



Wonder castle



An animation series Created By Alessandro ABbate



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SERIES SYNOPSIS

In a far-off land, on the top of the highest mountain, above the clouds, there is the Castle of Archibald, the nicest wizard in the world. There he lives with three little friends: Curiosity, an hyperactive and clever monkey; Perry, a grumpy But great-hearted Parrot; and Sammy, a timid Piggy Bank.

They will go through many fantastic adventures in a magic Dimension Created By Archibald's Powers, looking for the answers to Curiosity's Countless questions, and finding out that learning is an extraordinarily funny and exciting journey.

ARCHIBALD

He is the nicest wizard in the world. Good-natured, always ready to help and listen to everybody, incredibly simple and modest, in spite of his infinite wisdom and magic powers. The grandfather every child would like to have and play with.

He knows exactly what the adventures he lives with Curiosity will be about, and what it will happen (each adventure is, after all, a story that he creates with his magic for Curiosity's benefit), but he acts as if he didn't, pretending (very well indeed, and happy to do so) to share Curiosity's same surprise, excitement, doubts and fun. In other words, he puts no distance between himself and his little friend: learning, he believes, is a matter of peers.

He helps Curiosity, when it needs, without letting her perceive it, so as to make the little monkey understand that she can make it by herself, and develop her self-esteem, decision making, and sense of responsibility.



CURIOSITY

Her name tells almost everything about this nice little monkey: she's eager to know about quite everything, to find the answer to her countless "Why?" and "How?".

When she's not sleeping (and dreaming of a new question), this little monkey is a real live wire, and a true ChatterBox – sometimes even too much so: But her friends love her as she is.

The most Beautiful thing about Curiosity is that she has a very Positive attitude to the world: it's a wonderful Place, with many wonderful things to Discover and learn.

During the magic adventures she lives with ArchiBald, Curiosity generally shows to be more enterprising than timorous: knowledge is an exciting activity, full of challenges and riddles, from which she never Backs away.

She is also a very sensitive and generous soul.



PERRY

ArchiBald's Parrot and oldest friend. He's a Big, Big grump. At first glance, it seems that Perry Doesn't like Curiosity too much. But this is just an impression, Caused By his surly temper, which makes the Parrot only see the negative side of things and people, and find faults with quite everyone and everything (oh Dear, how much he enjoys Criticizing and Complaining!) He is actually very fond of the little monkey, and Proud of her as much as ArchiBald is. Deep Down, Perry is a very good guy, reliable and with a Big heart.

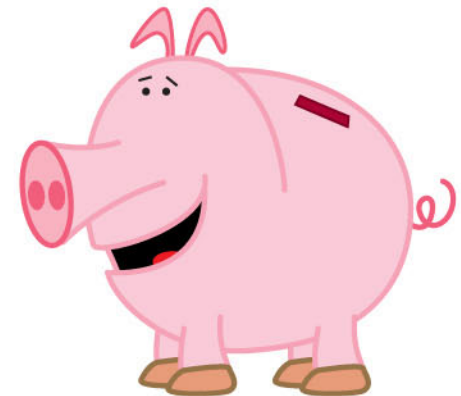


SAMMY

He is Curiosity's Piggy Bank and good friend.

This shy, fearful, and somewhat clumsy Piglet almost looks on Curiosity as an idol, and dreams that one day he may become as smart and inventive as the monkey. Of course, he doesn't even know what envy means: every new coin that Curiosity puts in his belly makes him beaming with joy.

He doesn't always take part in the adventures created by Archibald, but he's always happy to listen to Curiosity's tale of what happened and what she has learnt.



EPISODE STRUCTURE

The episodes should be developed according to a recurring structure. This structure, which mainly works as a story template, is of course flexible and adaptable to various changes, when necessary.

A - **Here we go again**

The little monkey wakes up wondering about something she has dreamt of: a new “How” or “Why” has just popped up in her mind.

B - **Real situation**

When Curiosity tells Archibald about her new dream, the wizard is usually doing something which is somehow connected to Curiosity’s question, and which will later on help the monkey find the answer she’s looking for, or do the right associations of ideas so as to succeed in the adventure.

C - **Fantastic situation**

Having heard Curiosity’s question, Archibald takes her to the Door of the Questions, and then the adventure in the magic dimension begins, unfolding now as a mystery, now as a challenge, now as a riddle – in any case, something funny, stimulating, and imaginative.

D - **Back to the castle**

When the adventure is happily over, Archibald gives Curiosity a special coin, which she puts in Sammy’s belly. This token is sweeter than any candy (or banana) to her, as it symbolizes that she’s doing well, and getting richer in knowledge.

E - **How I did it**

Curiosity briefly tells Sammy about what happened beyond the Door of the Questions. This happens because either: 1) The piggy bank didn’t take part in the adventure; or 2) The piggy bank didn’t exactly understand how Curiosity solved a problem. In any case, soon after having learnt something, the little monkey finds herself already teaching to somebody else, thus showing that knowledge’s essence is its transmission and sharing, and also giving a recap of the story and learning process in even simpler terms, for the young audience’s benefit.

F - **Good night and sweet dreams**

Curiosity and Perry have a last late chat before going to bed, in which the frictions and misunderstandings fade away, replaced by true affection and friendship. Then the little monkey falls asleep, ready for a new dream and a new question.

KEY ISSUES

- Keep the questions/answers as simple as possible;
- Avoid a too didactic tone;
- Put the accent on the learning process as an amusing adventure;
- Emphasize the subject's active participation versus a passive acquisition of knowledge;

The most important thing is that Curiosity's learning experience exceeds the specific subject of each episode (i.e. why does it rain?; or why is fire hot?), involving the progressive development in the little monkey of such qualities as socialization, altruism, courage, solidarity, respect, and so on.



ArchiBald's castle



"Family snapshot"

EPISODE SAMPLE

“WHY DOES IT RAIN, OR ELSE, HOW CAN CURIOSITY HELP THOSE WHITERING FLOWERS?”

Curiosity wakes up wondering about the rain: that’s what she has just dreamt about. Where does it come from? What’s the use of it, if any?

She gets up and runs to Archibald, who is watering his flowers and plants. As he listens to Curiosity’s many questions and doubts about the rain, the wizard asks the little monkey to help him with the watering. Flowers, plants, and everything that we call “nature”, he tells her, need water to grow and bloom: it’s just like when we are thirsty, and need to drink water to feel better!

Curiosity enjoys using the watering can – she likes these beautiful flowers so much! – but keeps asking Archibald about the rain. She just can’t help it! She wants to know!

So they stop watering, and Archibald takes her up to the castle’s tallest tower, to the magical “Doors of the Questions”: the wizard opens the door, they get in (followed by Perry the parrot), and find themselves in a strange soft-look all-white place, which seems almost endless.

Curiosity is puzzled: what strange place is this?

Archibald points at a sort of window – the only break in this creamy environment – which opens on to a bright blue background, and suggests they lean out and have a look outside. So they do: Wow! They are inside a cloud, up above in the sky, and they are floating over a beautiful wood, with many trees, shining grass and fields of colorful flowers.

Moving away from the window, Archibald and Curiosity meet a couple of soft, puffy, funny white little creatures, who look themselves as small pieces of cloud.

“Hello! Who are you?” – the wizard asks.

“We are the Lil’vapours! We make the rain!” – they say.

Curiosity soon gets excited: how they do it? Where they do it? Can they do it now?

The little creatures invite them to visit the rain factory inside the cloud. They’re lucky: a downpour is scheduled in less than ten minutes!

EPISODE SAMPLE

In the rain factory (within the same cloud), scores of Lil'vapours are lining up to get ready for passing from hand to hand scores of buckets full of water (gathered from a pit at the centre of the cloud). That's how they make the rain!

When everything seems to be set up for the downpour, suddenly all the Lil'vapours get into a panic. Emergency! The last Lil'vapour of the line is missing! Nobody knows where he is! They can't make rain without him, as he is the one in charge with pouring the water off the buckets!

Curiosity doesn't understand why they are so worried. There will be no rain today: what's the deal?

"Have a look outside, down on the meadow, and you will understand!" – the Lil'vapours reply.

The little monkey leans out and sees a field with withering grass and flowers. "Oh no! That's bad! Can't we give them some water?" – she cries out. Then she stops for a second, and gets it: the cloud is just like a big watering can, or a big glass of water for a thirsty nature! That's what rain is for!

The little monkey says she wants to replace the missing Lil'vapour and make the rain fall on those poor drying flowers.

So the chain starts off, and Curiosity shows to be very good at her new task (although she happens to water Perry, who was flying around, outside the cloud, thus causing his funny heated protest).

When the rain-making is successfully over, and the nature is magically flourishing again, all the Lil'vapours congratulates Curiosity for the excellent job she did, and tell her she can come to visit and help them again anytime she wants.

Back to the castle, Curiosity receives her special coin from the hands of a very happy and proud Archibald. She rushes to her friend Sammy, the piggy bank, to keep it safe, and briefly tells him what happened, what she did, and what she has learnt.

Finally, it's time to go to bed. Curiosity says sorry to Perry for having watered him. The parrot, who keeps sneezing with a bad cold, tells her not to worry, as he'll get well soon. Then he tenderly tucks her up, and wishes Curiosity sweet dreams – but with no more rain, please!

ARTWORK FOR A 3D DEVELOPMENT OF THE SERIES

3D ARTWORK



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