
Derb 	Optimist	Being happy, helping others	Arguments	Making Someone sad
Weep 	Pessimist	Relief when things are over	When there is a problem	That the worst will happen
Waddle 	Imaginative	Pink, pretty, precious	Rudeness, silliness, being scared	Scary things, making the wrong decision
Berb 	Silly	Having fun	Work, being Responsible for something	Missing out on something

Pollywog Pond

1

Pollywog Pond!

Short Story Concepts

Bill Culbertson

Story: Knock-Knock?	Who Character Was	What Character Learns	Who/ What Character Becomes
<p>Derb tried to teach Weep a knock-knock joke.</p> <p>"I say 'knock-knock?'" Derb said.</p> <p>"Then you say, 'Who's there?' and then I tell you a funny answer."</p> <p>"Ok, knock-knock?"</p> <p>"Who's there?"</p> <p>"Justin"</p> <p>".. But you're Derb!"</p> <p>"No, Weep, it's a joke. Let's try it again... Knock-knock?" said Derb.</p> <p>"Who's there?" Weep tried.</p> <p>"Justin!" Derb replied.</p> <p>"Oh I get it," Weep said, "you want me to think your name is Justin! That's funny!"</p> <p>"No, that's not the joke... wait for the punch line!" Derb said.</p> <p>"You are going to punch something?"</p> <p>"No. The punch line is the funny part of the joke. So, now say, 'Justin who?'"</p> <p>"Justin who?"</p> <p>"Justin the neighborhood and thought I'd say hello."</p> <p>"Oh, hello Justin. I'm Weep. It's nice to meet you. You look like someone I know... I just can't remember who... Wait, it will come to me..."</p> <p>Derb just sighed. "Nice to meet you... do you know any good jokes?"</p>	<p><i>Derb-</i> Frustrated</p> <p><i>Weep-</i> Confused</p>	<p><i>Derb-</i> Patience</p> <p><i>Weep-</i> Understanding</p>	<p><i>Derb-</i> Patient</p> <p><i>Weep-</i> Content</p>

Pollywog Pond

1

"Knock-Knock!"

(Interstitial)



Pollywog Pond! Knock-Knock

by Bill Culbertson

Page 1/5

Scene	Duration	Panel	Duration
1	01:00:00	1	4:00



Dialogue

Derb:

OK Weep, here is how you tell a Knock-Knock joke: I start it by saying "Knock-Knock?"

Action Notes

Weep listens to Derb's instructions intensely.

Notes

Derb is attempting to teach Weep how to tell a Knock-Knock joke.

Scene	Duration	Panel	Duration
1	01:00:00	2	6:00



Dialogue

Derb:

Then you say... "Who's there?" After you say "Who's there," I say someone's name. Then you say that someone's name and "who." Then I answer.

Scene	Duration	Panel	Duration
1	01:00:00	3	5:00



Dialogue

Derb:

OK, let's try one. I will start the joke... "Knock-knock?"

Weep:

Ummm... who's there?

Pollywog Pond

1

"Knock-knock!"

(Interstitial)



Pollywog Pond! Knock-Knock

by Bill Culbertson

Page 2/5

Scene	Duration	Panel	Duration
1	01:00:00	4	3:00



Dialogue

Derb:
Justin!

Weep:
But your name is not Justin...
it's Derb!

Action Notes

Weep acts confused.

Scene	Duration	Panel	Duration
1	01:00:00	5	3:00



Dialogue

Derb:
No Weep. That is part of the
joke. You'll see. Let's try
again... Knock-knock?

Action Notes

Derb keeps a positive
attitude with Weep.

Scene	Duration	Panel	Duration
1	01:00:00	6	3:00



Dialogue

Weep:
Who's there?

Derb:
Justin!

Pollywog Pond

1

"Knock-knock!"

(Interstitial)



Pollywog Pond! Knock-Knock

by Bill Culbertson

Page 3/5

Scene	Duration	Panel	Duration
1	01:00:00	7	5:00



Dialogue

Weep:

Oh, I get it! You want me to think your name is 'Justin!' That is funny! A very funny joke!

Scene	Duration	Panel	Duration
1	01:00:00	8	5:00



Dialogue

Derb:

No Weep. That is not the part of the joke that is funny. Wait for the punch-line.

Scene	Duration	Panel	Duration
1	01:00:00	9	5:00



Dialogue

Weep:

Are you going to punch something?

Derb:

No, the punch-line is the funny part of the joke...

Pollywog Pond

1

"Knock-knock!"

(Interstitial)



Pollywog Pond! Knock-Knock

by Bill Culbertson

Page 4/5

Scene	Duration	Panel	Duration
1	01:00:00	10	3:00



Dialogue

Derb:

Now say, 'Justin who?'

Weep:

Justin who?

Scene	Duration	Panel	Duration
1	01:00:00	11	4:00



Dialogue

Derb:

'Just-in' the neighborhood
and thought I would say
hello!

Scene	Duration	Panel	Duration
1	01:00:00	12	7:00



Dialogue

Weep:

Oh, hello Justin! It's nice
to meet you. Say you look
familiar, like someone I
know... hmmm...

Pollywog Pond

1

"Knock-knock!"

(Interstitial)



Pollywog Pond! Knock-Knock

by Bill Culbertson

Page 5/5

Scene	Duration	Panel	Duration
1	01:00:00	13	7:00



Dialogue

Weep:

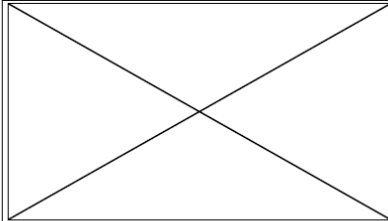
Hey Justin, do you know any
good jokes? I just heard
one... now, just how did that
joke start...?

Derb:

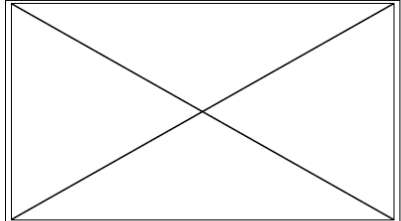
(to CAMERA)

He is a good friend... good
friend.

NO PANEL



NO PANEL



Pollywog Pond

2

"Just Silly!"

(Interstitial)

Pollywog Pond!

Short Story Concepts

Bill Culbertson

Story: Just Silly!	Who Character Was	What Character Learns	Who/ What Character Becomes
Berb was sitting alone laughing. Just laughing. Sometimes loud, sometimes quietly.	<i>Berb-Happy</i>	<i>Berb-Moods</i>	<i>Berb-Happy</i>
Derb came along and asked Berb what is so funny. Berb was laughing so hard he couldn't answer. At first Derb was puzzled but, soon he caught the "giggle bug" and was laughing along with Berb.	<i>Derb-Inquisitive</i>	<i>Derb-Moods</i>	<i>Derb-Happy</i>
Weep happened on the two laughing and before long he too joined in. When Waddle came along she demanded to know what was so funny. Berb finally stopped and after some thought said he couldn't remember what was so funny.	<i>Waddle-Frustrated, impatient</i>	<i>Waddle-About controlling others moods</i>	<i>Waddle-Satisfied</i>
"Stop being so silly" she said. Everyone stopped laughing. Weep asked if laughing at nothing was silly. Berb got sad. Derb started to get sad, and then said, "You can be happy if you want to. Sometimes it's ok to be silly. Don't you want to be ha...ha...ha-a-chooo-ppy?" (sneezing)	<i>Weep-Inquisitive</i>	<i>Weep-Moods</i>	<i>Weep-Happy</i>
They all started laughing.			

Pollywog Pond

2

"Just Silly!"

(Interstitial)



Pollywog Pond! Just Silly

by Bill Culbertson

Page 1/4

Scene	Duration	Panel	Duration
1	01:00:00	1	6:00



Dialogue

Berb:
Ha-ha-ha-haaaa! He-he-he-
heee! Ho-ho-haa-haa!

Action Notes

Berb is rocking on the
ground, laughing
uncontrollably!

Notes

Camera starts with a CU and
pulls back to MCU.

Scene	Duration	Panel	Duration
1	01:00:00	2	4:00



Dialogue

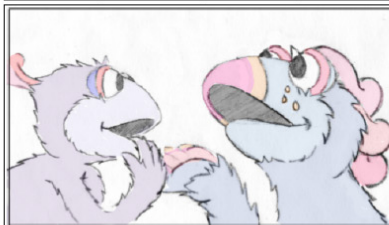
Derb:
Hi Berb! What are you
laughing at?

Berb: He-he-hee-hummm!

Action Notes

Derb enters from the left,
then speaks. Berb rocks
forward to upright. He tries
to control his laughter.

Scene	Duration	Panel	Duration
1	01:00:00	3	5:00



Dialogue

Derb:
Berb? What could be so...
he-he... funny?

Berb:
Ha-ha-ha-ha!

Action Notes

Berb just can't control his
laughter.

Pollywog Pond

2

"Just Silly!"

(Interstitial)



Pollywog Pond! Just Silly

by Bill Culbertson

Page 2/4

Scene	Duration	Panel	Duration
1	01:00:00	4	6:00



Dialogue

Derb:
Hee-he-he!

Berb:
Ha-haa-ha!

Weep:
Derb, Berb...what is so
funny? Ha-ha...

Action Notes

Derb starts to get the giggles too. Weep enters from the left, speaks, then joins the other two in a round of laughing.

Scene	Duration	Panel	Duration
1	01:00:00	5	6:00



Dialogue

Waddle:
Hi-ya! What is all the
laughing about?

Berb:
Hi Wa-wa-aaddle... well, he-he...
I don't remember. It must
have been something funny.

Action Notes

Waddle enters from the left,
then confronts Berb. Derb
and Weep continue giggling.

Scene	Duration	Panel	Duration
1	01:00:00	6	5:00



Dialogue

Waddle:
You three do not know what
you are laughing at?
That is just silly!
Stop being so silly!

Action Notes

Derb, Berb and Weep try to
get serious while listening
to Waddle.

Pollywog Pond

2

"Just Silly!"

(Interstitial)



Pollywog Pond! Just Silly

by Bill Culbertson

Page 3/4

Scene	Duration	Panel	Duration
1	01:00:00	7	5:00



Dialogue

Weep:

I guess laughing at nothing is silly... Is it OK to be silly?

Action Notes

Derb and Berb turn toward Weep when he speaks.

Scene	Duration	Panel	Duration
1	01:00:00	7	8:00



Dialogue

Derb:

Sometimes being silly makes me happy. Don't you like to be ha... ha-c-c... hac-c... ha-AHH...

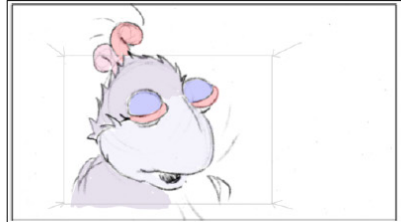
Action Notes

Derb gets the urge to sneeze as he speaks, making him stutter his words.

Notes

CAMERA zooms and Pans on CU of Derb.

Scene	Duration	Panel	Duration
1	01:00:00	9	4:00



Dialogue

Derb:

Ha-choo-appy!

Action Notes

Derb lets loose with a big sneeze!

Notes

CAMERA zooms from CU to ECU.

Pollywog Pond

2

"Just Silly!"

(Interstitial)



Pollywog Pond! Just Silly

by Bill Culbertson

Page 4/4

Scene	Duration	Panel	Duration
1	01:00:00	10	6:00



Dialogue

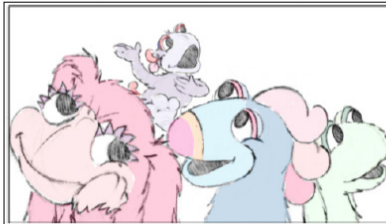
Derb:
I like to be happy...

Weep:
Hmm-mmhm...

Action Notes

After his sneeze, Derb speaks in a sheepish voice. Weep starts giggling again and tries to hide it.

Scene	Duration	Panel	Duration
1	01:00:00	11	7:00



Dialogue

Waddle:
Silly-heads!

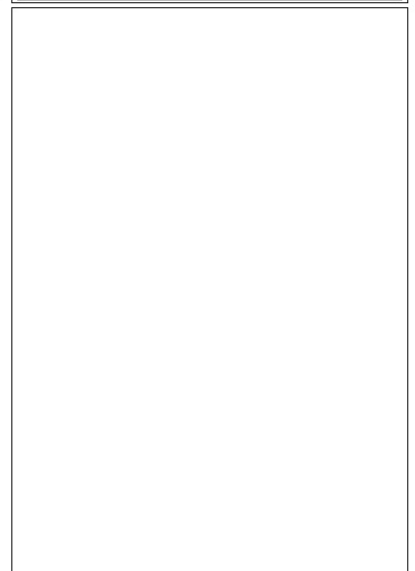
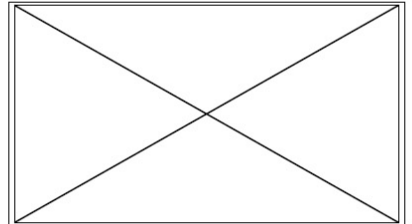
Weep:
Happy!

Derb:
Happy!

Action Notes

Waddle shakes her head, resigning herself to the fact they are all just silly. The three continue their silly laughing.

NO PANEL



Pollywog Pond

3

"Too Close!"

(Interstitial)

Pollywog Pond!

Short Story Concepts

Bill Culbertson

Story: Too Close!	Who Character Was	What Character Learns	Who/ What Character Becomes
<p>"Well h-e-l-l-o Derby"! Berb said as he came to a crashing stop into Derb.</p> <p>"How are you on this fine sunny day?" He said, a top a squished Derb.</p> <p>"Well, I was pretty good, but, you seem to be a bit too close to me right now," Derb answered. "That's ok, we're buddies! Berb said. "Yes, we're buddies, but right now you are making me feel uncomfortable, being this close to me," Derb replied. "Really? I had no idea. I'm sorry. Is this better?" Berb asked pulling his head back a few inches.</p> <p>"Well, a little, but, I would be more comfortable if you were not on top of me." Derb said.</p> <p>"How about if I move over here?" he asked as moving a big distance away.</p> <p>"That seems too far away, don't you think?" Derb said.</p> <p>"Better?" Berb asked as he moved nose to nose with Berb. "Let's try moving one arm length apart," Derb said, "Hold your arm out. That feels better."</p> <p>"You know what? It does! Only from now on we'll use your arm to measure... Mine's too long!" Berb said, and reached out pulling Derb into a big hug. "Buddies forever!" he said. "Ok, too close... too close, arm length, ...too close" Derb squeaked out while being hugged.</p>	<p><i>Derb</i> - Friendly</p> <p><i>Berb</i> - An enthusiastic friend</p>	<p><i>Derb</i>- Personal space effects comfort</p> <p><i>Berb</i>- Respect for other's personal space</p>	<p><i>Derb</i> - Comfortable</p> <p><i>Berb</i> - Considerate, aware of personal space</p>

Pollywog Pond

3

"Too Close!"

(Interstitial)



Pollywog Pond! Too Close

by Bill Culbertson

Page 1/3

Scene	Duration	Panel	Duration
1	00:45:00	1	3:00



Dialogue

Berb:

H-e-l-l-o Derby!

Action Notes

Berb enters from the right, surprising Derb. Derb turns around to look at Berb.

Notes

CAMERA: MS with both characters.

Berb (Big, blue)
Derb (Small, purple)

Scene	Duration	Panel	Duration
1	00:45:00	2	6:00



Dialogue

Berb:

How are you today, buddy?

Derb:

Well, I was good, but, you seem a bit too close to me right now...

Action Notes

Berb ends up on top of Derb, smothering him visually – squished, but still upbeat.

Notes

CAMERA zoom and pans to MCU of two characters after Berb lands on Derb.

Scene	Duration	Panel	Duration
1	00:00:00	3	6:00



Dialogue

Berb:

That's OK Derby, because we are buddies!

Derb:

Yes, but you make me feel uneasy when you are this close to me.

Action Notes

Berb reacts to Derb's response, showing he is trying to understand.

Notes

CAMERA: MCU

Pollywog Pond

3

"Too Close!"

(Interstitial)



Pollywog Pond! Too Close

by Bill Culbertson

Page 2/3

Scene	Duration	Panel	Duration
1	00:45:00	4	6:00



Dialogue

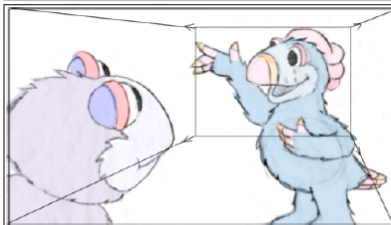
Berb:
Really? I had no idea. I am
sorry. Is this better?

Derb:
Well, a little, but I would
feel better if you were not
on top of me.

Action Notes

Berb's visual response is
positive.

Duration	Panel	Duration
00:45:00	5	5:00



Dialogue

Berb:
What if I move way over
here?

Derb: That seems too far
away. We will need to shout
to each other if you are
that far away.

Action Notes

CAMERA zooms and pans out
from CU to full screen as
Berb speaks.

Scene	Duration	Panel	Duration
1	00:45:00	6	6:00



Dialogue

Berb:
Is this better? We are
barely touching.

Derb:
Let's try moving one arm
length apart. Hold your arm
out between us.

Action Notes

CAMERA cuts to CU.

Pollywog Pond

3

"Too Close!"

(Interstitial)



Pollywog Pond! Too Close

by Bill Culbertson

Page 1/3

Scene	Duration	Panel	Duration
1	00:45:00	7	5:00



Dialogue

Derb:

That seems like a good distance.

Berb:

You are right buddy, it does feel better.

Action Notes

Derb raises his hand to his chest, Berb extends his arm out to touch Derb's hand.

Scene	Duration	Panel	Duration
1	00:45:00	8	8:00



Dialogue

Berb:

Next time Derby, we will use your arm to measure, mine is too long! Buddies forever!

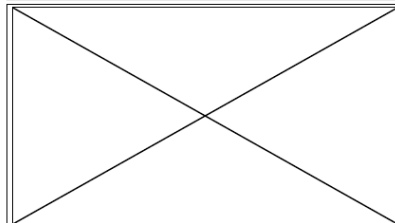
Derb:

OK, too close! Too close, arm length... too close!

Action Notes

Berb reaches out and pulls Derby toward him, giving him a big bear hug.

NO PANEL



Summary

Preschoolers today face a fast-paced, high technology world that can often be distracting, confusing and overwhelming. Pollywog Pond is the perfect place to slow down ~ a simple place where a child has the opportunity to observe, analyze and comprehend basic social and emotional skills. The stories are simple, funny and easy to follow. The character's endearing personalities and appealing designs combine to create compelling friends for a young audience.

Viewers will come to love and trust their Pollywog Pond friends, encouraging them as they encounter situations they too are experiencing. Parents will appreciate the reinforcement of positive values and the healthy environment.

For friendship, laughter and good times...
Come visit Pollywog Pond!



Come join the fun...
...we'll be looking for you!



Created by
Bill Culbertson

Visit www.PollywogPond.com

For more information
please contact:

Bill Culbertson
Whooplah, LLC
32 Warren Avenue
North Smithfield, RI 02896 USA
401-766-6256
culbertson@whooplah.com





Come Join the Fun!

Located halfway between Here and There, Pollywog Pond is nestled at the edge the woods along a country road. The simple setting is natural, colorful and inviting... a great place to come have fun with friends!

Pollywog Pond is a preschool video game where players can make new friends while exploring a new world filled with hopes, dreams and discoveries.

Printed by

whooplah!

www.PollywogPond.com