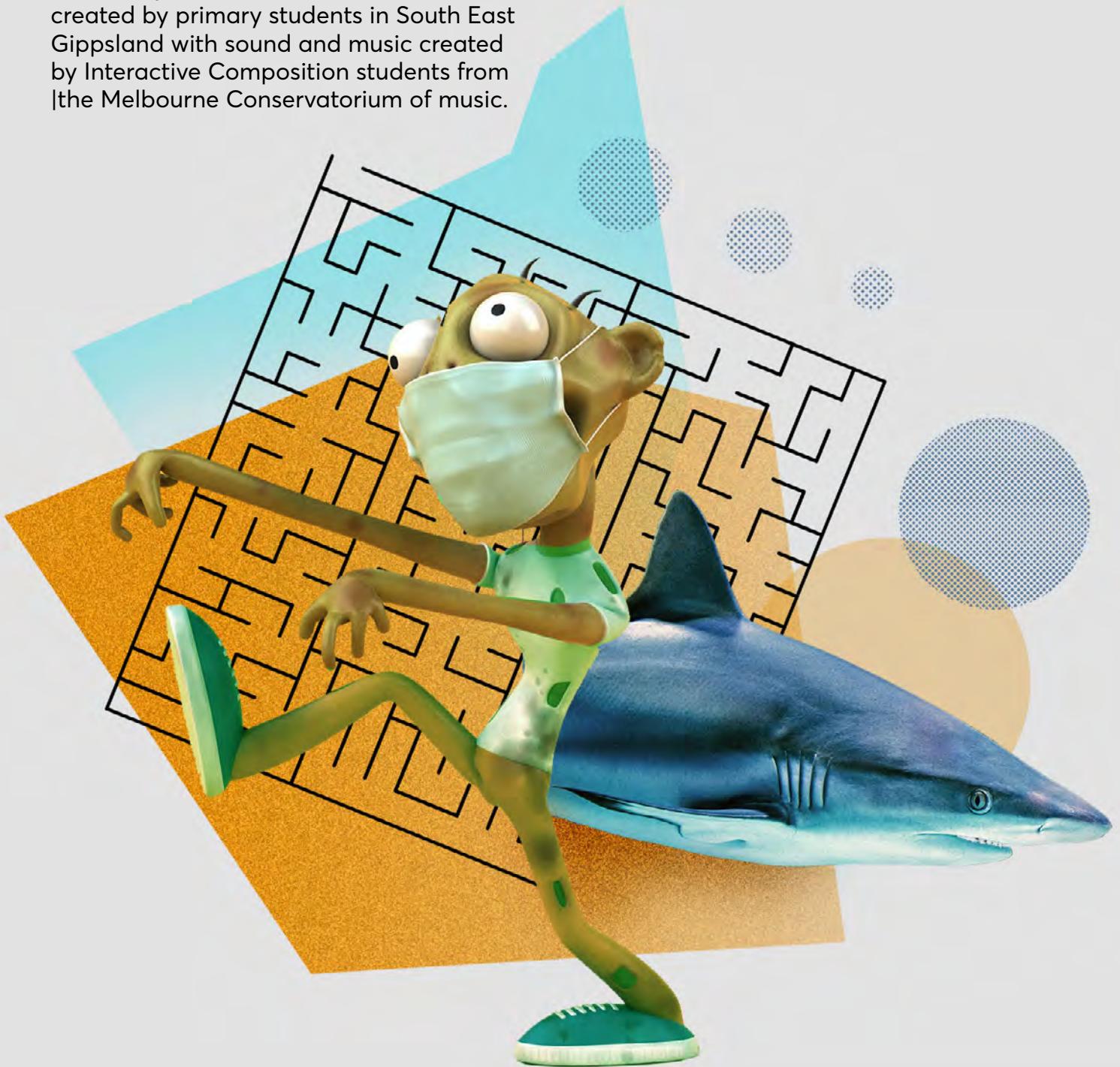


STORIES IN THE WALL

Metamorphosis

THE COMPLETE SCRIPTS

Immerse yourself in audio stories of resilience created by primary students in South East Gippsland with sound and music created by Interactive Composition students from the Melbourne Conservatorium of music.



Contents

05	How to use this book
05	About Stories in the Wall
06	Student playwrights, actors and composers
07	Teaching Artists

The Stories

08	Maze Escape
12	Mr. Mard's Mutated Plants
16	The Groulietpou
20	Today
26	2040
32	A New Beginning
38	Fungi Domination
42	Mythics
48	Raina the Wish Granter
52	World War Carp
56	The First Merdog of Dog Jupiter
62	The Revenge of Mr. Egghead

Acknowledgements

For Arts Centre Melbourne:

Creative Producer: Joshua Cowie

Creative Learning Team: Eva Popov

Senior Producers, Creative Learning: Cynthia Nolan Myers and Zoe Rinkel

Additional Resources: Emily Sheehan

Recording Engineers - Joshua Cowie, Eva Popov, Patrick Telfer

Website: Ann Tran

Book Design: Jade Louise

Special Thanks – Michelle Hibbert, Kelly Duncan, Kerriane Crane from the Department of Education and Training

Supporting partners: Arts Centre Melbourne acknowledges the support of the Department of Education and Training, Victoria, through the Strategic Partnerships Program.

University of Melbourne's Faculty of Fine Arts and Music, the proud home of the Victorian College of the Arts and Melbourne Conservatorium of Music.

Special thanks to Associate Professor Mark Pollard, Head of Interactive Composition.

How to use this book

The stories in this book are not just for you to read. They are for you to experience. When writing them, students imagined them as alive, with actors, sound effects and music — as movies for your ears. Each story comes with a unique QR code that you can scan with your smartphone to access the full audio stories. Most phones will let you scan with your camera app, but some may require you to use a dedicated QR code reading app. If you'd rather listen on your computer, all the stories are available at www.artscentremelbourne.com.au/stories In fact, we've got 113 stories online and more on the way!

About Stories in the Wall

Stories in the Wall – Metamorphosis is a major collaboration between Arts Centre Melbourne, selected Victorian primary schools, a creative arts therapist, professional playwrights and emerging composers.

In the second half of 2021 we worked with three primary schools in South East Gippsland that had been impacted by the 2020 bushfires; Buchan Primary School, Nungurner Primary School and Tambo Upper Primary School. The project began with a drama therapy workshop where students were invited to reflect on the challenges of the previous years, and the strengths needed to overcome them. These were turned into stories inspired by the hero's journey – tales of transformation, resilience and renewal. Students worked with professional playwrights to turn these stories into scripts. The results are a diverse and wildly imaginative collection of short audio plays. We challenged the kids to include not only speaking parts, but ideas for sound effects and music too!

Kids then moved from the Writers' Room to the Recording Studio with mobile recording equipment set up in classrooms, halls and portables at each of the schools.

Once the plays were recorded, we then began an artistic collaboration with the University of Melbourne's Faculty of Fine Arts and Music - the proud home of the Victorian College of the Arts and Melbourne Conservatorium of Music. Emerging composers created original music and sound design specifically for each story to fully bring them to life!

Student playwrights, actors and composers:

Composers

Thomas Fernando, Lili Wymond, Di Drew, Brandon Yang, Pendar Shekarian, Luke Perry, Dion Spyropoulos, Winter McQuinn, April Guest, Benji Colbourne, Rory Vagg, Simon. Zinzovski

1

2
3

1. Buchan Primary School

Zoe, Roman, Luca, Robbie, Jack, Archie and Skye.

2. Tambo Upper Primary School

Rylee Rijs-Lugton, Tasmyn Crawley, Jayden Kohte, Megan Cross, Hudson Roberts, Isla Blake, Reagan McCole, Joe Murphy, Iris Miller, Tyler Mitchell, Kaila Kohte, Jem Beal, Iylah Taylor, Tex Cerda, Harry Spooner, Ruby McTaggart, Charlotte Ottosson, Rosalie Pearce, Cooper Lack, Marlee Thorp, Tyson Johansen, Gemma Brumfit, Ollie Hodson.

3. Nungurner Primary School

Amber Kleinitz, Rusty Thorn, Olivia Rossi, Lisa Schaedle, Tom Robertson, Juliet McGinty, Katie Bourke, Jack Eastley, Jordan Van Dam, Osgar Johanson, Luke Bury, Lillian Edwards, Belle Naylor, Lexie Adam.

Teaching Artists



Zoey Dawson is an award-winning playwright and screenwriter based in Melbourne. She has been nominated for several Greenroom awards, including Best New Writing (Conviction). She teaches Contemporary Scriptwriting and Radical Performance Writing at the University of Melbourne.



Dan Giovannoni is a playwright and arts educator. He has written plays for adults and children. Recent credits include HOUSE and Bambert's Book of Lost Stories (both Barking Gecko Theatre Company), Air Race (Arena Theatre Company), Merciless Gods (Little Ones Theatre), Jurassica (Red Stitch Actors' Theatre), and with Amelia Chandos Evans, Cut Snake and Mad as a Cute Snake.



Bridget Mackey is a playwright, dramaturge and performance artist. Recent plays include Love/Chamberlain (Theatre Works, 2019), Kindness (Flight Festival, Theatre Works, 2015). Notable works with performance collective The Hunt include: Woman In Car (Melbourne Fringe Festival Liveworks Experimental Arts Award winner, 2017), and Quarry: A Story about Grief (Heathcote Digital Art Prize, shortlisted 2020). Bridget studied acting at Flinders University and holds a Masters in Writing for Performance from the VCA.



Emily Sheehan is a playwright and dramaturg. Her plays include Monument, Hell's Canyon and Daisy Moon Was Born This Way. Her plays have been developed through Melbourne Theatre Company's Cybec Electric, Playwriting Australia's National Play Festival and the Red Stitch INK development workshops. She lectures in Playwriting at the University of Melbourne Victoria College of Arts.



Deirdre Marshall is a theatre maker and arts educator. She writes and directs plays for children and young adults and has toured her work overseas. Originally from Melbourne, she now lives in Stratford, on the lands of the Gunaikurnai people, where she teaches theatre performance and playwriting to children and teens.



Amelia Evans is a Melbourne based writer, director and dramaturg for stage and screen. Most recently she has written and directed Mad as a Cute Snake with Dan Giovannoni (Theatreworks 2019) and TRAPS: A Romantic Comedy for the Modern Sociopath (Melb Fringe 2017) and written Atomic (Malthouse 2018)



Amanda Musicka-Williams is a dramatherapist trained in the UK who has worked in Australia for eighteen years with a diverse range of client groups, these include young people with disabilities and adults in community mental health care settings. She recently completed PhD study which explored relationships and interpersonal learning through group dramatherapy alongside adolescents in special education.

MAZE ESCAPE

By Luke, Osgar, Jordan and Jack

Nungurner Primary School

Sound and Music by Brandon Yang



SCENE 1. INT. ANDY'S HOUSE

SFX: *Door slams, speaking, buttons clicking, machine whirring more speaking and machine whirring stops.*

NARRATOR: Once upon a time there were three friends, Arthur, Andy and Ajay.

ARTHUR: Let's play this new video game – Maze Escape.

ANDY: I'd rather be motorbike riding.

AJAY: Stop complaining, you grump. Wait - what's that sound?

SFX: *Whirring sound.*

NARRATOR: Just as Arthur turned on the game it started whirring.

ARTHUR: What's happening?!

NARRATOR: After a few seconds the living room was empty.

SCENE 2. INT. INSIDE THE GAME

ARTHUR: Where the hell are we?

NARRATOR: Then they saw the giant maze ahead and a booming voice came from the sky.

VILLAIN: You have been sucked into my game. If you want to go home, you must enter the maze and beat me.

ARTHUR: Should we go in?

AJAY: Are you insane!??

ARTHUR: Probably.

NARRATOR: And with that, Arthur walked into the maze, his friends following behind.

SCENE 3. EXT. INSIDE THE MAZE - ZOMBIE LEVEL

NARRATOR: They noticed they had turned into avatars and had rocks in their pockets

ANDY: What are these rocks for?

ARTHUR: Maybe for the zombie coming straight for Andy?

AJAY: Look out Andy!

NARRATOR: But it was too late - the zombie bit Andy.

ARTHUR: Is he dead?

NARRATOR: Arthur threw a rock at the zombie, it went right through its head.

VILLAIN: Congratulations. You have defeated the zombie. But Andy has lost one life, only two remain.

NARRATOR: Suddenly Andy's corpse started moving.

AJAY: He's not dead!

ARTHUR: Is he a zombie?

ANDY: OH HELL YEAH!! Can I eat your brains?

AJAY: He's not a zombie.

ARTHUR: Hey guys let's take the zombies' weapons.

ANDY: I dibs the slingshot.

ARTHUR: I dibs the sword.

AJAY: I guess that leaves me with the crossbow .

SCENE 4. EXT. INSIDE THE GAME - WATER LEVEL

NARRATOR: Then a tsunami came in and filled the maze with water.
AJAY: We will have to swim to that island.
ANDY: Go go go!
ANDY: WHAT THE HECK, THERE'S A SHARK!!!
AJAY: Where?
ANDY: Oh it's chasing me.
AJAY: How can you say that so casually?
ANDY: I survived a zombie . . .
AJAY: Fly brain - you only have two lives left!
ARTHUR: Andy watch out!
NARRATOR: But it was too late. The shark had decapitated Andy.
ANNOUNCER: Andy has lost another life, one remains
AJAY: Look, the water is going down!
NARRATOR: They got to safety and saw Andy running away from the shark that was flopping all over the ground. Then Arthur ran over to the shark and stabbed it.
AJAY: Andy, you only have one life left.
ARTHUR: So you better stay out of danger.

SCENE 5. EXT. INSIDE THE GAME - FINAL VILLAIN

NARRATOR: Then they saw a man in a long black coat and a huge sword.
VILLAIN: Well, well well. Look who we have here.
AJAY: You are the voice!
VILLAIN: That's right. I'm your final obstacle and I'm not going to let you leave this game alive!
NARRATOR: Then the man swung his sword at Arthur, catching him unaware.
VILLAIN: Arthur has lost one life - two remain.
NARRATOR: Just then Andy charged at him.
ANDY: ARRRRRRR!!!
NARRATOR: Without even looking the evil man punched Andy.
ARTHUR: No Andy your last life!
ANDY: I'm not dead yet - get him!
AJAY: Give me the slingshot.
NARRATOR: Ajay got the slingshot and shot the evil man
VILLAIN: WHAT THE-!!
NARRATOR: Then Arthur punched him in the stomach.
VILLAIN: How dare you!
NARRATOR: Then Arthur pulled out his crossbow.
SFX: *Click of the arrow being loaded into crossbow. Kerchunk as the arrow is released from crossbow and hits the villain.*
VILLAIN: You got me! Final obstacle defeated, you have won.

ANDY: WE WON!!
ARTHUR: Can you hear that sound again?
NARRATOR: The whirring sound got louder and all of a sudden they were home.
ANDY: Should we play again?
ARTHUR AND AJAY: How dumb are you??

MR MARD'S MUTATED PLANTS

by Rusty, Amber, Lisa and Olivia

Nungurner Primary School

Sound and music by Pendar Shekarian



SCENE 1. EXT. OUT IN THE CITY ON A NICE DAY IN NEW YORK

SFX: *Cars, people talking, birds.*

NARRATOR: One day Emily - the brawns, and her brother David - the brains, were at home with their mum when they turned on the TV.

TIFFANY FLUFFIT: Good morning, this is Tiffany Fluffit reporting live from New York city. A fabulous sunny day folks with only a slight chance of rain in the arvo. Tiffany out.

EMILY: A perfect day for lifting weights!

DAVID: Or doing calculations!

SCENE 2. INT. MR. MARD'S LAB

NARRATOR: Little did they know that this was no ordinary day because a mad scientist called Mr. Mard was up to mischief . . .

MR. MARD: Mwa ha ha ha! Once I flip this switch my creation will come to life! eeeeeee yay

SFX: *Flips switch and makes electricity noises*

NARRATOR: As Mr. Mard flipped the switch a regular sized Venus flytrap started to grow bigger and bigger.

MR. MARD: YES ITS ALIVE ITS ALI-COUGH COUGH COUGH. Oh I need to go to da toilet, I shouldn't have eaten all those burritos.

SFX: *Walking off. The sounds of the plant smashing through the walls and escaping.*

NARRATOR: When Mr. Mard returned he found that his mutated plant had disappeared!

MR. MARD: WHERE DID IT GO? Oh it definitely didn't go through the big hole! Meh, I'll look over here.

SCENE 3. INT. EMILY AND DAVID'S HOUSE

SFX: *Eating breakfast, background radio.*

NARRATOR: Back at Emily and David's house they were getting ready for school

EMILY: I don't want to go to school! Why can't we just do full time P.E.?

DAVID: Did you know if you bought 120 pack of fruit loops plus 20 bottles of milk then it would cost \$2748.65.

NARRATOR: But then they heard something on the TV .

SFX: *Sound of the news coming on.*

TIFFANY FLUFFIT: Breaking news here in New York. Some sort of mutated Venus flytrap is on the loose - turning everyone it bites into a flytrap themselves!

NARRATOR: Emily and David dropped their spoons and rushed outside.

DAVID: That . . . that monster can move like 100ks an hour.

EMILY: David this is no time to be babbling on about complicated maths.

DAVID: Well what do YOU think we should do?

EMILY: Let's hit it!

NARRATOR: Emily and David tried to hit it, trick it, chop it, blind it and kick it but nothing seemed to work. Suddenly David came to a halt when he saw his mother's locket around a small Venus flytrap.

DAVID: Emily stopppp! It's MUM! The Venus flytrap mutated her!

NARRATOR: They both stared in shock at their mum who was now a small Venus flytrap.
DAVID: This has gone on long enough - we can't use your brawn. I will need to use my brain to get mum back.
EMILY: Ok, so what's the plan David?
DAVID: This time I have no idea.
NARRATOR: Then they saw Tiffany interviewing Mr. Mard.
TIFFANY FLUFFIT: This is Tiffany Fluffit with your daily dose of the juiciest news. We will interview whoever walks past first. Hey, hey you!
MR. MARD: Yeah that's what horses eat.
TIFFANY FLUFFIT: Get a grip bro, I want to interview you. Starting with, what is your hobby?
MR. MARD: Well I do enjoy mutating stuff in my lab . . . like my deadly Venus flytrap!
TIFFANY FLUFFIT: Are you saying you are responsible for all the mutated plants?
MR. MARD: It wasn't my fault! They escaped from my lab while I was on the toilet! But I DID create them so that they would become an army and destroy all the politicians in the world.
DAVID: Emily - I bet if he mutated them then he has the antidote!
EMILY: Looks like we are going to have to pay a visit to Mr. Mard's lab!

SCENE 4. INT. MR. MARD'S LAB

NARRATOR: Emily and David snuck into Mr. Mard's lab
EMILY: Let's find the antidote.
DAVID: Maybe it's that green acid there!
NARRATOR: They ran towards it - but before they could grab it - Mr. Mard barged in.
MR. MARD: I don't care what my doctor says - I'm going to eat ten burritos!
EMILY: Quick - hide!
NARRATOR: As Emily and David hid, they accidentally knocked over a test tube.
SFX: *Glass smashing.*
MR. MARD: What are you tiny little humans doing in my lab?
DAVID: We're not tiny - we're just children.
MR. MARD: That is no excuse.
EMILY: David, I'll cause a distraction while you get the acid. Quick. Hey Mr. Mard - how's your life?
MR. MARD: Ah let me tell you . . .
NARRATOR: As Mr. Mard babbled on, David ran to the acid.
DAVID: I've got the antidote!
MR. MARD: You sneaky little rat! Now I'm going to have to get my plant army to mutate you!
SFX: *Whistle.*
NARRATOR: Mr. Mard whistled and hundreds of mutated Venus flytraps burst in - coming from all around the world.
EMILY: Oh my god, that one's a mutated pitbull. Hurry David, throw the antidote!
NARRATOR: As Emily battled the mutants, David worked on how to apply the antidote.
DAVID: In my calculations if I put 20 mls of this and 30 mls of this . . .

SFX: *Fighting in the background*

EMILY: Hurry - I can't hold off the mutants much longer!

DAVID: It will approximately take 2 hours and 45 seconds to react.

EMILY: We don't have that kind of time!

NARRATOR: Emily grabbed the antidote from David and threw it on the ground.

EMILY: Take that!

SFX: *Bottles smashing and sizzling on the ground*

NARRATOR: The antidote went up in smoke and all Venus flytraps were transformed back to normal.

DAVID: There's MUM!

EMILY: Yay we did it!

SFX: *Clicking on of the news*

TIFFANY FLUFFIT: Breaking news - peace has been restored to the city of New York. Emily and David have saved the day - defeating Mr. Mard and his Venus flytraps. See you on breakfast news at 9:09 to talk about how to turn on a washing machine. Tiffany out!

THE GROULIETPOU

By Tom, Katie and Juliet

Nungurner Primary School

Sound and Music by April Guest



MMXXI

SCENE 1. EXT. THE JETTY

SFX: *Waves lap against the shore, a breeze rustles the leaves, birds chirp joyfully. Kids laugh as they splash around in the water.*

NARRATOR: In Nungurner where the sun kisses the waves, and the sand tickles our toes, there is the most wonderful jetty.

TOMMY: Cannon ball!!!!!!

SFX: *A huge splash.*

TOMMY: It's freezing!

NARRATOR: Shivering, Tommy climbs up the ladder to his friends.

LUNA: That was good Tommy, but I can do better!

NARRATOR: Luna sprints towards the Jetty's edge –

LUNA: Cannon Ball!!!!!!!!!!!!

SFX: *A huge smacking sound*

TOMMY: Hahahaha! BELLY FLOP!

JULIET: Hahahahahahaha! Luna . . . are you okay?

SFX: *Heavy footsteps on sand.*

LUNA: Quiet! It's Grumpy Greg!

GRUMPY GREG: I'll never catch any fish with you filthy, noisy, little children splashing around here!

NARRATOR: Grumpy Greg was always spoiling their fun!

SCENE 2. EXT. THE WATER UNDER THE JETTY

SFX: *Bubbles, muffled laughter from above.*

NARRATOR: The Groulietpou, a large man-eating fish lurks through the water towards The Jetty. He spots a pair of dangling legs. He moves closer, and closer, and closer until –

SFX: *A HUGE CRUNCH SOUND*

NARRATOR: The Groulietpou drags his victim down into the water's depths.

SCENE 3. EXT. THE JETTY

NARRATOR: Hearing of the attack, the next day the kids arm themselves with fishing gear and head to The Jetty.

TOMMY: We're going to get super-famous once we catch this evil human-killing fish!

SFX: *A large fishing rod cast in the water.*

LUNA: Urgh! Fishing is SO boring!

TOMMY: Something's pulling the rod.

JULIET: Reel it in!

SFX: *Fishing rod reeled in quickly.*

NARRATOR: Tommy hoists his catch up onto The Jetty. They stare in disbelief – A hand!

SFX: *Juliet and Luna's Scream.*

TOMMY: Cool!

NARRATOR: As they run back towards home they see –

LUNA: Greg, Greg, Greg! Tommy fished up a hand!
GREG: Stupid children!
LUNA: It's not a joke, it's true!
GREG: Show me!

SCENE 4. EXT. THE EDGE OF THE JETTY

NARRATOR: Greg follows them down to the water's edge. He pokes the hand –
GREG: You kids are always pranking me.
TOMMY: We're telling THE TRUTH!
GREG: Back in my day we treated adults with respect!
SFX: *Greg's footsteps and grumbling as he walks away.*
LUNA: What should we do now? Call the police?
JULIET: There's no point, the police won't believe us!

SCENE 5 EXT. THE JETTY

NARRATOR: The next day they arrive at the Jetty with a new plan!
TOMMY: Luna, you get the fish nets. Me and Juliet will set up the camera.
LUNA/JULIA: Let's catch that fish!
NARRATOR: They run onto The Jetty without noticing Grumpy Greg on his fishing chair. Tommy trips and sends Greg flying –
SFX: *A Greg-sized splash!*
GREG: Argh! It's freezing! I told you kids –
JULIET: Get out of the water this instant! Greg! Listen to us!
SFX: *Bubbles and the swish of The Groulietpou.*
NARRATOR: The Groulietpou lurks through the water. It moves closer and closer and closer until –
SFX: *A huge crunching sound*
TOMMY/GREG/JULIET: IT'S GOT GRUMPY GREG!
JULIET/TOMMY: We've got to save him! Let's jump in!
NARRATOR: Tommy and Julia cast their net. They catch The Groulietpou but he swims away quickly and pulls them into the water.
SFX: *A Tommy sized Splash. A Julia sized splash. Fighting and splashing.*
NARRATOR: Luna rummages through Greg's bait-box and pulls out a scaling knife! She throws the knife to Tommy but he misses. He grabs hold of The Groulietpou who sends him flying then pulls him under –
JULIET: Luna, Help!
NARRATOR: The knife floats to the surface. Luna takes a deep breath, she jumps in and –
SFX: *A Luna sized splash.*
NARRATOR: Luna grabs the knife. The Groulietpou heads towards Julia. Luna catches onto the net, still attached to the fish. She moves towards The Groulietpou, lifts her arm and stabs its flesh, it struggles for a moment, then gives one final deep sigh. The water turns crimson red. The world becomes quiet. Juliet and Luna swim back to The Jetty.

JULIET: [to Luna] You were amazing! Luna, you saved my life!

LUNA: Wait, where's Tommy?!

NARRATOR: They search the water, still red with blood.

TOMMY: BOO!!!

SFX: *JULIA & LUNA scream.*

JULIET: Tommy! We thought you were dead!

TOMMY: Dead? No way . . . Not me!

NARRATOR: The trio pull the dead Groulietpou out of the water and onto The Jetty.

TOMMY: Well, at least, we've got dinner for a few weeks.

SFX: *The sound of grumbling Greg from inside the fish.*

JULIET: Something's alive in there!

LUNA: Hand me the knife.

NARRATOR: Luna runs the knife along The Groulietpou's Belly.

SFX: *Grumpy Greg plops out of The Groulietpou's Belly.*

JULIET/TOMMY/LUNA: GRUMPY GREG!

GREG: Argh! yuck yuck yuck! Oh . . . that was horrible. Hey – I'm alive! Hey – The fish is dead! Thank you, thank you, thank you! That word feels weird to say. I think I owe you an apology. Thank you.

NARRATOR: From that day, and ever after Grumpy Greg always shared the jetty with Julia, Tommy and Luna – and the sun always shone on the Nungurner Jetty (even on rainy days).

SFX: *Waves lap against the shore, a breeze rustles the leaves, birds chirp joyfully. Kids laugh as they splash around in the water.*

TODAY

By Lillian and Belle

Nungurner Primary School

Sound and Music by Rory Vagg



SCENE 1. INT. AYLAS BEDROOM

SFX: *An Alarm Clock.*

NARRATOR: Ayla wakes up to another normal day.

AYLA: I'M AWAKE!!

SFX: *The alarm stops.*

NARRATOR: Ayla looked at the clothes she'd carefully laid out the night before. Ayla remembered that today wasn't a normal day at all – It was her first day at University!

SCENE 2. INT. AYLAS KITCHEN

SFX: *Breakfast sizzles on the stove.*

AYLA: What's for breakfast Mum? I need a good breakfast today.

KIM: Ahh! Who are you?

AYLA: Good one Mum . . .

NARRATOR: Ayla had stayed awake worrying for most of the night, and she thought her Mum might have some advice for her.

AYLA: Mum, I'm really going to miss my friends from High School. What if I don't have anything in common with the people at Uni? I don't think I know how to make new friends!

KIM: What are you talking about!? Who are you?

AYLA: Mum, are you okay?

KIM: What are you doing in my house?

AYLA: It's me! I'm your daughter, Ayla!? Mum?

KIM: I'm not your Mother!!

NARRATOR: Ayla's mum dragged her out of the front door, and pushed her onto the street. Ayla, worried about her Mum, ran to the Police Station.

SCENE 3. INT. POLICE STATION

SFX: *Phones ringing, papers shuffling, doors slamming.*

AYLA: You've gotta help! Please! My mum doesn't know who I am! Sergeant Frederickson you've got to come help me!

POLICE OFFICER: Your mum doesn't know who you are? You must mean Mrs. Kim Bond? She just called 000. You must be the stranger who was in her house. She doesn't have a daughter. Now, what were you doing scaring Mrs. Bond like that?

NARRATOR: Ayla was shocked. She'd known Sergeant Fred Frederickson all her life. He'd saved her from drowning when she was a toddler. Ayla walked out of the police station and onto the main street. She waved at Mrs. Gray, the librarian. Mrs. Gray stared back blankly. It seemed everyone in this town – not just her mum – had forgotten her. There was no way Ayla could handle her first day of Uni feeling like this!

SCENE 4. EXT. THE MAIN STREET

SFX: *Street sounds. Footsteps on pavement getting closer until –*

ALEX: Hey, HEY! Wait up! You look lost, are you lost?

ALEX/AYLA: Everyone's forgotten me! Oh! You too? Yes!

AYLA: Do you know who I am?
ALEX: No! Do you know who I am?
AYLA: No!
ALEX: I'm Alex.
AYLA: I'm Ayla. They've forgotten you too? Weird. I'm going for a drive – To think, and to investigate, why this has happened to me.
SFX: *Footsteps as AYLA walks away.*
ALEX: YO, WAIT! Can I tag along?
AYLA: Sure. This is my car. Hop on in.
SFX: *Car doors slam. An engine starts, tyres screeching.*
NARRATOR: HIT THE JAZZ!!!
SFX: *Jazz Music.*

SCENE 5. INT. CAR

SFX: *Jazz music and laughter.*
NARRATOR: Alex and Ayla were so busy chatting they almost forgot the purpose of their journey.
ALEX: The saxophone is MY favourite instrument!
ALEX/AYLA: I LOVE Miles Davis!
AYLA: No way!
ALEX: I played Sax in my high-school band, but I'm not sure I'm going to have time at Uni.
AYLA: You're starting Uni too?
ALEX: I was supposed to start today.
AYLA: Oh –
SFX: *A loud rumbling sound.*
AYLA: Was that your stomach???
ALEX: I'M SO HUNGRY
NARRATOR: Ayla realised that she had forgotten to bring snacks.
AYLA/ALEX: I'd love a big chocolate chip muffin. Me too!
NARRATOR: The pair drove on, in search of answers and food. Just before dusk they arrived at a small town. The town had one pub, one petrol station, and one weather beaten café.

SCENE 6. EXT. A CAFE WINDOW

SFX: *Wind blows a can down a deserted street.*
ALEX: "UNFORGOTTEN COFFEE" - Weird name for a café. I guess we won't forget it!
AYLA: Look! There are muffins on that counter! Chocolate-chip! They look amazing! Let's go in!

SCENE 7. INT. COFFEE SHOP

SFX: *The sound of a bell as the door opens. The whir of a coffee machine. A soft, creepy, music-box tune plays quietly.*

NARRATOR: The café's waiter, a spindly old man, shuffled towards Alex and Ayla, and placed two cups of coffee, and two large chocolate-chip muffins before them on the table.

AYLA: How did you know this is what we wanted to order?

OLD MAN: You looked hungry.

NARRATOR: Alex was distracted, up on the counter was a strange looking fluffy rabbit sitting on a box. Its eyes seemed to glow red.

OLD MAN: I see you're looking at my stuffed toy collection?

ALEX: Nice toy! Not creepy at all. Nice café!

NARRATOR: The old man smiled at them with a crooked smile.

OLD MAN: Bon appetit!

SFX: *The happy sound of chewing and slurping and laughing.*

NARRATOR: When they finished their meal, Alex and Ayla went to the counter to pay.

OLD MAN: You kids put your money away, this meal's on me!

ALEX: Are you sure? YOUR muffins are SO good. They were so good we almost forgot our forgottenness Problem.

AYLA: They're so delicious, I DID forget!

OLD MAN: They are good muffins. But the really good news is – I've already solved your forgottenness problems.

AYLA: How did you know about our forgottenness problem?

OLD MAN: This isn't any ordinary café! You came in here with a certain look on your face – a look I've seen before. I put a syrup in your coffee. In 5 minutes you will forget me, you will forget the café, you will forget your road trip, and you will forget each other.

AYLA: That's TERRIBLE!

OLD MAN: But you will get to go home to your Mum. Everyone in your town will know you. You will be yourselves again.

AYLA: I don't want to forget you Alex!

ALEX: There's nothing we can do, we've already drunk the syrup.

OLD MAN: That's right, in five minutes you will wake up on a brand new day.

AYLA: To see my friends and family, I have to sacrifice my new best friend? It's not fair!

ALEX: We don't have a choice.

AYLA: I guess we don't. I'll miss you. Good luck at Uni.

ALEX: You too, Ayla!

NARRATOR: This had been the best and worst day of their life. They sat there in the strange little café and waited for the syrup to work its magic, knowing they would wake in the comfort of their homes.

SCENE 8. INT. AYLA'S BEDROOM

SFX: *An Alarm Clock.*

NARRATOR: Ayla wakes up to another normal day –

AYLA: I'M AWAKE!!

SFX: *The alarm stops.*

NARRATOR: Ayla looks at the clothes she'd carefully chosen and laid out the night before and remembered that today isn't a normal day at all!

SCENE 9. INT. UNIVERSITY COURTYARD

SFX: *People talking, footsteps shuffling, everyone rushing.*

NARRATOR: Ayla rushed across the University Courtyard carrying a bundle of books under her arm. She was running late to class. Alex, also carrying a bundle of books, rushed in the opposite direction, and not looking where he was going, collided with Ayla.

SFX: *Books crashing onto the pavement, scuffling.*

AYLA: Hey!

ALEX: I'm so sorry! Ayla?

AYLA: Alex?

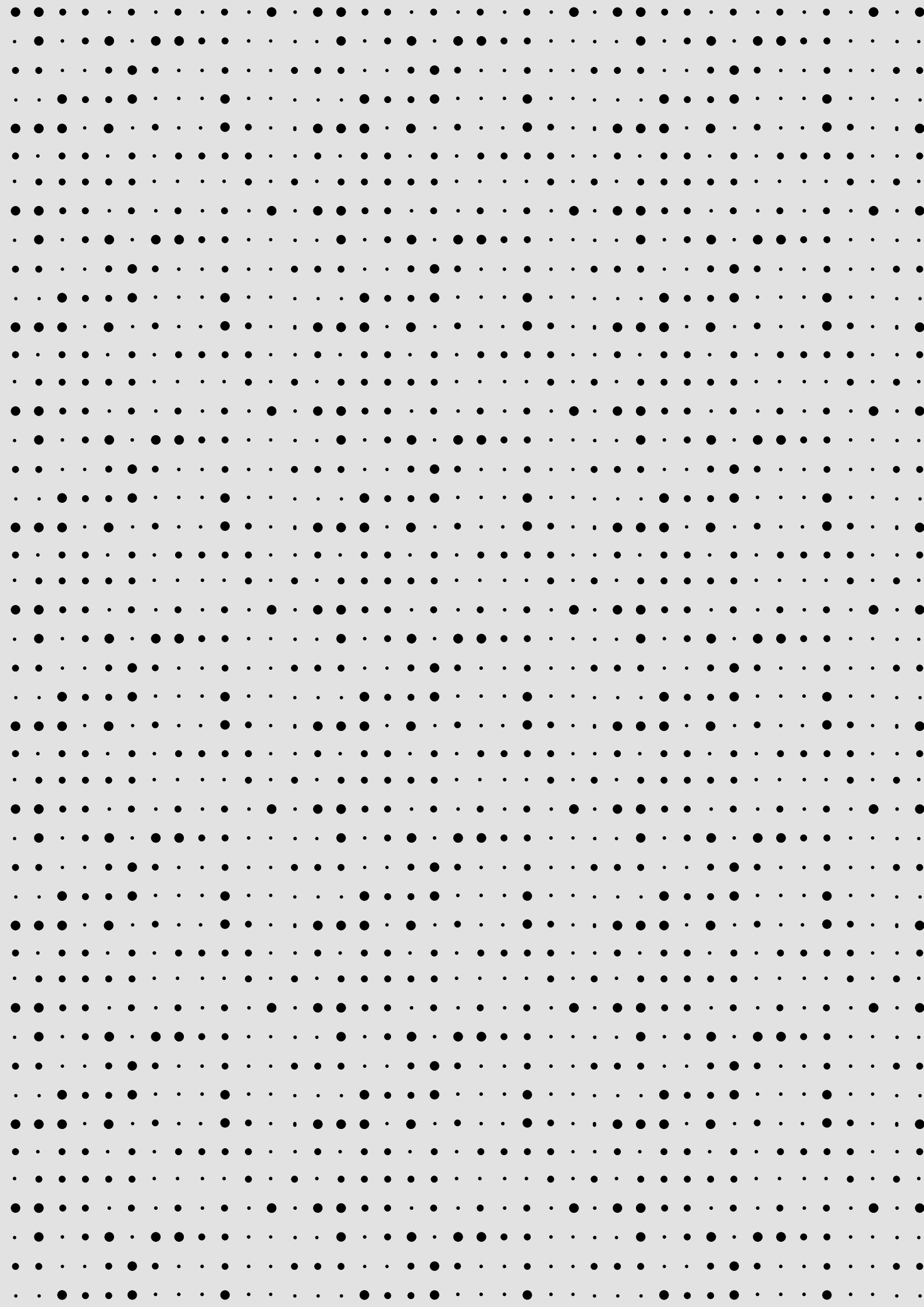
ALEX/AYLA: The old man said we wouldn't recognise each other! Weird!

ALEX: Maybe we were always supposed to be friends?

AYLA: Do you want to hang out after lunch?

ALEX: Yeah!

AYLA: Me too! See you Alex!



2040

By Gemma, Tyson and Ollie

Tambo Upper Primary School

Sound and Music by Thomas Fernando



SCENE 1. EXT. AT THE ENTRANCE TO THE CITY

SFX: *Squeaky swing, wind howling, snap of stick, leaves rustling.*

NARRATOR: Welcome to Melbourne. The year is 2040. The streets of Melbourne have been abandoned since the Zombie Apocalypse. There is only one safe place left for citizens, a farm on the other side of the city. This is where our heroes Rachel and Josh are headed.

RACHEL: We need to make it to the farm so that we can reunite with our classmates.

JOSH: I can't believe they'd leave without us.

RACHEL: Don't worry, we can catch up.

NARRATOR: The empty streets are quiet and no one else is in sight. Or so they think . . .

SFX: *A twig snaps and someone screams and runs away.*

RACHEL: What was that?!

SFX: *Footsteps of running, leaves cracking, wind.*

JOSH: It was nothing, stop worrying.

RACHEL: Did you just see that person, Josh?

JOSH: I didn't see anything, Rachel.

RACHEL: There was something over there! In the alleyway behind the trash cans! Do you think it was a...?

JOSH: SHHH! You're just tired and paranoid.

RACHEL: [Sarcastically] Well, Melbourne didn't look like this last time I was here.

JOSH: [Sarcastically] You think!

RACHEL: That was a joke.

JOSH: I know, Rachel, I'm not dumb.

RACHEL: We need to keep moving before nightfall. And it's still over 50kms until we get to the safe house at the farm.

JOSH: It might be safer if we get off the streets.

RACHEL: I agree. But how?

NARRATOR: Just then a little rat scampered out from behind the trash can and scurried down a drain.

JOSH: Let's use the sewers!

SCENE 2. INT. STORM WATER DRAIN

NARRATOR: Rachel and Josh used all of their strength to drag the metal cover off the entrance of the sewer.

SFX: *Sound of metal scraping on concrete.*

RACHEL: Got it!

NARRATOR: They climbed down a rusty steel ladder, not knowing what was ahead of them.

SFX: *Footsteps on ladder, splash of water. Water dripping from the roof.*

JOSH: It stinks down here!

RACHEL: We're in a sewer, what do you expect? Roses?

JOSH: Well no one uses the city any more . . . So yeah I expected it to smell better.

RACHEL: Yeah but from years and years of use some of the waste will still be left behind.

JOSH: Mmmhmmm. How much further do we have to walk?

RACHEL: You'll be fine, stop complaining.

JOSH: Ok, just saying it would be easier if we had knocked off a car.

RACHEL: This was your idea in the first place, genius.

JOSH: And when have you ever listened to me?

NARRATOR: Josh and Rachel walked through the twisting sewer pipes beneath the city. It was dark and smelled horrible, but at least they were safe down there.

BILLY: [Quietly crying]

RACHEL: Can you hear that?

JOSH: No.

RACHEL: It sounds like someone is crying. Listen.

BILLY: [Quietly crying]

JOSH: Oh yeah!

NARRATOR: Josh walked towards the sound, but Rachel wasn't so sure.

RACHEL: What if it's a trap?

SCENE 3. INT. STORM WATER DRAIN

NARRATOR: Josh and Rachel carefully peeked around the corner to see what the sound was. They saw a small shadow crouching behind some electrical cables.

SFX: *Voices echo, dipping water.*

JOSH: Is that a kid?

RACHEL: (Whispers) C'mon let's keep going.

JOSH: What? We can't leave him here.

RACHEL: We can't take him with us.

JOSH: Sure we can

RACHEL: No Josh. We don't have time to help. A kid will only slow us down and we won't make it to the farm before nightfall.

NARRATOR: Rachel walked down the tunnel away from the child. Josh felt torn. He wanted to help the little kid but he knew Rachel was right, they had no time. Suddenly a horrible sound came from above.

SFX: *Water roaring in distance.*

JOSH: Hey, can you hear that?

SFX: *Water roaring getting louder.*

RACHEL: It's the storm water! Quickly we have to get out of the sewers!

NARRATOR: Rachel ran to the next ladder and started climbing.

JOSH: No, what about the kid?

NARRATOR: They could see the water rushing towards them. Josh ran heroically towards the young child and helped him scramble up the ladder just in time. They climbed back up into the streets to what they thought was safety . . .

SCENE 4. EXT. TOWN SQUARE

JOSH: That was close!

RACHEL: Way too close! You could've died.

JOSH: We would have been fine if we had taken the kid earlier.

BILLY: The kid has a name!

RACHEL: Oh! Sorry.

BILLY: My name is Billy, thank you very much.

RACHEL: Well Billy you should be thankful - we just saved you!

BILLY: No actually he saved me, you wanted nothing to do with me.

RACHEL: What? No. That's not true! Plus how would you know that?

BILLY: Your voice was echoing through the pipes.

SFX: *Cricket noises.*

JOSH: Sorry to break up this feud, but does anyone know where we are?

BILLY: It looks like Town Square. But it looks wayyy different now.

RACHEL: How do you know that?

BILLY: I live here. I've lived here my whole life.

JOSH: Wait so do you know how to get to the farm on the edge of the city?

RACHEL: Maybe you can help us get to our friends!

BILLY: What makes you think I'm going to help you now?

JOSH: Please.

BILLY: Fine but what's in it for me?

RACHEL: What do you mean what's in it for you, you're like 10!

BILLY: Actually I'm 8.

JOSH: Wow, you're a smart 8 year old.

BILLY: So do you want my help or not?

RACHEL: Yes. We'll do anything.

BILLY: Do you guys have any food or water?

JOSH: No but that's why we are heading for the farm. You could come if you want? It's one of the safest places there is right now.

BILLY: I don't know, I've heard rumours about that place.

RACHEL: What if I traded you my necklace?

NARRATOR: Billy took a glance at Rachel's necklace. It was a shiny silver chain.

BILLY: I like your necklace . . . but so do they.

RACHEL: What do you mean "they"?

BILLY: The zombies.

NARRATOR: Rachel, feeling rather worried at that comment, tucked her chain into her shirt and out of sight. Together they walked through the town square keeping an eye out for danger.

SCENE 5. EXT. MAIN STREET

SFX: *Groaning zombie sounds.*

RACHEL: SHHHH! Do you hear that?

JOSH: What?

NARRATOR: Rachel made everyone crouch out of sight.

RACHEL: [Whispers] I said can you hear that or not?

BILLY: Oh no

JOSH: Why? What is it?

BILLY: It's the zombies. We have to find a place to hide.

NARRATOR: They desperately looked around looking for a place to hide but soon realised that they were surrounded.

JOSH: What do we do?

BILLY: Rachel, give me your necklace.

RACHEL: What? No!

BILLY: Give it to me now!

NARRATOR: Rachel took off her necklace as quickly as she could, fumbling with the clasp. Billy created a distraction.

BILLY: Take a look at this, zombie, something shiny!

NARRATOR: Billy threw the necklace as hard as he could. They watched as the zombies scrambled and started fighting each other for the necklace.

BILLY: Quickly - let's go this way!

NARRATOR: They ran and ran till they saw the shape of trees in the distance.

JOSH: Rachel, we made it!

NARRATOR: Josh pointed towards the trees, Rachel sighed with relief.

RACHEL: I knew we would!

BILLY: Can I come with you?

JOSH: What made you change your mind?

BILLY: Being with actual people again. Plus you guys could use a helping hand.

NARRATOR: The farm was surrounded by a tall, sinister looking fence with a barbed wire gate.

RACHEL: This must be it.

JOSH: It must be!

NARRATOR: Rachel and Josh approached the entrance, looked at each other and then unlatched the gate.

JOSH/RACHEL: One, two, three -

SFX *The gate creaks open.*



A NEW BEGINNING

By Charlotte, Rosalie, Marlee and Cooper
Tambo Upper Primary School
Sound and Music by Lili Wymond



SCENE 1. EXT. BUS STOP

SFX: *Kids chatting, bus rumbling and the transmission of the bus changing gears.*

NARRATOR: Jessie was waiting at the bus stop when Izzy ran up to her.

IZZY: Did I miss the bus? I had to run here!

JESSIE: Where's your Bike, Izzy?

IZZY: Someone slashed the tyres. It's totally busted now.

JESSIE: Wow, that's so weird. I wonder who did it.

IZZY: Lucky I'm a fast runner. Oh I almost forgot.

NARRATOR: Izzy took a colourful birthday party invitation from her pocket.

IZZY: It's my birthday party! And you're invited!

JESSIE: Your birthday isn't until next month.

IZZY: I know, I'm just really excited.

JESSIE: You're so weird.

IZZY: So you'll come to my party? It wouldn't be the same without my best friend there.

JESSIE: Fine I'll come, but it better be fun.

NARRATOR: Izzy noticed that Jessie was typing something on her phone, but hiding the screen from Izzy.

IZZY: Who are you messaging?

JESSIE: Oh - no one! It's just a new game I'm playing.

NARRATOR: Just then, Izzy got a message on her phone.

SFX: *Her phone gets a message.*

IZZY: Jessie, have a look at this. It's been happening for weeks.

NARRATOR: On Izzy's phone there was a picture of Izzy's bike tyres being slashed.

JESSIE: I wonder who's doing it? Oh the bus is here.

SFX: *The bus arrives*

NARRATOR: As soon as Izzy got on the bus there was dead silence. Then out of nowhere the kids started throwing their lunch at Izzy.

SFX: *Laughing and throwing lunch. Izzy screams.*

IZZY: Hey! Why did you do that?

TINA: [Sassy voice] Sorry, I spilled my lunch.

IZZY: Jessie, say something to them!

JESSIE: Oh come on, it's only meant to be a joke.

NARRATOR: At school the bullying didn't stop. After weeks and weeks of the same pranks, Izzy got a feeling all over her body as she became numb to the pain of bullying.

IZZY: I wish I had real friends who would stand up for me.

SCENE 2. INT. IZZY'S KITCHEN

NARRATOR: Eventually Izzy stopped catching the bus and started walking home instead to try to avoid the bullies. One day on her walk home, she found a flyer on the footpath.

SFX: *Wind blowing the paper flyer down the street.*

IZZY: What's this?

NARRATOR: It was for a boarding school in the city.

IZZY: [Reading the flyer] McIntyre Secondary College

SFX: *The front door opens.*

DAD: Hello darling.

IZZY: [Sad] Hi Dad.

DAD: How was school?

IZZY: The same as it is every day. Horrible!

DAD: Was it those bullies again?

IZZY: I don't want to talk about it.

DAD: I placed a complaint.

IZZY: I found a flyer for a new school. It looks amazing. It's in the city though.

NARRATOR: Izzy gave the pamphlet to her dad

DAD: McIntyre Secondary College. I don't know, sweetie. The city is a long way from home.

IZZY: Exactly.

NARRATOR: Izzy spent the whole night on the couch with her dad explaining what the bullies were doing. She told her dad how much she wanted to go and that she could still come home to visit on weekends.

DAD: Alright, if that's what you want.

IZZY: Thanks Dad.

SCENE 3. EXT. THE NEW SCHOOL

NARRATOR: On Izzy's first day at her new school her dad dropped her off at the front gate. The huge building loomed over them. Izzy stood in awe, mouth gaping. It looked like something out of a modern fairytale with glass walls and all of the students were dressed immaculately. Not a single hair out of place. Izzy gulped.

IZZY: It can't be worse than my last school.

NARRATOR: As soon as she entered the school gates, Izzy's phone received a text.

SFX: *Text message.*

JESSIE: Enjoy your new school, loser.

NARRATOR: Izzy ran to the bathroom in tears. She locked herself in one of the bathroom stalls not wanting to go to class.

SFX: *Izzy goes into the bathroom and locks the door*

NARRATOR: Then she heard a voice come from one of the other stalls.

SKYLA: Hey, are you okay?

NARRATOR: Just then a little head peered over the top of the bathroom door.

SKYLA: I'm Skyla.

IZZY: Leave me alone!

SKYLA: I come here to hide from people too. They think I'm weird.

IZZY: People call me weird too. Why do they call you weird?

SKYLA: My Dad's the principal here, but I don't fit in at all. So, what happened to make you cry?

NARRATOR: Izzy showed Skyla the message. Skyla was shocked and angry.

SKYLA: We have to find out who did this!

IZZY: How? Their account is untrackable.

NARRATOR: Skyla thought for a while then smiled at Izzy.

SKYLA: I have a friend who can help us.

SCENE 4 INT. LIBRARY

NARRATOR: Skyla took Izzy to the library. They walked through the bookshelves to the shady corner. In the dark, Izzy saw a kid wearing a black hooded jumper.

SKYLA: That's Jeff! He's a hacker.

IZZY: A hacker?

SKYLA: He prefers the term keyboard warrior.

IZZY: What if he just laughs at me?

SKYLA: Don't worry - he's one of us.

NARRATOR: Skyla took Izzy's phone and gave it to Jeff.

SKYLA: Hey Jeff, meet Izzy. She's new and she needs your help.

JEFF: What is in it for me?

SKYLA: Come on. You owe me for breaking into the Principal's Office and changing your permanent record.

JEFF: That was pretty cool. Okay I'll help.

NARRATOR: Jeff used Izzy's phone to pinpoint the exact location from where the texts were being sent from.

JEFF: I think I've got something! It's coming from Katoomba.

IZZY: That's where my old school is.

SKYLA: Let's go!

SCENE 5. EXT. JESSIE'S HOUSE

NARRATOR: Izzy travelled with her new friends Skyla and Jeff to the house they tracked down. But when they arrived, Izzy was shocked.

IZZY: No way! That's Jessie's house.

SKYLA: What?

IZZY: Jessie was my best friend from my old school. Let's just go.

JEFF: Don't worry Izzy we've got your back.

NARRATOR: Izzy went up to the door and knocked.

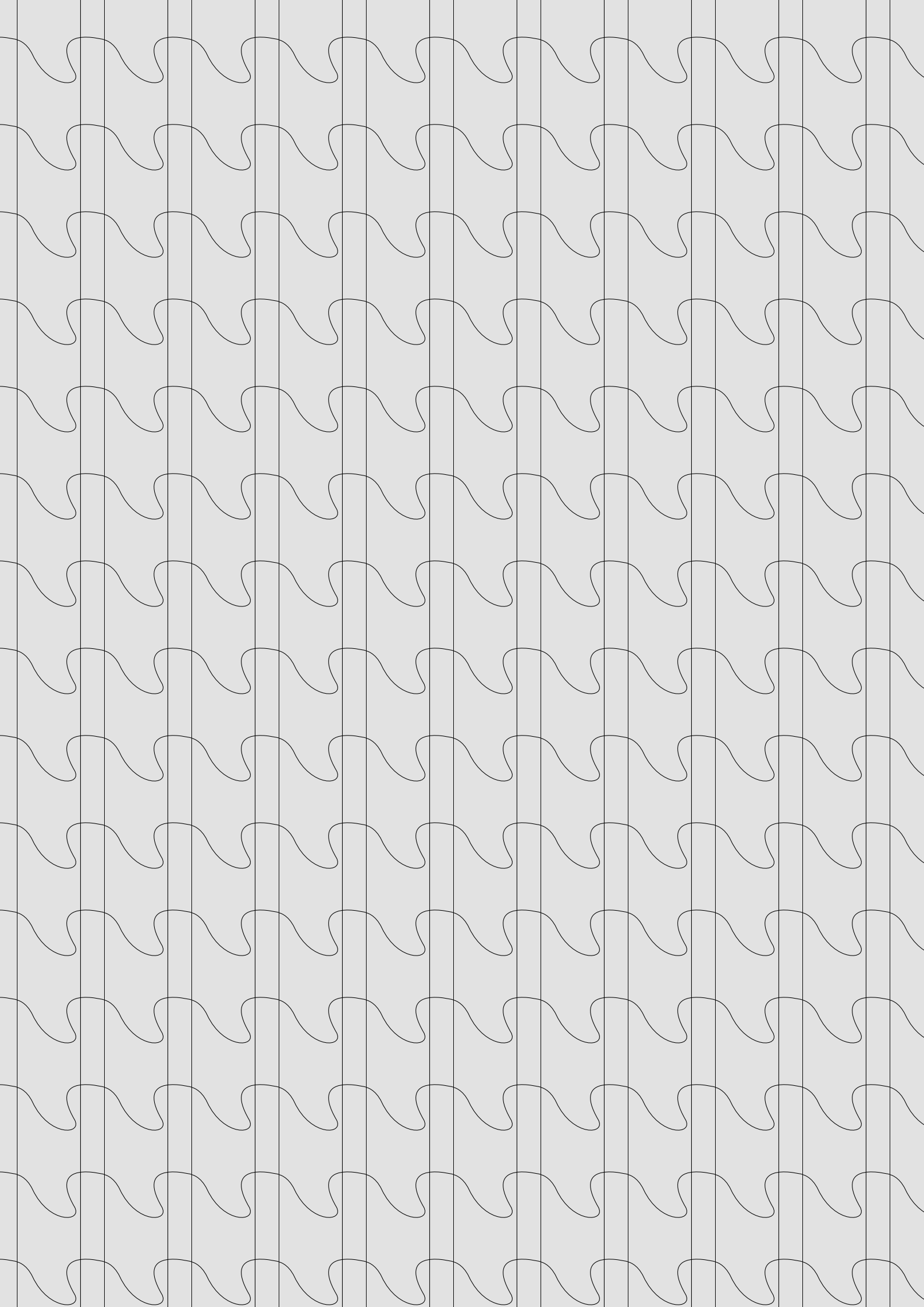
SFX: *Door knock.*

NARRATOR: Jessie answered.

JESSIE: Oh, Izzy what are you doing back in Katoomba?
IZZY: I came to find out who's been bullying me.
JESSIE: Oh, well I don't know anything about that.
IZZY: I know it was you! Jeff, tracked your phone.
JESSIE: Who's Jeff?
JEFF: We're her new friends.
SKYLA: Yeah, are you going to fess up?
JESSIE: Okay fine, I did it! But who cares.
IZZY: I had to switch schools because of you. I deserve an apology.
SKYLA: Come on Izzy you don't need friends like this. You have us now.
NARRATOR: Izzy turned to leave with Jeff and Skyla, but at the last minute she turned back to Jessie.
IZZY: Well, it's still my birthday party this weekend. If you want to come, you can apologise there.

SCENE 6. INT. IZZY'S PARTY

SFX: *Fun music and party sounds.*
NARRATOR: Izzy's party was exactly what she imagined. She was surrounded by her true friends as she blew out her birthday candles.
JEFF: Make a wish, Izzy.
SFX: *Izzy blows out the candles.*
SKYLA: We got you something.
IZZY: It's a new bike!
NARRATOR: After everyone had finished their birthday cake, Izzy saw Jessie walk into the room. Izzy approached her.
IZZY: What are you doing here?
JESSIE: Hi Izzy, look, I'm really sorry. I didn't mean for you to switch schools. I'm actually pretty lonely now that you're not around. Could you forgive me?
IZZY: I'm really hurt by what you did, but I forgive you.
NARRATOR: Izzy then introduced Jessie to all of her friends from McIntyre College. The party continued and everyone had a great time.
SFX: *People dancing and talking and having fun.*



FUNGI DOMINATION

By Ruby, Tex, lylah and Harry

Tambo Upper Primary School

Sound and Music by Diana Drew



SCENE 1. EXT. THE BRIDGE

SFX: *Water flowing, birds chirping and footsteps.*

NARRATOR: A girl named Lily was walking across the bridge back to her house after school. The forest didn't look the same. It was dark with a different stench to normal.

LILY: This is weird!

NARRATOR: There were trails of ants everywhere and they were all walking in the same pattern. It wasn't as peaceful as normal and Lily couldn't relax. She wasn't looking where she was going and she tripped over something slimy.

SFX: *Splash and Lily screams in pain.*

LILY: OUCH!

NARRATOR: It was a giant fungus. The fungi was pink with green spots and had a horrible stench.

FUNGI: [Rudely] Hey! Watch where you're going, lady!

LILY: You can talk?!

NARRATOR: Lily looked down to see her knee was mangled from the fall. It was grazed, but it didn't look like a normal graze. It was pink with green spots.

LILY: Hey! Those spots look just like the spots on the fungi!

NARRATOR: And just like that the fungi disappeared.

SCENE 2: INT. HOSPITAL

NARRATOR: Lily was rushed to the Emergency Room at the hospital.

SFX: *Sirens.*

NARRATOR: She had every scan and test done on her knee. But all of the doctors in the hospital agreed her wound was unlike anything they'd ever seen. So they had to call in one of Tambo Upper's most experimental doctors in the business . . . Doctor Jim Pig!

JIM: OINK OINK! I'm Jim!

NARRATOR: Jim was a pig and top of his class at medical school.

JIM: We will have to amputate!

LILY: No! Not my knee!

JIM: It has been infected by the poisonous fungi. The bone in your knee is deteriorating. If we're not quick it could spread to your whole body.

LILY: You'll pay for this fungi! You're not such a fun guy now, are you!

JIM: I think I know how to help you. Recently my team have been studying Fungi and their magic powers.

LILY: You study Fungi? I thought you were a doctor.

JIM: These cases of fungi infections continue to come into my E.R. more and more lately. I'm desperate to find a cure.

LILY: Would the same cure fix my knee? Then maybe you wouldn't have to amputate!

JIM: I might know a guy. He is very old and very wise and very small and very slimy . . . Follow me, I know where to find him. Oink oink!

SCENE 3: EXT. A MAGIC FOREST UNDER AN ANCIENT TREE

SFX: *Tree leaves rustling, a slight wind in the air.*

NARRATOR: Doctor Jim Pig and Lily travelled back into the forest to find the oldest, most ancient tree in the darkest corner of the woods.

LILY: I've never been to this part of the forest before.

JIM: Hello? Grandfather Snail? Are you there!

LILY: A snail? How would a snail help us?

GRANDFATHER SNAIL: Were you talking about me, young girl?

LILY: What in the world? A talking snail?

GRANDFATHER SNAIL: Me and Jim over here have been looking into how to get rid of duplicating fungi.

LILY: WAIT - the fungi can duplicate! Maybe that's why the forest looks so different these days.

JIM: Grandfather snail, take a look at Lily's knee. Do you think we can save it?

GRANDFATHER: Hmm... It doesn't look good, doctor. But I think I've been able to brew a special fungi antidote. You could try testing it on the mushrooms in the forest?

LILY: [Excited] Where is it?!

NARRATOR: The snail slithered down to the blossom tree and collected a precious pink vial full of the antidote.

GRANDFATHER SNAIL: I think this is the right one. My eyesight isn't so good these days.

LILY: Thank you so much.

JIM: Come on Lily, we've got a fungi to defeat!

SCENE 4. EXT. THE BRIDGE

NARRATOR: Lily went back to the bridge, which had completely transformed from the fungi's poison. All of the flowers had withered and died, the leaves on the trees were slimy and cold, and everything stank like rotting mushrooms.

LILY: Yuck!

NARRATOR: Just then, the fungi jumped out from under the bridge to block their path.

FUNGI: You again?!

JIM: Quick Lily, throw the antidote!

NARRATOR: Lily threw the antidote as hard as she could at the fungi.

LILY: Take that you stupid mushroom!

NARRATOR: But instead of shrinking, the fungi grew larger and larger and started to duplicate.

JIM: Did it just get BIGGER?

LILY: That old snail gave us the wrong vial of antidote.

FUNGI: Haha, no tricking me! I'm going to infect this whole forest, starting with you two!

LILY & JIM: RUUUUUUN

NARRATOR: Lily ran as fast as she could but didn't see where she was going. She ran straight into Doctor Jim Pig's big belly. The pigs belly jiggled and wiggled. The fungi thought it was hilarious.

FUNGI: [Laughing] Ha ha ha look at his funny belly!

NARRATOR: Every time the fungi laughed it shrank slightly smaller.

LILY: Oh my goodness Jim - they shrink when they laugh.

FUNGI: No, no, don't make me laugh!

LILY: Tell it a joke, Jim! NOW!

JIM: Why did the mushroom leave the party? There wasn't mushroom for dancing.

FUNGI: HAHAHAAAA

LILY: Do more Jim!

JIM: Ok ok, did you hear the joke about the fungus? You won't like it but it will grow on you.

FUNGI: HAHAAAA

LILY: How do trees get on to the internet? They log on.

FUNGI: Hahahaha!

JIM: Lily it's working, they are almost gone.

LILY: You're in deep truffle now, Fungi!

SFX: *The mushroom explodes.*

LILY: Jim we did it, we actually did it!

JIM: Good job Lily, we figured it out.

LILY: What do we do now?

JIM: I guess we go back to our old lives, I'll go back to being the head of the E.R and you go back to whatever you do.

LILY: Or we could investigate some unusual cases together.

JIM: Like professional investigators.

LILY: Yes! But what about my knee?

JIM: Oh right. Let me try some experimental medicine. Hey Lily, when the knee family went to buy a car at the showroom, which car did they decide on?

LILY: Are you seriously making a joke right now? We need to go to the hospital.

JIM: They decided to buy a kneesan! Haha

LILY: Hahaha!

NARRATOR: And just like that, Lily's infected, mangled knee healed from the fungi poison.

JIM: Lily look at your leg, it's healed!

LILY: It must have been a joke. It got rid of the fungi so it must have healed the fungi infected knee.

SCENE 5. INT. THE HOSPITAL

NARRATOR: Wow, that was an adventure! Later that day Lily and Jim went to the hospital to tell all the good news about the fungi cure. A few weeks later they started their own investigation team. With the grandfather snail, Jim the pig and Lily. Their first case started with a BOOM.

GRANDFATHER SNAIL: The internet is so fascinating these days.

LILY & JIM: That's a microwave.

GRANDFATHER SNAIL: Oh right.

MYTHICS

By Joe, Isla, Reagan and Hudson

Tambo Upper Primary School

Sound and Music by Luke Perry



SCENE 1. INT. BEACON HILLS HIGH SCHOOL

SFX: *Talking, lockers shutting, walking.*

NARRATOR: Ivy had just arrived at school and opened her locker to find a pile of dead plants.

IVY: Ugh. Not again.

NARRATOR: Taking long deep breaths, trying not to lose her temper as kids snickered behind her, she took the plants and placed them beside the window.

IVY: [Whispering to the plants] I can heal you later, but I have to go to class now, OK?

SFX: *Kids snickering and laughing.*

BRUTUS: Hey Ivy. What are you doing?

IVY: None of your business, Brutus.

BRUTUS: Maybe you should get some real friends and not just plant friends.

IVY: Why don't you stuff someone in a locker, or whatever you do!

BRUTUS: Nah! That got boring after term two, so why don't you cough up your lunch money?

NARRATOR: As Ivy pretended to pull the money out of her bag, she flicked her hand and made the poison ivy on the windowsill grow.

BRUTUS: Wh-wh-what the-???

NARRATOR: The ivy wrapped around Brutus' leg and tripped him over, and Brutus went tumbling down.

SFX: *Ivy running away*

NARRATOR: Ivy took off down the corridor.

BRUTUS: Get back here freak!

IVY: [Muttering to herself] Why did I just do that? I'm not meant to use my powers in public! What if someone saw?

SCENE 2. EXT. THE STREET

SFX: *Distant cars.*

NARRATOR: After school, as Ivy walked down the empty street she had a feeling that someone was watching her.

IVY: HEY WHO'S THERE?! If you don't take a hike, I'll call the cops!

NARRATOR: As she looked back across the street there was no sign of anyone.

IVY: I must be going insane.

NARRATOR: But as she kept walking, a grey van with tinted windows drove past. People in white tuxedos jumped out. They dragged a kid into the van and drove away before she could do anything.

IVY: What the heck?

SFX: *Car drives off*

NARRATOR: Ivy ran to her house, but when she got there she saw the same van outside. She looked inside the window and saw the silhouette of two men.

IVY: Oh my god!! I can't go in there! I have to run!!!

SCENE 3. EXT. FOREST

NARRATOR: Ivy ran for ages through the woods, using her powers to bend the trees in her path and she stopped when she saw a barn.

SFX: *Sheep and chickens.*

IVY: I am so hungry, I need food.

NARRATOR: Ivy opened the door and it was pitch black inside. Then she heard something.

SFX: *Someone sneezing.*

IVY: Who's there?!

BEAR: No-one!

BEAR'S PARENTS: SSSHHHH!

IVY: Who are you?

BEAR: Who are you?!

IVY: My name's Ivy, Ivy Jacobs.

NARRATOR: Just then, a little rabbit bounced out in front of her.

IVY: Uhh, have I been talking to a rabbit?!

BEAR: No, you've been talking to me.

NARRATOR: Ivy saw a young boy in front of her come out from where he was hiding.

BEAR: I'm Bear. And these are my parents. And this is my rabbit, Sheep. Yes, I have a rabbit called Sheep. Right, Sheep?

SFX: *Rabbit squeaking.*

BEAR: Not now, Sheep!

IVY: Uh... are you talking to that rabbit?

BEAR: Sort of... I-I can talk to animals.

IVY: Seriously?! I can control plants!! Watch.

NARRATOR: Ivy flicked her hand and made the grass around them grow wildly.

BEAR: That's amazing!

IVY: You don't think I'm crazy?

BEAR: No way! I thought I was the only one that, you know, had powers.

IVY: Same here!

BEAR: People kept following me and my family so we had to run away.

IVY: Me too. These guys took this kid from a playground and then some more showed up at my house.

BEAR: Hey, do you go to a special school?

IVY: No, why?

BEAR: Well I've heard rumours that somewhere there's a school that welcomes kids like us, kids who have powers and abilities.

BEAR'S DAD: Bear, we told you that that school doesn't exist and not to talk about it!

BEAR'S MUM: Come on now you two. I bet Ivy hasn't had dinner yet. You must be starving.

SCENE 4. INT. THE BARN

SFX: *Chewing sounds.*

NARRATOR: Ivy ate her chicken wings in silence

IVY: So who are those guys in white suits?

BEAR: We call them The Collectors. I have no idea what they do with kids like us, but I don't want to find out.

SFX: *Phone notification.*

BEAR'S MUM: Oh I better go take that, it's um... one of your father's friends.

NARRATOR: Bear's parents hurried out of the kitchen and away from Ivy and Bear.

SFX: *Door opening and closing and footsteps retreating.*

NARRATOR: Bear's rabbit suddenly bounced into the room and onto Bear's lap.

SFX: *Rabbit squeaking at Bear.*

BEAR: What? No way. No they wouldn't do that

IVY: They wouldn't do what Bear?

BEAR: Sheep said my parents are going to hand us it to the collectors for a \$50,000 dollar reward!

IVY: If that's true, we can't stick around.

NARRATOR: They ran through the paddock, jumping the fences and into the thick bushy forest.

SCENE 5. EXT. THE BUSH

SFX: *Twigs snapping and bushes rustling.*

NARRATOR: As Ivy and Bear walked through the bush they came across an old concrete tunnel cracked with age.

IVY: What is that?

NARRATOR: As they got closer they could see old writing on the wall

IVY: I think it says "MYTHICS ACADEMY 736 metres east"

BEAR: Maybe that's it! The school for kids like us!

NARRATOR: Ivy, Bear and Sheep the Rabbit ran east toward a clearing in the distance.

SCENE 6. EXT. THE MYTHICS ACADEMY

NARRATOR: They peered through the bushes and there it was: a big stone building with a grand sign.

IVY: "MYTHICS ACADEMY". It looks like an abandoned castle.

BEAR: Come on let's go!

IVY: Wait! It could be a trap.

NARRATOR: But Bear was already running down the hill, so Ivy followed closely behind. As they walked through the gates, Bear marvelled at the school.

BEAR: Look at this place, it's amaz-ahhhh

SFX: *Clanking of metal bars behind them.*

NARRATOR: The school gates clamped shut behind them, blocking all chances of escape.

MEGA PHONES: STOP RIGHT THERE! YOU ARE NOW IN THE POSSESSION OF THE M.Y.C.U

NARRATOR: Ivy watched on as Collectors marched out of the school doors and pointed electro-rifles at them.

IVY: It was a trap!

NARRATOR: A man in full matte black clothing with crimson red shoulder plates stepped forward.

SERGEANT JW: I am Sergeant John Walker and you are now in my custody. Place your hands above you head and DO NOT RESIST.

BEAR: Helpppppppp!

SERGEANT JW: There's no-one here that can help you, you puny child. You really thought you could -

NARRATOR: But just as he said that, the gates burst open as hundreds of deer crashed into the fence, shredding the wire with their antlers.

IVY: Bear, look! The animals heard your cries for help.

NARRATOR: The animals charged at the Collectors.

BEAR: Ivy, use your powers!

NARRATOR: Ivy flicked her hand and manipulated the trees around them, whipping the branches around like a helicopter. At the sight of this, the collectors dropped their weapons and ran.

SERGEANT JW: GET BACK HERE AND FIGHT YOU COWARDS!

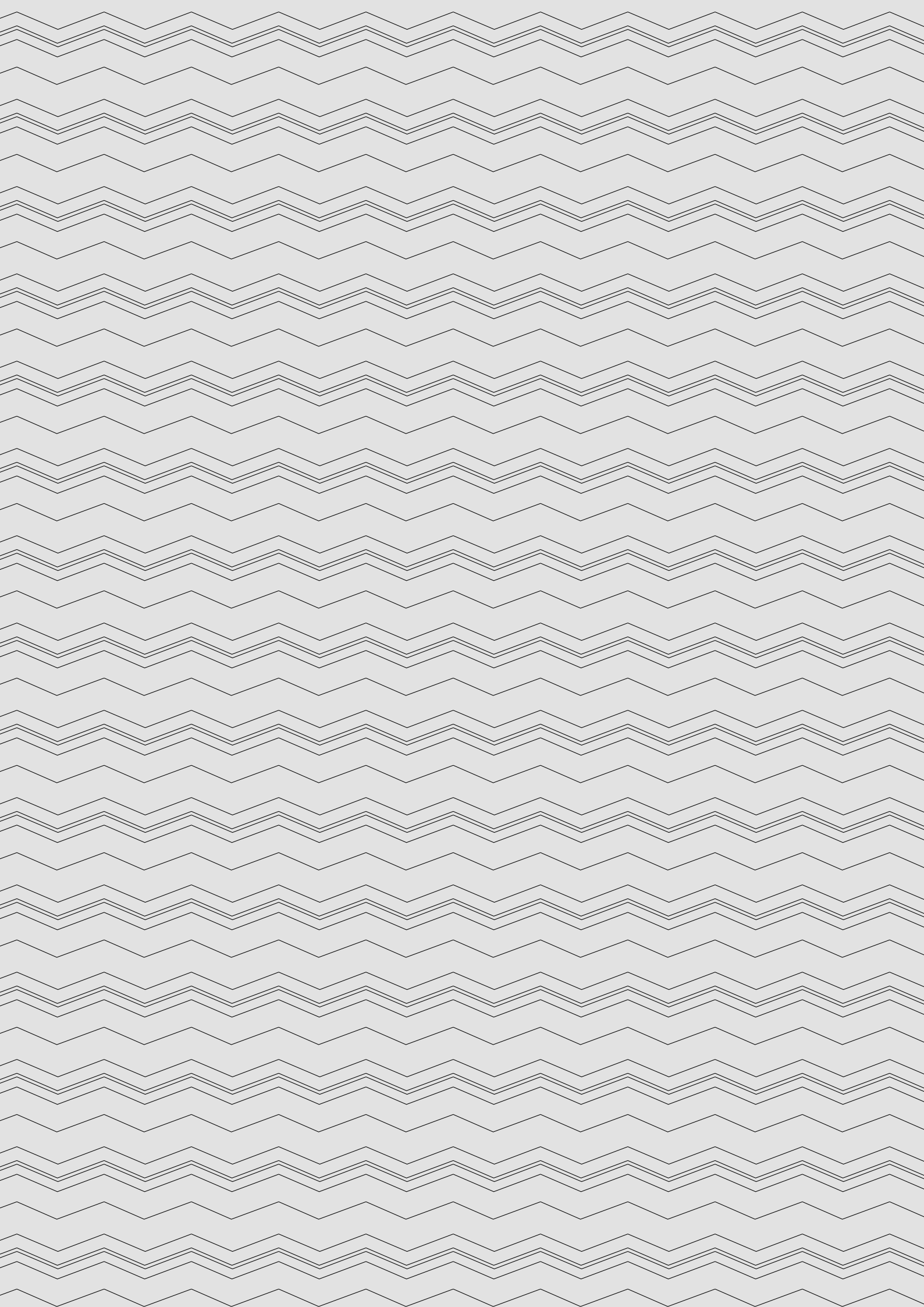
NARRATOR: Ivy whipped the Sergeant into the windows of the school, shattering them instantly.

SERGEANT JW: Urrrghhhh. I will get you one day.

NARRATOR: And with that, he ran away into the forest too. Ivy and Bear looked around, an army of animals and plants by their side.

BEAR: What do we do now, Ivy?

IVY: Well if there's two of us, then there has to be more, right? From now on, the M.Y.C.U is under new management: us.



RAINA, THE WISH GRANTER

By Jayden, Rylee, Megan, Tasmyn

Tambo Upper Primary School

Sound and Music by Dion Spyropoulos



SCENE 1. EXT. A SMALL VILLAGE

SFX: *Rain pouring down.*

NARRATOR: There once was a young girl named Raina who had special abilities.

SFX: *Cows mooing.*

RAINA: Hello there, Cow, you are looking very happy today.

COW: I am very happy. I just got news that we might be going to a new paddock tomorrow!

RAINA: Oh, that's nice. I'm Raina by the way, and I have come to grant you a wish, do you have any in mind?

COW: Yes actually, I wish -

FARMER: Hey you! GET OFF MY LAND AND GET AWAY FROM MY COWS!

NARRATOR: Raina looked up to see an angry man coming towards her.

RAINA: It's ok! I'm just looking to see if anyone needs a wish granted.

FARMER: You're a wish granter? Hmmm. Well make it stop raining, please. It's been raining for months now and our crops are overflowing.

SFX: *Raining and then a whoosh, and the rain stops.*

NARRATOR: And just like that the rain stopped.

FARMER: Oh my gosh! Thank you little girl! You've changed everything!

NARRATOR: But little did they know that horrible things were still to come . . .

SCENE 2. EXT. BARREN WASTELAND

SFX: *Wind whipping across the plains.*

NARRATOR: Two years later, Raina was walking through a barren desert.

RAINA: What happened here? This used to be a rainforest. It was so lush and beautiful but ever since that man wished for the rain to stop, it's just a dusty and dry desert.

NARRATOR: As Raina walked her eyes become teary and sad.

RAINA: This is all my fault! Why was I blessed with such a curse?! If only I could find someone to wish the rain to come back.

NARRATOR: Just then in the distance Raina spotted a shadowy figure trotting towards her.

SFX: *Horse trotting.*

JEREMONY: Little girl! What are you doing out here in the scorching weather?

RAINA: I'm a wish granter. I travel the world granting wishes. I need to end this drought but I cannot grant my own wishes. Can you please ask it to rain?

JEREMONY: Hmm. How many wishes can you grant?

RAINA: Just one to each person.

JEREMONY: Then why should I wish for rain?? I wish to be rich and famous and for you to be my servant!

RAINA: What?? Noooooooooooooooooooooooooooo!!!

SCENE 3. INT. JEREMONY'S MANSION

SFX: *Raina sweeping the floor.*

JEREMONY: Raina? Raina? Come here now, servant.

RAINA: Ugh, what do you want this time?

JEREMONY: Here is a mop and some dishwashing liquid. Clean the whole house AGAIN – I found a single grain of rice on the ground.

RAINA: What?! I just cleaned the whole house!

JEREMONY: Well clearly you have to do it again! Now I'm going to take a nap so I expect it to be done by the time I wake up.

SFX: *Footsteps walking away.*

SCENE 4. INT. JEREMONY'S BEDROOM

SFX: *Snoring.*

NARRATOR: Jeremony went to sleep in his red velvet King-sized bed as Raina continued to clean.

SFX: *Sweeping.*

RAINA: [Muttering to herself] I'm meant to be a WISH GRANTER, not a cleaner, you know. Wait. What is that?

NARRATOR: In the distance, Raina saw a diamond key that Jeremony had placed on a table. She swiftly picked it up and shoved it into her pocket.

SCENE 5. EXT. THE FRONT DOOR

SFX: *A key going into a door then a door opening.*

RAINA: Come on, key, come ON. There!

NARRATOR: As the front door opened, the scorching heat hit her and she broke out into a sweat.

RAINA: The drought. It's so bad.

NARRATOR: But she was finally free. She began to walk across the barren plains.

SFX: *Raina panting.*

RAINA: [Struggling to breathe] Need... water... Where was the river? I remember it being just around the corner here.

NARRATOR: But there was nothing around.

RAINA: It must have dried up completely. What am I going to do?

NARRATOR: As she was about to turn around she heard a sound.

SFX: *A fish flopping around in a puddle.*

BOB: HEEEEEEELP.

RAINA: What's that noise?

BOB: HELP ME I'M DYING! SOMEBODY KILL ME I CAN'T HANDLE THE SCORCHING PAIN!

NARRATOR: That's when she saw a puddle with a small fish flopping around inside.

BOB: My river dried up into a puddle and now my puddle is drying up too!

RAINA: Fish! Over here! What is the one thing you wish the most?

BOB: I wish... I wish...

RAINA: Wish for what?

BOB: I don't think I can make it. I'm going to die. I'm Bob by the way.

RAINA: Come on, you can say it! Just eight words!

BOB: I wish... I wish ... for it to... rain!

SFX: ***Thunder rolls overhead and then it starts to rain.***

BOB: How did you do that?!

RAINA: Thankyou Bob, you saved my life and a whole lot of other lives too.

NARRATOR: The river began to flow again, and the water soaked deep into the earth. Slowly, slowly, the rainforest returned. All thanks to a little wish granter called Raina.

WORLD WAR CARP

By Iris, Jem, Kaila and Tyler

Tambo Upper Primary School

Sound and Music by Simon Zinzovski



SCENE 1. EXT. TAMBO RIVER. EARLY AFTERNOON

SFX: *Water rushing down a stream; a single lonely bird tweets in the breeze; cars going past over the bridge; and then a splash as someone dives into the water.*

LEVI: Brrrr. Why is it so cold in here!

NARRATOR: Levi stands in the water, arms crossed, feeling the breeze around him.

LEVI: I'm so glad I moved here, it's so beautiful. I wish I could swim more often but I should get back to school and help my students learn.

NARRATOR: Suddenly Levi heard a weird noise coming from the middle of the river.

LEVI: What was that weird sound? Was it coming from under the water?

NARRATOR: Diving in, Levi swam around trying to find the noise. At the bottom, Levi was about to swim up when suddenly . . .

BOSS CARP: Soldier! Is the bomb ready?

SOLDIER CARP: Sir yes sir!

NARRATOR: Levi turned around and hid behind a log and saw two carp talking to each other!

LEVI: What are those carp doing?!

NARRATOR: They were doing what carp do best - formulating an evil plan.

BOSS CARP: Excellent. We will become the masters of all carp and rule this land. The plan is almost complete.

NARRATOR: The Carp pressed a button and a rock opened up, revealing a tunnel. Levi's eyes widened, but before he could do anything he desperately swam to the surface to get air.

LEVI: What was that?! Did those Carp just say they were going to blow up East Gippsland?!

NARRATOR: Levi bolted out of the water not looking back for a second.

LEVI: I have to tell someone about this.

SCENE 2. INT. PATRISHA'S FARM

SFX: *Farm noises; donkeys eey-oreing and chickens clucking.*

NARRATOR: Pulling up to his only friend's house, Levi flung the car door open.

LEVI: Patrisha open up!

SFX: *Door knocking, then door opening*

PATRISHA: Levi, what do you want? I was trying to sleep! I was up early milking my donkeys.

LEVI: Something crazy just happened! I was just swimming and I heard two carp talking about how they are going to take over East Gippsland!

PATRISHA: Wow, that's kinda hard to believe, but I have had some strange things happen recently. A couple of days ago one of my donkeys got stolen! Do you think the carp are part of it?

LEVI: What would the Carp have to do with your donkey getting stolen? They're CARP. Anyway come with me!

NARRATOR: Levi and Patrisha headed down to the river to see if the two carp were still there.

SCENE 3. EXT. IN THE TAMBO RIVER

SFX: *River sounds, then diving and a splash.*

NARRATOR: They dived into the river, and hid behind the same log as Levi did the last time.

LEVI: The carp are still there. Let's follow them when they go into the tunnel.

NARRATOR: They waited and waited but had to go up for air. Patrisha sat on the bank of the river and had a drink.

SFX: *Slurping with a straw.*

LEVI: If we find where they're keeping the bomb then maybe we can stop it.

NARRATOR: Just then, Patrisha noticed that a trace of milk she had dropped was attracting lots of carp to the edge of the water.

PATRISHA: Levi look! The donkey milk! It's leading them to shore. Maybe I can distract them so you can get into their secret tunnel.

LEVI: Great idea! But argghhh how can we get the donkey milk?!

PATRISHA: Milk the donkeys of course! Just kidding I have a few spare bottles in my truck.

LEVI: Phew, I was going to say I'm not milking a donkey! Ewww!

SCENE 4. EXT. IN THE TAMBO RIVER

NARRATOR: As Patrisha poured bottles of donkey milk into the river, Levi got ready to dive in.

LEVI: I'll try and deactivate the bomb while I'm down there.

PATRISHA: Sounds like a plan.

SFX: *Diving and a splash.*

NARRATOR: He snuck behind the carp and pressed the button on the side of the rock to get into the tunnel. He swam in, and within seconds found the bomb and deactivated it. Just then, the carp started to chase him.

LEVI: Ahhhhhhhh the carp are coming!!! I'm swimming as fast as I can ahhh!! Patrisha help me!

PATRISHA: I'm coming Levi. I'm just grabbing one of my donkeys! I will pull you out with it!

LEVI: Hurry up, I'm getting tired of swimming!

NARRATOR: As Patrisha went to run back to her farm, she saw her donkey that had been stolen, tied up to a tree!

PATRISHA: The carp DID take it after all! I'm coming in, Levi, I'm just tying myself to my donkey. Ready?

LEVI: I've been ready for over ten minutes, now get me out of here!!

NARRATOR: Patrisha dived in and tied the rope to Levi. Then Patrisha climbed up her donkey and rode it to pull Levi out.

LEVI: [panting on the shore] Phew. Thanks donkey.

SCENE 5. INT. PATRISHA'S HOUSE

SFX: *Donkeys braying, then glasses clinking.*

PATRISHA: I'm so happy that we stopped the Carp, Levi.

LEVI: We did it!

PATRISHA: I sure hope they don't have another plan.

LEVI: Yeah me too. Who knows what will happen if they do!?

NARRATOR: It's true - they had stopped the Carp for now... but meanwhile...

SCENE 6. EXT. UNDERWATER IN THE TAMBO RIVER

SFX: *Carp sobbing*

BOSS CARP: Quit your crying, carp!

SOLDIER CARP: [Sniffing] Sir, yes, sir.

BOSS CARP: I will not rest until I destroy the humans. Soldier?

SOLDIER CARP: Yes Captain?

BOSS CARP: Tonight we get to work on our next plan to take over East Gippsland. But first: I need a niiiice cold glass of donkey milk.

SFX: *Slurping sounds.*

THE FIRST MERDOG OF DOG JUPITER

By Jack, Archie and Sky

Buchan Primary School

Sound and Music by Winter McQuinn



SCENE 1. EXT. DOG JUPITER

SFX: *Sounds of dogs barking in the distance.*

NARRATOR: In the year 1989, on the planet Dog Jupiter, there was a dog called Frederick who felt a little lost.

FREDERICK: I really, REALLY wish I was a merdog! How cool would it be to be able to breathe underwater!

NARRATOR: But there were two problems. There was no water on Dog Jupiter. There had been once upon a time, but all the water had disappeared. The other problem was that merdogs didn't exist, but Frederick wasn't going to let that stop him. He just needed a plan.

FREDERICK: I need to find water but there's no water.

SFX: *Sound of someone going through a rubbish bin, scratching, metal clanging, snuffling.*

NARRATOR: One day, as he was scavenging through a trash bin in search of food, he met his old friend Stinky Tim.

STINKY TIM: Howdy Frederick, long time no see. What's goin' on?

FREDERICK: I'm kinda down, Stinky Tim.

STINKY TIM: What's the matter, Frederick.

FREDERICK: I really, REALLY want to become a merdog, but there's no water on Dog Jupiter.

STINKY TIM: But you need more than water to become a merdog, you need to drink merdog goop. First you need to find the merdog goop and then you need to find someone who can make water.

FREDERICK: But no one can make water!

STINKY TIM: Well, actually, there IS someone who can make water.

FREDERICK: Really? Who?

STINKY TIM: Craig.

FREDERICK: Craig?

STINKY TIM: Yes, Frederick. Craig. Craig can make water.

FREDERICK: If Craig knows how to make water, how come there's no water on Dog Jupiter.

STINKY TIM: A long time ago, some dogs were really mean to Craig so he drank all the water to punish them and no one has ever been able to get him to give it back.

FREDERICK: How do I find him?

STINKY TIM: Craig lives on the other side of Skull Mountain.

FREDERICK: [Scared] Skull Mountain?

SFX: *Creepy music*

NARRATOR: Frederick felt scared because no one had ever returned from Skull Mountain, but he was determined to become a merdog.

STINKY TIM: Yes, Skull Mountain. You must climb up the Skull Stairs, go through Skull Gorge and you'll find him inside Skull Cave.

FREDERICK: What do I do when I find him?

STINKY TIM: You need to make him cry. If you can make him cry, then his tears will refill the rivers and the sea. But I should warn you, he is really, really mean.

FREDERICK: And where do I find merdog goop?

STINKY TIM: Sorry, Frederick. I have no idea.
NARRATOR: Frederick thanked Stinky Tim and headed in the direction of Skull Mountain.
FREDERICK: Thanks, Stinky Tim.

SCENE 2. EXT. IN THE DESERT

NARRATOR: So, Frederick set off to find Craig. It was a long way to Skull Mountain and would take many days of travel through the Desert of Despair.
FREDERICK: It's so hot out here in this desert. I don't know if I'm going to make it.
NARRATOR: Just as Frederick was about to give up he looked up and saw a blur in the distance dragging itself towards him. Frederick felt scared and looked for somewhere to hide but there was nothing but sand. The blur got closer and closer. It was a ghost!
FREDERICK: Please don't hurt me!
NARRATOR: The ghost loomed over him and said in a spooky voice . . .
OLD GHOST: FoooooIIllloooooooowwwww mmeeeeee.
NARRATOR: Frederick was too scared to say a word but he followed the old ghost, which led him to the edge of the desert and to the very base of Skull Mountain.

SCENE 3. EXT. SKULL STAIRS

NARRATOR: Frederick stared up at the Skull Stairs which were made up completely of leg bones.
FREDERICK: How am I supposed to get up there? It doesn't look very safe.
NARRATOR: But Frederick was still determined to become a merdog and he needed to find Craig. Frederick stepped up onto the first step.
SFX: *Sound of bones crunching underfoot.*
FREDERICK: Eewww!!!
NARRATOR: Frederick reached the top of the stairs and the walls of Skull Gorge loomed above him. As he stepped into the shadows, he heard a clicking sound. The sound got louder the closer he got to Skull Cave.
SFX: *Clicking sounds getting louder.*
FREDERICK: What is that horrible noise?
NARRATOR: Frederick looked up and saw a giant lobster with massive claws. The lobster reached out to grab him.
FREDERICK: Aaaaagh!!!!!!
NARRATOR: Frederick ducked and ran as fast as he could away from the lobster and into Skull Cave. It was dark and Frederick couldn't see anything but he could hear the sound of someone dancing to very loud death metal music.

SCENE 4. INT. SKULL CAVE

SFX: *Death metal music, sound of gurgling and feet stamping, voices echo.*
NARRATOR: At the far end of the cave Frederick saw a fat, punk pug. He was no bigger than a basketball and just as round. The hair on his head was shaped into a mohawk and he was wearing a black studded leather collar. He froze when he saw Frederick.
CRAIG: What are you DOIN' here?

FREDERICK: Are you Craig?

CRAIG: [Loudly] WHAT ARE YOU DOIN' HERE?

FREDERICK: I'm here to ask you to create water.

CRAIG: Hahaha! Create water? Why would I want to do that?

FREDERICK: Because I want to become a merdog!

CRAIG: [Surprised] A merdog? There's only one way to become a merdog and that's to drink merdog goop.

FREDERICK: Do you know where I can find it?

CRAIG: Inside my treasure chest with all my precious belongings, but that lobster stole it and swallowed it. If you climb inside the lobster and grab the chest and bring it to me, I'll give you the merdog goop.

FREDERICK: Um, okay.

NARRATOR: So Frederick went back out into Skull Gorge to find the lobster.

SCENE 5. EXT. IN SKULL GORGE

SFX: *Loud snoring.*

NARRATOR: Frederick found the lobster asleep on a large rock, snoring loudly. He snuck up to it and carefully climbed inside its mouth, crawled down its throat and into its stomach, where he found the chest.

SFX: *Snoring stops*

NARRATOR: He grabbed it and tried to crawl back out but he couldn't.

FREDERICK: Oh no! The lobster's jaws are clamped shut. I guess there's only one other way out. Oh, no . . .

NARRATOR: Frederick turned around and carefully crawled out the other end. He found Craig waiting at the end of the gorge for him.

FREDERICK: I did it, Craig, I got the chest.

CRAIG: Give it to me.

NARRATOR: Frederick gave him the chest. Using a large key, Craig unlocked the chest and opened the lid. Inside was an old vinyl record and a jar labelled "Merdog Goop".

CRAIG: Here's your merdog goop.

FREDERICK: Thanks Craig. What do I do now?

CRAIG: You need to make me cry so I can make water, then drink the merdog goop. Then you need to jump into the water and you will become a merdog.

FREDERICK: What if it doesn't work?

CRAIG: Trust me, it WILL work. Now, make me cry!

SCENE 6. EXT. IN SKULL CAVE

NARRATOR: Frederick told Craig a sad story, but he didn't cry. He tried telling him a funny joke, but that didn't work either.

CRAIG: Come on, Frederick, you need to try harder.

NARRATOR: Frederick was out of ideas. He looked down at the merdog goop in his hand and felt really sad. Then he had an idea. He curled his hand into a fist and -

CRAIG: Ooof!!!!

NARRATOR: Craig flew across and bounced off the wall of the cave and landed on his butt. He started to cry.

CRAIG: Waaaaaaaaaahhhhhhh!!!!

NARRATOR: Fat tears rolled down his cheeks and spilled onto the floor. He cried and cried so much that his tears flooded Skull Cave and a pool that spilled out into Skull Gorge. Quickly, Frederick opened the jar of merdog goop. It smelled disgusting! He held his nose and...

FREDERICK: Gulp! Eeww, that's disgusting!

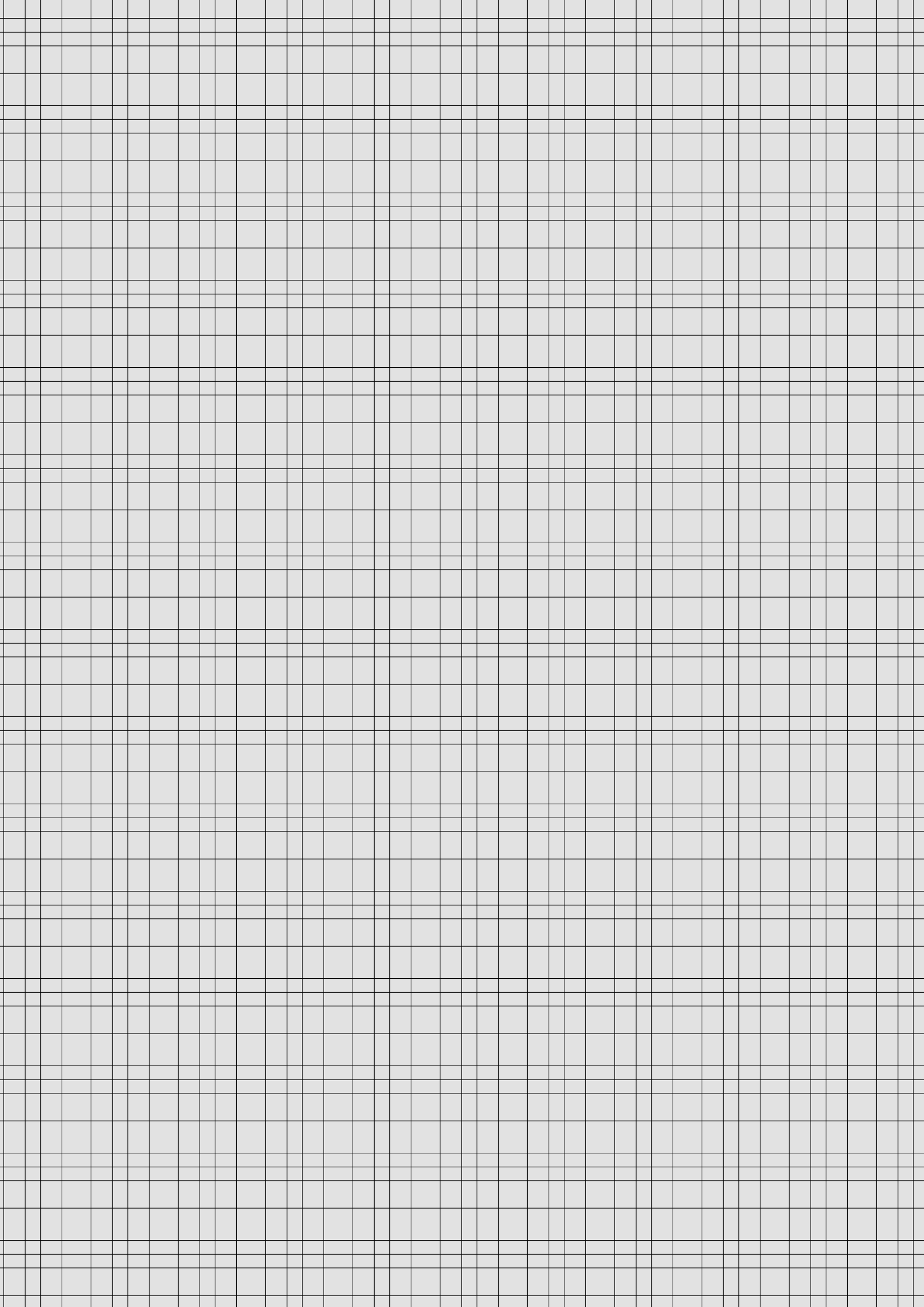
NARRATOR: Frederick dived into the pool of water and...

SFX: *Loud splash followed by a shimmering sound.*

FREDERICK: It worked! I'm a merdog. Thanks Craig.

CRAIG: You're welcome, Frederick.

NARRATOR: Frederick swam down the gorge and out into the newly formed ocean and became the first merdog of Dog Jupiter.



THE REVENGE OF MR. EGGHEAD

By Zoe, Roman, Luca and Robbie

Buchan Primary School

Sound and Music by Benji Colbourne



SCENE 1. EXT. SPACE

NARRATOR: On planet 51 Pegasi B lived a superhero called Gregory Hatchy. He had powers including, super strength...

SFX: *Metal bending*

NARRATOR: laser eyes...

SFX: *Lasers shooting*

NARRATOR: and the ability to breathe in space and fly.

SFX: *Something flying past really fast - nnnnnnewwww.*

NARRATOR: Greg liked to think he was the best superhero ever. He lived with his dad Gerald and their old cat Dudley - both who didn't have powers. One day Greg, his dad and Dudley were chilling out at home.

SFX: *Rock music playing.*

GREG: I wish something would happen - I'm so bored!

NARRATOR: Dudley was eating his favourite food, raw eggs.

SFX: *Cat lapping at egg yolk, then farting.*

GREG: Gross Dudley, you're so old and stupid!

DUDLEY: Meow!

GERALD: Greg I'm sorry you're bored but don't be mean to Dudley. Do you wanna go play the playstaaaa - ARGH!

SFX: *A flaming meteorite smashes through their wall (crash).*

GREG: Don't worry everyone - I'll save you!

NARRATOR: Greg flew outside and was horrified to see millions of massive meteorites coming for their home.

GREG: Holy potatoes!

NARRATOR: Greg used his stretchy body to shield the house from the meteorites. After five hours the meteorites finally stopped and Greg could finally rest his incredibly dented body.

GREG: [Groaning] Ahhhh. I've saved the day again.

SCENE 2. INT/EXT. HOUSE

SFX: *Recordings of birds chirping.*

NARRATOR: The next morning, Greg repaired himself by infusing pieces of netherite to his already dented netherite body.

GREG: Dad, I'm going to find the source of those meteorites.

GERALD: Ok son, try not to die! And be back before dinner.

GREG: We really need to fix this hole in the wall!

SFX: *Swoosh, swish as Greg flies away.*

DUDLEY: [whispered] Meow, as he just flew through it . . .

NARRATOR: An hour later Greg was flying around the solar system.

GREG: Ah, why is this taking so long! Can't I just find the sourrrrr . . .
Oh wow - cool rocket!

SFX: *Rocket landing.*

GREG: Oh no - it's Mr. Egghead's rocket!

SFX: *Evil music.*

MR. EGGHEAD: Mwahhh ha ha, hello Greg! Remember me? You turned my head into an egg twenty years ago and now I want revenge!

NARRATOR: Greg tried to punch Mr. Egghead but Mr. Egghead grabbed Greg's hand and threw him back down to planet 51 Pegasi B.

SFX: *Thud!*

GREG: Dammit! How is this possible? I'm supposed to be the strongest being in the universe!

SCENE 3. EXT. - SPACE

NARRATOR: Greg went into a super amazing sonic spin then with all the momentum he slapped Mr. Egghead, sending him flying into 51 pegasi B's orbit.

SFX: *Swoosh, super amazing sonic spin, SLAP!!!!*

MR. EGGHEAD: AHHHHHHHH you'll never defeat me!!!!

SFX: *Lasers.*

MR. EGGHEAD: OUCH! My butt! You didn't have to shoot me there with your eyes!

GREG: HAHAHA, I know but it was fun.

MR.EGGHEAD: I'll get you next time Greg!

SCENE 4. INT. – GREG'S HOUSE

SFX: *Key in the door, door opening.*

GREG: Dad, Dudley, I'm home from saving the universe!

NARRATOR: But there was no reply.

SFX: *Footsteps.*

NARRATOR: As his footsteps echoed through the lonely house, Greg realised that his Dad and Dudley were gone. His warm dinner was on the table and there was cat fur and scratches on the ground.
And a note that said -

GREG: "I told you I'd get you next time"

NARRATOR: Greg went into a deep rage and soared off to find his dad and cat, but halfway he started to sob.

SFX: *Greg crying.*

GREG: What if I never find you? Maybe I should just give up.
Maybe I'm not as strong as I thought. NO - that can't be possible.

SCENE 5. EXT. SPACE. NIGHT

NARRATOR: After 8 hours of searching, Greg finally arrived at the very bottom of the universe - the old abandoned planet Earth.

SFX: *Massive thud.*

NARRATOR: As his eyes darted around, he spied a spooky rundown hut in the distance. Greg flew over and crash landed into the roof, falling straight into Mr. Egghead's secret lair.

SFX: *Cat hissing and screeching.*

GREG: Oh, sorry Dudley.

SFX: *Muffled yelling.*

NARRATOR: And then he spied Gerald, tied up in the corner. Greg pulled the gag out of his mouth.

GERALD: Greg, we're all in danger. Mr. Egghead is going to implode the universe by summoning millions and millions and millions of meteorites.

NARRATOR: But just as Gerald finished his sentence, they both heard footsteps coming from outside.

SFX: *Footsteps.*

SCENE 6. INT. – MR. EGGHEAD'S SECRET LAIR

DUDLEY: Meow, let's run!

NARRATOR: Greg and Gerald stood shocked to the bone to hear Dudley speak.

GREG and GERALD: You can TALK??

GREG: Oh I mean - I knew it all along.

DUDLEY: Meow, no you didn't - you're just a know it all.

NARRATOR: Just then, Mr Egghead flew through the roof and grabbed Dudley.

SFX: *Cat screeches.*

MR. EGGHEAD: You're mine, stupid cat! Greg, since you turned my poor head into an egg twenty years ago, I have been plotting my revenge. Now I'm going to blow up the whole universe and then go back in time and make sure you trio were never born.

DUDLEY: Where is that smell coming from... mmmmmmm, raw egg, my favourite . . .

SFX: *Dudley is scratching Mr. Egghead's head.*

MR EGGHEAD: Ow, stop that, you wretched little beast... you're gonna break my -

SFX: *Craaaaaaack.*

MR EGGHEAD: Nooooooooooooooooo!

SFX: *Cat lapping up egg yolk.*

GREG: Yes Dudley, you've killed Mr. Egghead and saved the universe. Maybe you should be the superhero of this family?

DUDLEY: Really? I always wanted to be one!

GREG: Dudley, I'm transferring my superpowers to you - I'm tired of being in the spotlight.

GERALD: Thank you Greg for showing your true self. And we'll be back home before supper.

DUDLEY: Actually, the real heroes of this story are Luca, Roman, Zoe and Robbie who made up this universe out of the goodness of their hearts and for a school project.

GREG and GERALD: Hold up!!!!?





