

CLASSROOM CREATURE EPISODES

PILOT**Story 1 MESSY DESK PEST**

Pitch: The Messy Desk Pest living in Emily's desk prevents her from doing her math work. In order to clean out her desk and go out to recess she devises a plan to catch the pest

Characters:

Emily: A third-grade who wears glasses.

Messy Desk Pest: Potato-size creature with sharp teeth.

Plot: Emily's desk is a mess. She often holds up the class while she searches for items inside. While doing spelling one morning, her desktop pops up. When she raises the lid, she discovers the Messy-Desk Pest living inside her messy desk. The pest bothers her all morning, by pinching her hand, making noise, and tickling her belly. When the Tall Teacher has Emily stay in during recess to clean out her desk, she vows to catch the Messy Desk Pest. At the art table she makes a popsicle stick cage and rigs it up inside her desk. That afternoon she pulls a string to capture the pest. Before releasing it, she cleans out her desk and her neighbors' desk. The story ends with the Messy Desk Pest scuttling away in search of other messy desks

Story 2: HOMEWORK GNOME

Pitch: In exchange for having the Homework Gnome do his homework, a boy loses his senses for an hour, only to find that doing his own homework makes more sense.

Characters:

Hari: A third-grade boy who sees no sense in doing homework.

Homework Gnome: A math-book sized, bald gnome with wiggly ears who lives below the hallway sink.

Plot: Hari hates homework and the Tall Teacher is tired of hearing his excuses for not turning it in. With a backpack full of homework books, Hari trudges from the classroom. While passing the hallway sink, he hears the Homework Gnome call to him. The gnome offers to do his homework for a price. Hari must trade one of his senses during one school hour. The following day, Hari is delighted to find his completed homework inside his desk, and during math he hardly misses being unable to hear. Over the next four days, he trades his sense of smell, taste, touch, and seeing as well without difficulty. But after trading his normal five senses and still eager for the Homework Gnome to do his homework, Hari rashly trades for whatever sense the gnome wants. The next day Hari acts wild in class and realizes his mistake. He's traded his common sense. Perhaps doing his own homework makes more sense.

EPISODE II**Story 3: PENCIL LOSER**

Pitch: A girl learns to keep track of her pencils after dealing with Ticonderoga 2, the classroom creature who's been grinding them up.

Characters:

Mimi: A third-grade girl who loses her pencils and loses her temper when she learns what's happened to them.

Ticonderoga 2: A pointy-headed, narrow and thin, six-sided, banana-yellow creature that wears pink rubber boots. Ti-2 would resemble a pencil, but for its two spindle legs and

arms that he using to pinch pencils from unwary third-graders. His slogan is “I find, I grind.”

Plot: Mimi loses her pencil...again. After the Tall Teacher reprimands her, she spies Ticonderoga 2 at the pencil sharpener. Ti-2 tells her what a bonanza the classroom is for lost pencils, and how he delivers the shaving to the chefs of Pennsylvania to be used in Pennsylvanian cuisine. After seeing her two favorite pencils ground up, Mimi is peeved. She schemes to end Ti-2’s stealing, and from this is point is careful where she puts her pencils. With nothing to do, Ti-2 takes a snooze on the windowsill. Mimi snatches him and crams him in the pencil sharpener. While grinding Ticonderoga 2 into shavings, she swears to keep track of her pencils. Ti-2 might have friends.

Story 4: CHATTERBOX

Pitch: A girl wins the Chatterbox Game, an attempt to say fewer than one hundred words in a day, and gets the prize—friendly classmates.

Characters:

Morgan: A bright third-grade girl who chatters but never listens.

Plot: Chatterbox Morgan wonders why her classmates stay away from her. One lunch period she finds a calculator inside her lunchbox. An accompanying note reads:

Play the Chatterbox Game! Win Fabulous Prize!

Say fewer than 100 words today, and you’re the winner!

With the calculator counts her words, Morgan sets out to win the prize. During science, however, she quickly uses up the allotted one hundred words telling everything she knows about pill bugs. The next day Morgan finds a blank digital watch in her lunchbox and plays the Chatterbox Game again, only to chatter too much and lose a second time. On the third day, when Morgan finds a blank Game Boy in her lunchbox, she tries extra hard to stay mum. Instead, she ends up listening to her friends. Later, the game screen reads that she’s a winner, but Morgan seeks no prize. She’s overjoyed when two classmates ask to walk home with her.

EPISODE III

Story 5: DOODLES

Characters:

Andrew: A third-grade boy who fills his math sheets with doodles, instead of filling in answers on time.

Dilly and Dally: A three-legged, five-arms, two-headed doodle that rises out of Andrew’s math sheet and begins doing problems for him.

Plot: Andrew wastes too much time doodling on his math sheet. When the Tall Teacher makes him miss recess to finish his work, Andrew is thrill to see his favorite doodle, Dilly and Dally, rise out of his paper. The creature completes Andrew’s math work for him, but they don’t stop there. To Andrew’s dismay, the doodles do his classmate’s work as well. Not only that, but Dilly and Dally draw more doodles that come alive and wreak havoc upon the room. Andrew’s only solution is to wave his eraser and erase the moving doodles. After Dilly and Dally disappear, Andrew concludes that it’s best to get his work done on time.

Story 6: CATCHIEST TUNE

Pitch: A boy can’t cease dancing when he fails to follow directions and plays the world’s catchiest tune on his recorder.

Characters:

George: A third-grade boy who never follows a teacher’s directions.

Miss Sing: The music teacher who teaches the third-grade class how to play recorders.

Mr. Leeks: WT Melon Elementary School’s grizzled, stooped custodian who has seen many peculiar things in the classroom at the end of the hall.

Plot: When George receives his recorder in music class he typically doesn’t follow instructions and blows into the instrument. During recess, he returns to the music room only to find the video player playing. From the screen, WA Mozart addresses him. He teaches George how to play the world’s catchiest tune on his recorder, but with a stern warning. Never play the song without plugging your ears first. On the playground, George plays the catchy tune and is thrilled to see students and teachers start dancing. Curious to hear the song, George pulls the cotton from his ears. This time when he plays the tune, he also begins to dance and can’t stop. Fortunately, Mr. Leeks is nearby on a noisy lawn mower and pulls the recorder from George’s mouth.

EPISODE IV

Story 7: BURP, THE SCHOOL ALARM

Characters: A girl with her own Tattletale Alarm is too busy minding other students’ business too mind her own.

Tanya: The third-grade class tattletale.

Burp: A small dragon-like creature with yellow scales, who lives on the school roof and produces the different alarm sounds heard during school drills.

Plot: The third-graders are preparing for Open House that evening. But Tanya spends the time finding things wrong in the room to tell the Tall Teacher. While walking down the hall, she finds a yellow alarm box with her name on it. She pulls this Tattle Alarm, and Burp, the School Alarm appears. Burp says that he’ll sound off whenever Tanya pulls her alarm. Then the student body will assemble, so she can announce the problems she’s discovered. Many times, Tanya pulls the alarm, making the classes march to the playground to hear her reprimands. At the end of the day, however, Tanya discovers her biggest problem.

Everyone is ready for Open House, but her.

Story 8: SPOT

Pitch: A dot shows a girl with writer’s block that her everyday life is full of stories about which to write.

Characters:

Myra: A third-grade girl who can’t think up writing subjects for her journal.

Spot: A flat, black, disc the size of a dime that helps students overcome writers’ block.

Plot: It’s writer’s workshop, and Myra sits at her desk, staring at a blank page in her journal. Spot drops from a hole in a ceiling tile and lands on her paper, shouting, “See Spot run!” Spot pushes a transparent block onto her desk and suddenly Myra sees herself in the center of it. She watches scenes from her morning and realizes that a lot happened before school that she can write about. By the time Spot leaves to help others, Myra is writing in a flurry.

EPISODE V

Story 9: ANTA CLAUS OF ANTARCTICA

Pitch: A boy who gives up on school tasks too easily meets Anta Claus who gives him Up, a giant cookie, and teaches him to try bit by bit, one step at a time.

Characters:

Alex: A third-grade boy who says “I can’t” before trying anything in class.

Anta Claus: A tall skinny man with a bushy black beard who wears a fuzzy black suit fringed with white fur, black boots, and a pointy black cap with a white ball on the tip. Anta Claus appears next to students who say “can’t” too much.

Plot: The third-graders are cutting out paper snowflakes, but Alex says he can't do. The task seems overwhelming. Anta Claus appears beside him and offers an Up cookie. Alex eats a bit of it and finds that trying the snowflake isn't as hard as he thought. All day long whenever Alex says he can't do something, Anta appears with the Up. Bit by bit Alex tries new things in gym class and during social studies. By the time Anta Claus flies off in his black sleigh, Alex has learned that by attempting assignments one step at a time, they aren't so daunting.

Story 10: OTHER WITCH

Pitch: A braggart is put in her place when she claims to be the ugliest witch at the Halloween party only to have a genuine witch top her.

Characters:

Clara: A third-grade girl who insists on being "est" --the fastest, smartest, and neatest at everything in school.

Other Witch: A short ugly witch who drops in on the classroom Halloween party.

Plot: In her attempt to rule supreme at everything in class, Clara boasts that her witch's outfit was the ugliest costume at the Halloween party. But while the class bobbed for apples, she spied someone who wore a witch's costume far uglier than hers. Who could that other witch be? Who was trying to show her up? Finally, Clara approaches the other witch and learns that she's genuine. While flying over the school, this other witch had dropped down to join the party. Clara tries to alert her classmates, but tired of her overblown stories, they ignore her.

EPISODE VI

Story 11: PURPLE READER

Pitch: A disheartened boy gains interested in reading through the Purple Reader, a book that forecasts his future.

Characters:

Kenneth: A third-grade boy who's down on himself for being a poor reader.

Plot: Every reading period Kenneth sits alone in the reading corner. His reading level is too low for him to join a third-grade reading group. One reading period, Kenneth finds a purple reader on the shelf with his name on the cover. The first page catches his interest. It shows a picture of him standing on the school playground that's covered with snow. That night it snows, and Kenneth realizes that the Purple Reader tells his future. From then on, Kenneth can't wait for reading period. Each day he picks up the Purple Reader to find out what will happen to him. Each day the words get harder and the paragraphs longer. At the end, he sees a picture of himself sitting with a reading group. Kenneth's eagerness to read the Purple Reader has paid off.

Story 12: TEST TESTER

Pitch: A girl finds that taking test is tolerable when she's appointed as a test tester by an official from ITS, a secret underground testing site in Iowa.

Characters:

Loren: A third-grade girl who detests taking tests.

Moe: A shadowy character who along with his mates Eeny, Meeny, and Miny are the official test inspectors from ITS—the Iowa Test Site

Plot: Loren is sitting at her desk complaining about all the tests she must take, when she receives a call on the classroom telephone. The caller is Colonel Cram from ITS, the secret underground facility where all school tests are tested, and the colonel needs a favor. Could Loren be on the lookout for any faulty tests that might have slipped into her school? The

usual test inspectors Eeny, Meeny, Miny, and Moe were on vacation. Loren makes it through Test Week, eagerly taking her tests while looking for mistakes and reporting them to Colonel Cram. At the end, she meets Moe in the coat closet who thanks her for her assistance.

EPISODE VII

Story 13: SUB'S SUBTRACTION

Pitch: A boy learns that you can go far without subtraction when Sub Dude, a substitute, removes it from the classroom.

Characters:

Matthew: A third-grade boy who dislikes subtraction, especially borrowing.

Sub Dude: A white-bearded substitute who's driven his submarine from Sub Isle to teach any subject to his third-grade subjects.

Plot: In his journal Matthew writes about how he hates subtraction and wishes it would go away. After recess, Sub Dude arrives to teach things the Sub Way. He grants Matthew's request and removes subtraction from the room. Matthews soon finds himself in a topsy-turvy world where no distances grow shorter or the time until recess never gets nearer.

Story 14: MOUTH MOTHS

Pitch: A boy discovers how to prevent Mouth Moths from escaping his Adam's apple and harassing him--by raising a hand before opening his mouth.

Characters:

Paul: A third-grade boy who always forgets to raise his hand before calling out in class.

Plot: When Paul again forgets to raise his hand, three pink moths flutter from his throat and circle his head as if it were a light bulb. Again, he calls out, and three more moths follow. After talking out times more times, there's a pink cloud swirling around his face, apparently visible only to him. Finally, when he stays in from recess for breaking the "talking out" rule so many times, he searches the Internet and reads that these annoying moths, Mouth Moths, live in the Adam Apples of schoolchildren. Further reading tells him that the way to prevent these moths from escaping is to apply pressure to the throat by raising a hand before opening your mouth. After recess, the entire class is surprise to find Paul with his hand always up.

EPISODE VIII

Story 15: FREEZE TAG

Pitch: A girl who loves touching things is thrilled to play Freeze Tag and find that everything she touches really freezes.

Characters:

Hannah: A third-grade girl who likes to feel things and can't keep her hands to herself.

Plot: Hands-on Hannah has a favorite playground game—Freeze Tag. But when she plays it wearing a rainbow-colored glove she finds in the Lost and Found box something extraordinary happens. The people she touches freeze as solid as Popsicles. Oh joy! After freezing all the students and teachers, she wanders through the hallway touching anything she wants to! But when she touches her reflection on a silver trophy, she freezes herself and it takes Mr. Leeks to thaw everyone out.

Story 16: NEW ART TEACHER

Pitch: A boy gains confidence in his art ability when he's assigned to draw the new art teacher, a stick woman.

Characters:

Charlie: A third-grade boy whose stomach churns before art period because he's a poor artist.

Miss Tra-La-La: The new art teacher, who upon taking off her wraps, reveals that she's a stick woman from "the sticks," complete with stick arms, legs, and a head as round as tiddlywinks.

Plot: Dreading art, Charlie is curious about the new art teacher, Miss Tra-la-la, who shows up one Friday afternoon. His stomach rumbles, however, when Miss Tra-la-la announces that the class will draw people, the most difficult thing to draw. But not Miss Tra-la-la. When she takes off her wraps, Charlie sees her stick figure. For once, he can draw something with confidence.

EPISODE IX**Story 17: CUTS**

Pitch: A girl insists on cutting to the front of the line, until she consistently finds herself standing at the end and discovers that being last has its advantages.

Characters:

Kimberly: The third-grade Cut Queen, an expert at cutting in line.

Lunch Lady: A woman who stands behind the glass lunch counter, serving triangles of pizza.

Plot: Nothing is more vital to Kimberly than being first in line. That's why she's devised various ways of taking cuts—Cut-Corners Cuts, Short Cuts, Butt Cuts, and Cut-The-Cheese Cuts to name a few. But after cutting to the front of the lunch line, she suddenly finds herself standing at the end. She tries cutting in line second time, only to end up last again. After three more attempts and still finding herself last in line, she gives up. Surely, she would get warm milk, a shriveled slice of pizza, and the worst seat at the third-grade table. But no. When Kim finally reaches the serving counter, the lunch lady has brought out a fresh pizza reserved for latecomers. Maybe being last does have advantages.

Story 18: OLD GRAY CHAIR

Pitch: A boy is challenged to remain seated when his gray chair won't let him.

Characters:

Alex: A fidgety third-grade boy who rarely stays in his chair.

Plot: Alex, also known as Sharkey, leaves his seat again. In from recess for breaking the "seat" rule, he suddenly finds himself on the floor. Apparently, his old gray wooden chair has tossed him off. Mr. Leeks arrives to explain about Chair Rodeos and Wild Billy Keester, the greatest chair-riding champion of all time. The janitor explains that the best way to show a bucking chair whose boss is to get right back on it. After several rough rides and trips back to the floor, Alex manages to tame his Old Gray Chair and vows to stay on her as long as he can.

EPISODE X**Story 19: MATH RASHES**

Pitch: The third graders break out in Math Rashes when a well-meaning substitute assigns too much math work and forgets to give them recess.

Characters:

Miss Givings: A young enthusiastic substitute, excited about her first day on the job.

Plot: The new substitute assigns the class tons of work while the snow-covered playground beckons outside the classroom window. First one third-grader begins hiccupping and then another. Could these hiccups be contagious? When several students break out in a red rash

the shape of math symbols, Miss Giving knows the diagnosis. She has piled on too much math work, and her students have broken out in Math Rashes. Fortunately, the substitute knows the Math Rashes cure. She assigns her class to go outside at once and play in the snow.

Story 20: ABOVE THE CLASSROOM

Pitch: Two third-graders seek up to the school attic and meet WT Melon.

Characters:

Frances: A third-grader who stay in from recess for pulling a prank.

Howard: A third-grader who stay in from recess for pulling a prank.

Plot: After pulling a computer prank on Rosalie, Howard and Frances must stay in from recess with their heads down on their desktops. When they hear a creaking sound coming from the ceiling, they sneak up through a trapdoor into the school attic. After winding through a labyrinth of book they meet Walter Teach Melon, a former teacher from Apple Island. WT Melon tells them about the magic he uses to create the classroom creatures that help the students in the classroom at the end of the hall. When they return to their classroom, they find the Tall Teacher asleep at his desk.