

Game 4: Mystery Lunchbox

Educational Objective: Observe change (decay). Understand that mold is alive.

Sid's classmates find an old lunchbox in the lab. And it still has a sandwich! As they wait for someone to claim it, the sandwich starts to grow mold! Each day, the sandwich gets moldier. Moldy stages are displayed as photographs. This way, mold is realistic and may be magnified.



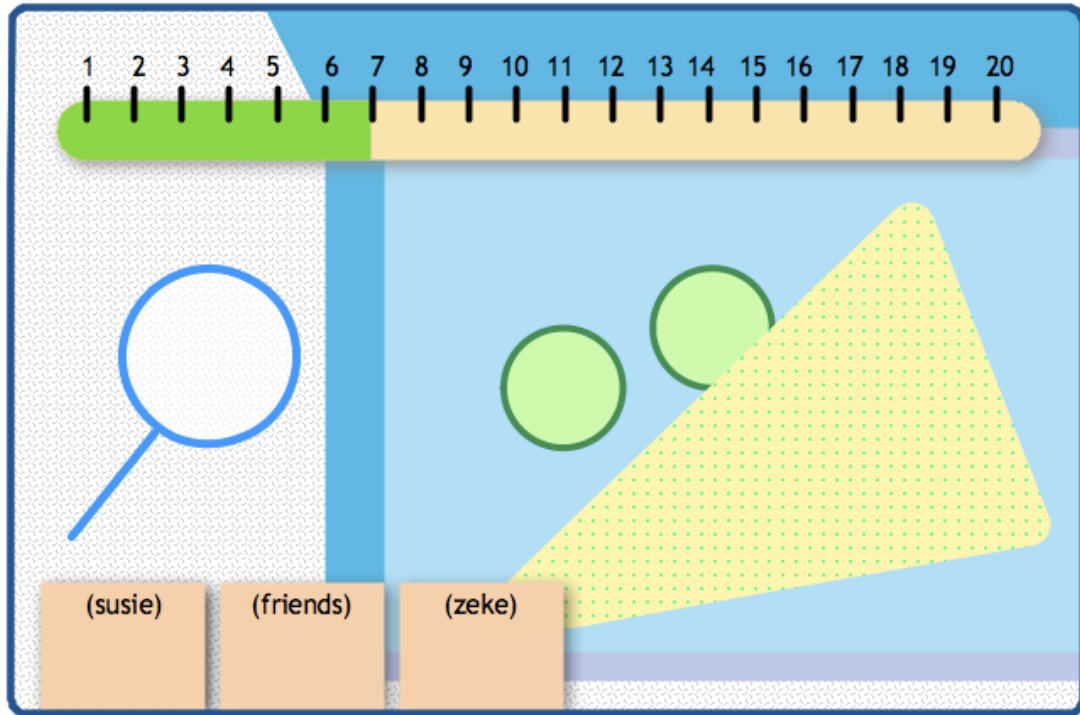
Hand-drawn annotations appear over the photographs to match the 2D style featured in Episode 101 song "Decay." Annotations help kids visualize properties of mold.

A "disgusto-meter" (popsicle stick) accompanies the lunchbox. Kids can click on individual days to explore the "life" of the sandwich. Sid narrates the sandwich's progress, "The sandwich has more hair than baby Zeke!" Sid's commentary describes: *What is mold? Why did the sandwich change? How long did it take to change?*

Kids can use a magnifying glass to see the mold up-close. Clicking the tool attaches it to the cursor. When the magnifying glass is attached to the cursor, rolling over the sandwich shows magnified view. Clicking again releases the magnifier, snapping it back into place (default screen position).

ITM: If ITMs are activated, clicking the ITM symbol opens discussion prompt, "Mold a la Mode."





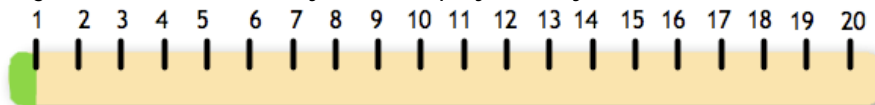
zone1_4: Mystery Lunchbox

General: VO only. No lip sync required.

Mechanics:

On zone open:

- disgusto meter = fill to day1 (do not play sid_day_01)



- play sid_comment_00

IF no click and X seconds:

- play sid_prompt_sandwich01

IF rollover disgusto-meter:

- AND state1 (not filled), play sid_prompt_sandwich02
- AND state2 (filled), play sid_prompt_sandwich03

Element	Art & Animation	VO/SFX	Action	Notes
background: floor	Lunchbox is sitting on classroom floor.			
sid_magnifier	Magnifying glass.	sid_magnifier Use the magnifying glass to see the	Play VO on magnifying glass rollover.	Reuse Collection magnifier.



Element	Art & Animation	VO/SFX	Action	Notes
calendar disgusto meter	disgusto meter = popsicle stick with 20 tick marks. Clicking a day fills/empties meter to that day. Each range has 2 states: <ul style="list-style-type: none"> state1 = not filled state2 = filled (green) 	sid_day_01: Day 1 sid_day_02: Day 2 sid_day_03: Day 3 sid_day_04: Day 4 sid_day_05: Day 5 sid_day_06: Day 6 sid_day_07: Day 7 sid_day_08: Day 8 sid_day_09: Day 9 sid_day_10: Day 10 sid_day_11: Day 11 sid_day_12: Day 12 sid_day_13: Day 13 sid_day_14: Day 14 sid_day_15: Day 15 sid_day_16: Day 16 sid_day_17: Day 17 sid_day_18: Day 18 sid_day_19: Day 19 sid_day_20: Day 20	sandwich up close! <u>On rollover:</u> <ul style="list-style-type: none"> AND state1 (not filled), play sid_prompt_san dwich02 AND state2 (filled), play sid_prompt_san dwich03 <u>On click,</u> show forward/reverse sequence of images to that day. Adjust meter fill. Ex. (forward) If meter = day2 AND click day10: <ul style="list-style-type: none"> show sandwich 3, 4, 5, 6, 7, 8, 9, 10 (like flipbook) fill day1-10 play VO sid_day_10 Ex. (reverse) If meter = day 10 AND click day 2: <ul style="list-style-type: none"> show sandwich 9, 8, 7, 6, 5, 4, 3, 2 (like flipbook) fill day1-2 play VO sid_day_2 	
sandwich (1-15)	Style: Photographs 20 top-down photos will be taken of each sandwich. Sandwiches photographed at high- resolution (so magnified version is available). Sandwich will appear inside of 2D+ lunchbox. <u>Cucumber Sandwich:</u> 15 photographic images of 1/2 -eaten cucumber sandwich.			2 sandwich will be photograph simultanec to see whi yields bett visual resu



Element	Art & Animation	VO/SFX	Action	Notes
	<p>Some cucumber slices have slipped out of the sandwich.</p> <p><u>Cheese Sandwich</u>: 15 photographic images of 1/2 -eaten cheese sandwich. A cheese slice sticks out of sandwich (so mold is visible on both cheese and bread).</p>			
annotation & comments	<p>Style: 2D animated scribbles (to match 2D style featured in Episode 101 song "Decay.")</p> <p>Annotations will emphasize the science. For example:</p> <ul style="list-style-type: none"> • water_droplets = soggy • emphasis lines • circle callouts • arrows 	<p>sid_comment_00 It's somebody's sandwich. But whose?</p> <p>sid_comment_01 The cucumbers are wrinkly.</p> <p>sid_comment_02 There's fuzzy white stuff!</p> <p>sid_comment_03 The white fuzz looks like cotton.</p> <p>sid_comment_04 Now there are green spots on the sandwich!</p> <p>sid_comment_05 The sandwich has little black dots on it. Like pepper!</p> <p>sid_comment_06 More of the sandwich is black!</p> <p>sid_comment_07 I found something out! That's mold!</p> <p>sid_comment_08 Mold isn't a plant. And it's not an animal. It's a fungus!</p> <p>sid_comment_09 The mold keeps growing! It's <echo>ALIVE</echo>! Living things need food to grow. What does the mold eat?</p> <p>sid_comment_10 I got it! The mold is</p>	Annotations sync with VO.	<p>Comments number of days will be finalized a photograph</p> <p>Comments not correspond days.</p>



Element	Art & Animation	VO/SFX	Action	Notes
		eating the sandwich! This lunchbox must belong to the mold! sid_comment_11 The sandwich is 2 weeks old. And it already has more hair than baby Zeke! sid_filler_01 That looks different! sid_filler_02 Eee-yuck! sid_filler_03 Hmm... interesting! sid_filler_04 I wonder what it looks like close up!		
sid_prompt_sandwich01		sid_prompt_sandwich01 Click the digusto meter to see what the sandwich looks like on a different day!	Play if no click and X seconds.	
sid_prompt_sandwich02		sid_prompt_sandwich02 Click to see the sandwich get older!	Play on rollover if disgusto meter = state1 (not filled).	
sid_prompt_sandwich03		sid_prompt_sandwich03 Click to see what the sandwich used to look like!	Play on rollover if disgusto meter = state2 (filled).	
itm_button			If itm = ON, display button on zone1_4. On click, open itm_zone1_4.	
itm_zone1_4	(2D Illustration) Show pie slice in jar with white fuzz on it. Make <i>Mold à la mode!</i> <ol style="list-style-type: none"> 1. Find a jar with a lid. 2. Put leftover food in it. 3. Close the jar tight and put it in a dark place. 4. Check in on it every day. How does it 		On click, close itm_zone1_4.	ITM review process (T



Element	Art & Animation	VO/SFX	Action	Notes
	<p>change?</p> <p>5. Throw away the jar without opening it.</p> <p>Predict! How long will it take for mold to show up?</p>			

