



Welcome to Pollywog Pond!

Bill Culbertson



So cute
in her hair!
she does!

the
Pollywog

Welcome to Pollywog Pond!

Characters, artwork, set and story by
Bill Culbertson

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www.PollywogPond.com

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

Waddle
Pollywog Pond
Have
CO
13
80



What's happening at Pollywog Pond?



Overview

Pollywog Pond is a preschool property for children ages 2-6. It's a fun place where preschoolers can make new friends while exploring a new world filled with hopes, dreams and discoveries.

The short episode stories are a mix of live action puppets, people and animation optimized for multi-platform distribution.



There's always something
happening at Pollywog Pond!



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...

A great place to come have fun with friends!



There's new friends to meet...

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...

Episode Experiences

Children viewing Pollywog Pond can develop compassion for and grow an attachment to the characters as they journey through the short, three-act stories. The situations and issues developing in the stories reflect concerns most preschoolers themselves are encountering daily.

In a typical episode, our Pond friends will first encounter a challenge or concern. Then, working together they will explore creative approaches to finding a solution, often creating humorous moments. Finally, they do their best to resolve the situation to the best of everyone's satisfaction.

Short interstitial segments will address the episode subject's soft-curriculum topics in humorous ways to reinforce learning and understanding.



...and happy faces!

Multi-Platform

Pollywog Pond has been developed with multiple platform release in mind. Original content creation decisions are made with a 360-degree development strategy. When possible, content is designed to be scalable for transfer to compatible media.



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



There's music in the morning...

*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!”



...and music in the evening.

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

It turned out that Weep... snored
10 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.

Weep was here



There's quiet time...



Tone

Be prepared! The family of friends down at the Pond are looking to reach out and tickle your funny-bone! Even when things seem to not go the right way, they can find a ray of sunshine to help.



...and there is fun time!



Who lives at Pollywog Pond?



Let's go play with the pollywogs

Derb!

Derb

Weep



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.



Friends!

Berb

Berb!



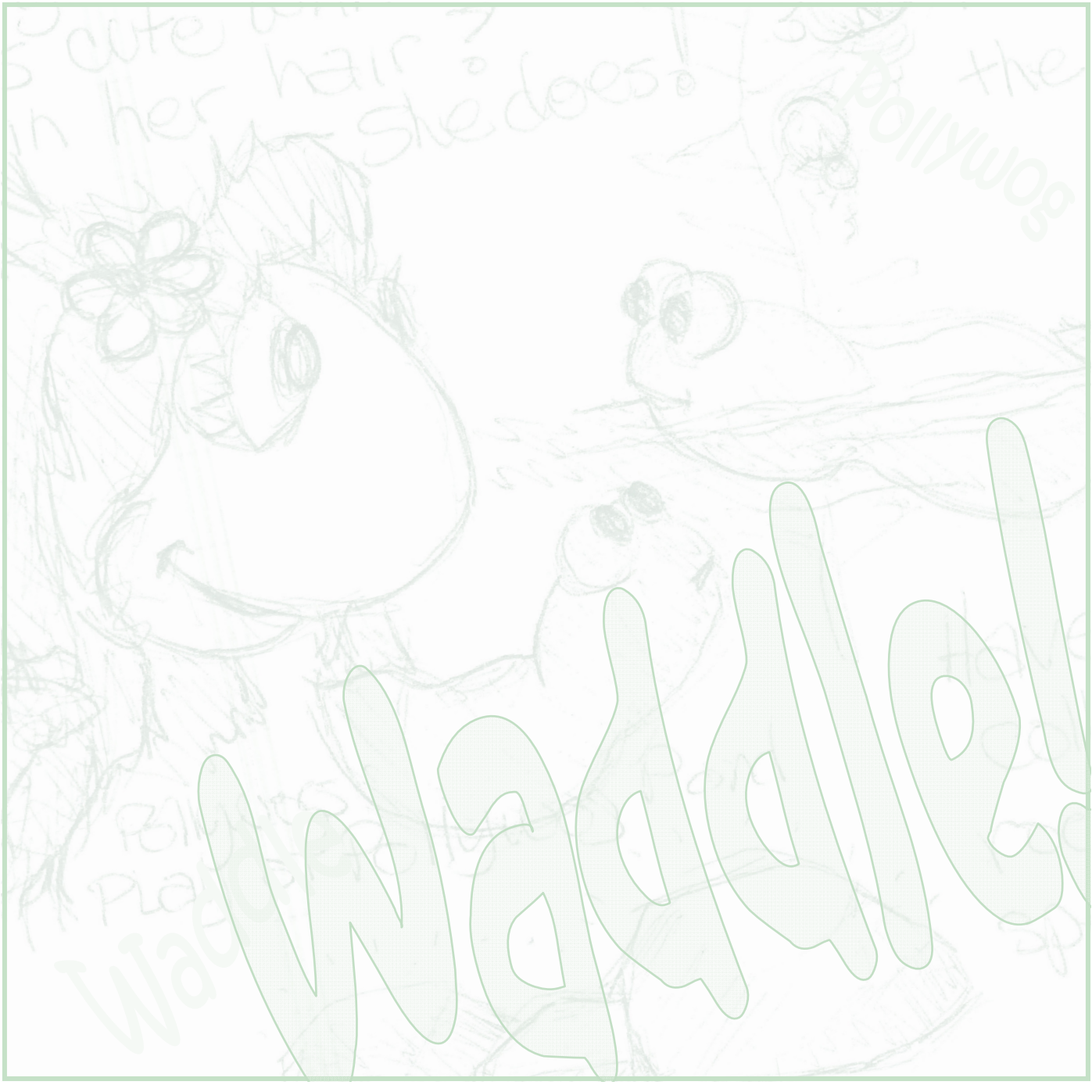
Berb!

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!



cute with hair?
in her hair?
she does!

the pollywog

Waddo!

Waddo!
Pollywog

to love

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!





Once upon a time...

Weep!

He... a rock
his green

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.



all when Weep noticed
rted to fall off his little tree.
riend was sick! Using some
e tried to tie the fallen leaves
tree, soon almost all were
ain. He hoped the tree was

came by, he
of the other trees were
g all their
y were
y waddle
to and



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 so long time admiring his creation... 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.



"Clank!"

"Clank!"

"Clank!"

"Clank!"

"Clank!"

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 returned, 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!"

1	Duration	Panel	Duration
	55:00	11	05:00



Dialogue

Waddle:
Silly-heads!

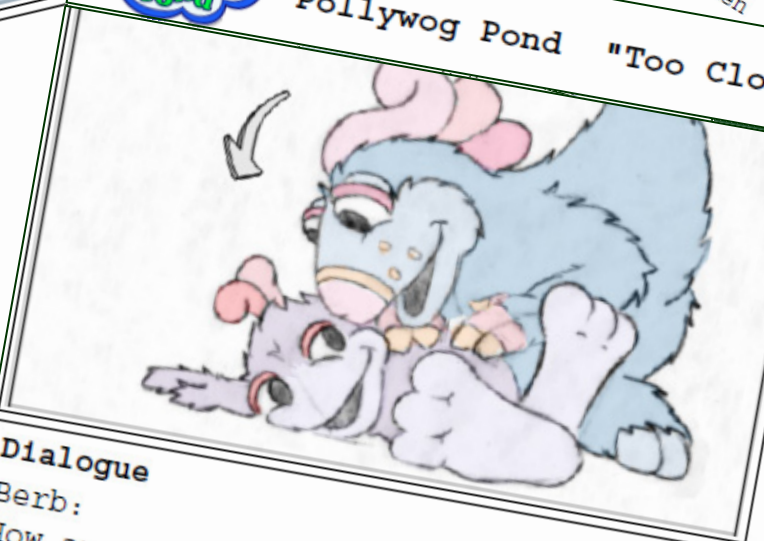
Weep:
Happy!

Berb:
Happy!

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



Pollywog Pond "Too Close!"



Dialogue

Berb:
How are you today, buddy?

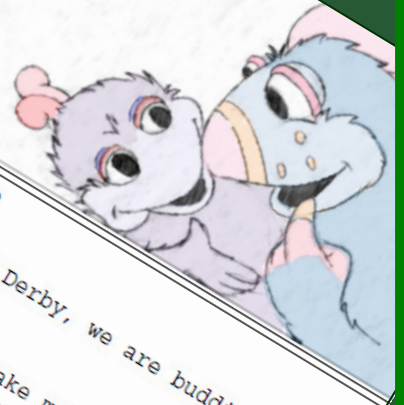
Derb:

Dialogue

Berb:
That is OK Derby, we are buddies!

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

Action Notes
reacts



Pollywog Pond

Main Characters

Pollywog Pond!
Short Story Concepts



Character Traits

Character	Outlook/Personality	Likes	Dislikes	Fears
Derb 	Optimist	Being happy	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

"Knock-Knock!"

(Interstitial Concept)

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 just heard one... now how did it go..."</p>	<p>Derb- Frustrated</p> <p>Weep- Confused</p>	<p>Derb- Patience</p> <p>Weep- Understanding</p>	<p>Derb- Patient</p> <p>Weep- Content</p>

Note: This concept addresses the concept that sometimes when others may not have the ability to interpret what is being communicated correctly, you should stay calm and have an understanding of the situation.

Pollywog Pond

1

"Knock-Knock!"

(Interstitial Storyboard)



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 intently.

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 Storyboard)



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 Storyboard)



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

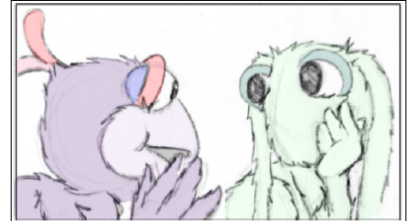


Dialogue

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 Storyboard)



Pollywog Pond! Knock-Knock

by Bill Culbertson

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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 Storyboard)



Pollywog Pond! Knock-Knock

by Bill Culbertson

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

NO PANEL

NO PANEL



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.

Pollywog Pond

2

"Just Silly!"

(Interstitial Concept)

Pollywog Pond!

Short Story Concepts

Bill Culbertson

Story: Just Silly!	Who Character Was	What Character Learns	Who/ What Character Becomes
<p>Berb was sitting alone laughing. Just laughing. Sometimes loud, sometimes quietly.</p> <p>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.</p> <p>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.</p> <p>"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-chooopy?" (sneezing)</p> <p>They all started laughing.</p>	<p><i>Berb-</i> Happy</p> <p><i>Derb-</i> Inquisitive</p> <p><i>Waddle-</i> Frustrated, impatient</p> <p><i>Weep-</i> Inquisitive</p>	<p><i>Berb-</i> Moods</p> <p><i>Derb-</i> Moods</p> <p><i>Waddle-</i> About controlling others moods</p> <p><i>Weep-</i> Moods</p>	<p><i>Berb-</i> Happy</p> <p><i>Derb-</i> Happy</p> <p><i>Waddle-</i> Satisfied</p> <p><i>Weep-</i> Happy</p>

Note: This concept addresses the challenge of learning to cope with/tolerate the extreme moods sometimes exhibited by others.

Pollywog Pond

2

"Just Silly!"

(Interstitial Storyboard)



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 Storyboard)



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-addle... 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 Storyboard)



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 Storyboard)



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-mmm...

Action Notes

After his sneeze, Derb speaks I a sheepish voice. Weep starts the giggles again and tries to hide it.

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



Dialogue

Waddle:
Silly-heads!

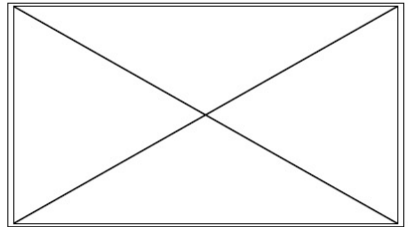
Weep:
Happy!

Berb:
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 Concept)

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. "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. "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. "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 - Friendly</i></p> <p><i>Berb - An enthusiastic friend</i></p>	<p><i>Derb- Personal space effects comfort</i></p> <p><i>Berb- Respect for other's personal space</i></p>	<p><i>Derb - Comfortable</i></p> <p><i>Berb - Considerate, aware of personal space</i></p>

Note: This concept addresses challenge of learning "personal space" and how you might approach helping others to learn it.

Pollywog Pond

3

"Too Close!"

(Interstitial Storyboard)



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 Storyboard)



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?

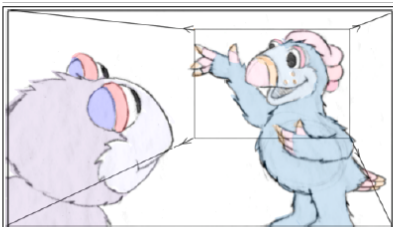
Derb:

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

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"Too Close!"

(Interstitial Storyboard)



Pollywog Pond! Too Close

by Bill Culbertson

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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

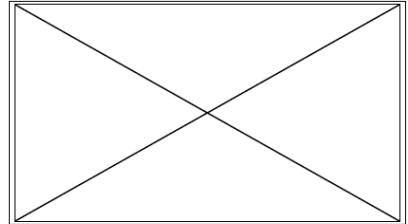
Berb:
Next time Derby, we will use your arm to measure, mine is too long! Buddies forever!

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!



Pollywog Pond

Created by

Bill Culbertson

Visit www.PollywogPond.com
(Video clips and documents)

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