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fia. 1

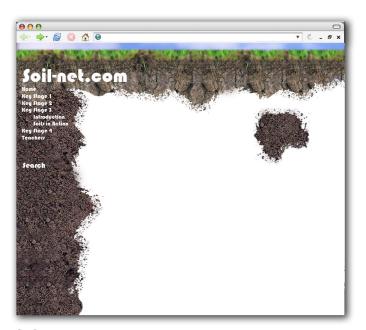


fig. 2

Key Stage 2, 3 & 4 Layout Concepts Photo-realistic banners for the more mature students.



fig. 1



Key Stage 2, 3 & 4 Layout Concepts

Two more variations on the same concept with textures Maya characters (fig. 1) and a gradient shading version (fig. 2) for a more stylized feel.

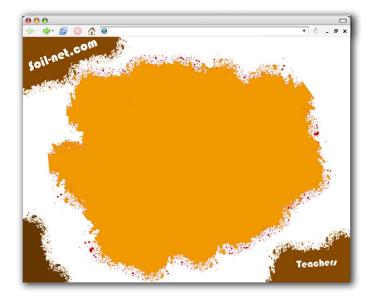


fig. 1

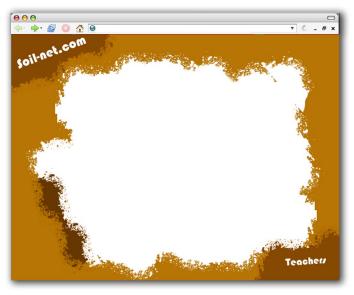
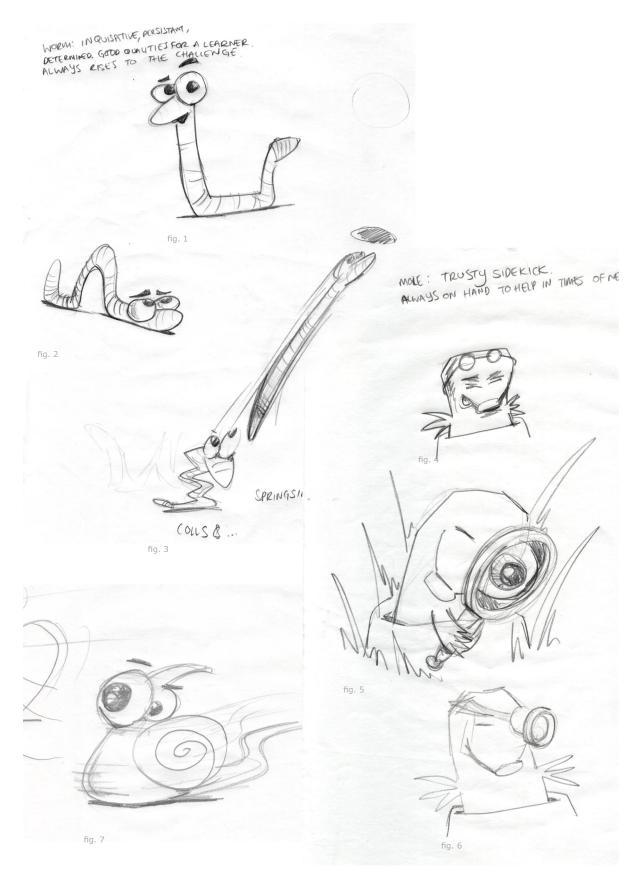


fig. 2

KS1 Layouts Concepts Deriving from the KS2,3 & 4 concepts on page 2 & 3, a design for KS1 layout that impliments a stage area for lessons/movies whilst retaining a more loose and messy approach.



Character Development Sketches of the teacher figure Badger nodding off in his arm chair (fig. 1), holding a wooden mixing spoon (fig. 2) and tilting backward in his chair as the worm bounces off into a tunnel.



Character Development

Further sketches of cast members with the realisation of narrative archetypes to help wit hthe development of lessons. The worm is our empathetic hero, with boundless energy and enthusiasm. The mole is our trusted sidekick who is always there in our time of need to lend a helping hand.



Character Development A scene from KS1 lesson 'How Soils Form'. The worm has just sprung into Badger's home and enthusiastically woken him with the question "how do soils form?"

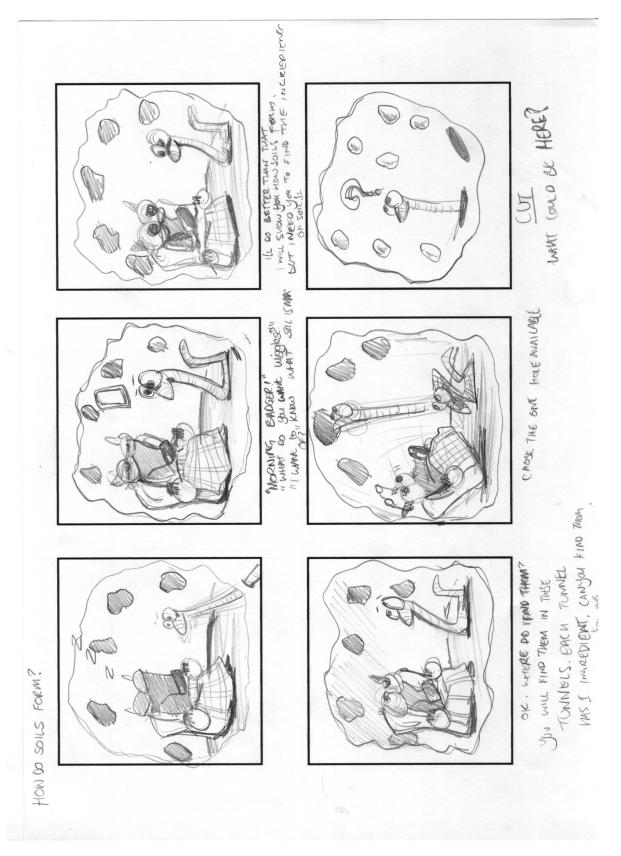


fig. 1

IStoryboard Sketches
Sketched version of script helping to realise the physical space required to fit characters and set/backgrounds.

Learning outcomes: explain how a number of 'ingredients' make up soil.

Style: narrative driven by inquisitive character (Worm) and teacher character (Badger) with guidance from helper character (Mole). Questions from teacher (Badger) about each minijourney helps to reinforce lesson.

CAMERA DELVES DOWN INTO THE BADGER SET/HOME. OLD BADGER SITS ASLEEP IN HIS OLD WEATHERED ARM CHAIR WIT A BLANKET COVERING HIS LAP.

WIGGLES THE WORM SPRINGS INTO THE ROOM WAKING BADGER FROM HIS SLEEP AS HE DOES SO.

WIGGLES

Morning Badger!

BADGER

What do you want Wiggles?

WIGGLES

(Enthusiastically)

I want to know what soil is made of. Do you know? Can you tell me.

BADGER

Slow down, slow down. I'll do better than tell you, I will show you How Soils Form. But I need you to find the ingredients of soil first.

WIGGLES

OK. Where do I find them?

BADGER

You will find them in these tunnels. Each tunnel has an ingrediant.

• PLAYER IS PROMPTED TO CHOOSE A TUNNEL.

WIGGLES SPRINGS UP INTO THE HOLE CAUSING BADGER'S CHAIR TO TILT BACKWARD.

CUT TO INSIDE OF A HOLE WITH MANY ROCKS SPREAD ABOUT. WIGGLES APPEARS FROM HOLE BOTTOM LEFT, LOOKS AROUND BUT LOOKS CONFUSED. HIS TAIL RESEMBLES A QUESTION MARK.

WIGGLES

What could be here?

MOLE APPEARS BOTTOM RIGHT.

WIGGLES

Hello Mole.

MOLE

Hello Wiggles, I'm here to help when you need it.

WIGGLES

What could be in here that could help make soil?

MOLE

The rocks!

WIGGLES

The Rocks?

MOLE

The rocks and sediments are the parent material of the soil. Click on a rock to collect it.

• USER CLICKS ON ROCK

WIGGLES HEADS BACK TO BADGER'S HOME.

CUT

INSIDE BADGER'S HOME. BADGER HAS SET UP A TABLE IN THE MIDDLE OF THE FLOOR WITH A MIXING BOWL UPON IT.

WIGGLES BOUNCES DOWN FROM A TUNNEL AND STANDS NEXT TO BADGER.

WIGGLES

Hello Badger.

BADGER

Did you find an ingredient Wiggles?

WIGGLES

Yes I found rock and sediment.

BADGER

You did very well. I will put them into the mixing bowl.

BADGER PLACES ROCKS AND SEDIMENT INTO THE MOXING BOWL.

BADGER

Are rocks and sediment the parent material to soil?

A) TRUE or B) FALSE

• USER CHOOSES:

Strand A)

BADGER

That's correct. Now I need another ingredient. Can you choose another tunnel to search?

Strand B)

BADGDER

Actually, rocks and sediment are the parent material to soil. Now I need another ingredient. Can you choose another tunnel to search?

• USER IS PROMTED TO PICK A TUNNEL.

WIGGLES SPRINGS INTO NEXT TUNNEL.