

You stand before the front reception desk at Smiling Horizons Early Learning Center. Your guest passes have been arranged in advance. You ask the cliché grouchy receptionist for directions to the first grade classrooms and head that direction. Your good friend, Spencer, was recently hired here as a teacher, today being their first day on the job. You know this job means a lot to them, so you came as fast as possible when you received his text in all caps reading, “EMERGENCY! NEED HELP! MEET ME AT THE SCHOOL! PLEEEEEEEASE!!!”

There it is, Classroom 104. A bell rings out as you approach. Soon after, the door to the classroom bursts open and a dozen or so excited kids sprint out to recess. Once the stampede has passed, you let yourself into the room.

A commotion in the middle of the room grabs your attention. Tables and chairs are being jostled around by something scrambling around on the floor. The commotion stops as Spencer frantically pops his head up from under a desk. His dour expression lightens up when he sees you.

“Thank goodness you’re here! Watch your step!” Spencer hurriedly tip-toes over to you at the entrance. “You gotta help me! It’s my first day here and I’ve already lost Meatball!”

“I don’t have all the details. But, apparently, the last time Meatball went missing, The students were totally heartbroken and the previous teacher got fired. That’s why there was an opening for this job in the first place.”

“Right now the kids have recess, then an assembly, followed by lunch break, so that gives you just over an hour to find that little fur ball. I’d help you look but I’ve got yard duty, and at the assembly I get to introduce the yo-yo guy! No one can pass that up.”

“Oh yeah! The previous teacher did successfully find Meatball, going crazy in the process if the rumors are true. I think they left some of their stuff in the bottom desk drawer since no one can get it open. That might be a good place to start.”

Spencer glances out the window beside the entrance and panics.

“Oh geez! I gotta go. Please find Meatball and get her back in the cage before the kids get back.”

Spencer runs through the door and out to the playground.

“Tommy! do NOT put that in your mouth. Drop it! Drop it now!” His voice trails off as the door closes behind him.

You're standing in a lovely classroom by all appearances as you scope out the perimeter. Ahead of you, to the North there's a large **white board** at the front of the class with some writing on it. In the Northeast corner sits the **teacher's desk**.

The east wall is absolutely blasted with tacky, stapled on, wall decorations and past art projects. In the center of the wall there are several **shelves full of colorful storage bins**. The Southeast corner has built in wall **cubbies each with a lunchbox inside**.

Beside them on the South wall is the **entrance** you're standing in front of. In the center of the wall is a large window that looks out to the playground. Beneath the window is a **cozy story time corner** filled with colorful bean bag chairs and floor pillows, fully stocked bookshelves and a large plush rug with the letters of the alphabet laid out in a grid.

The play area continues into the Southwest corner where there's a collection of building blocks, stuffed animals, some little kid dress-up stuff and a large **cardboard refrigerator box that's been done up to look like a castle**. Proceeding around on the West wall, you see a **closed door** labeled "SUPPLY CLOSET." Beside it you see a long stretch of countertop with cabinets above and below that runs all the way to the Northwest corner. You see a sizable **animal cage** with a sheet draped over it on the left side of the counter. And the far corner of the counter has a **large sink**, perfect for cleaning up after art and science projects.

The center of the room is filled with three, large, rectangular tables with 4 chairs around each. Each chair has a **colorful backpack** either looped over or resting under it.

Aside from the large area rug in the cozy corner, the floor is a bland, dark gray carpet. And the ceiling has a smattering of balloons tacked to it haphazardly.

## WHITEBOARD

The whiteboard has some writing left on it from the last lesson.

<WHITEBOARD IMAGE>

[https://drive.google.com/file/d/13j\\_tgA8P-BHPZ37mCcQq0KaYEFcaqRoh/view?usp=drive\\_link](https://drive.google.com/file/d/13j_tgA8P-BHPZ37mCcQq0KaYEFcaqRoh/view?usp=drive_link)

## TEACHER'S DESK

You walk over to a run-of-the-mill desk adorned with a day planner, attendance sheet, a shiny, red apple, a big mug filled with pens, pencils and rulers with, "WORLD'S BEST TEACHER WHO'S TAKEN OVER HALFWAY THROUGH THE SEMESTER" printed on the side. Pencil sharpener, Scotch tape, stapler. It's a veritable "who's who" of stuff on a desk.

Walking behind the desk. You see two drawers on the right-hand side. One upper and one lower. There's also a decently comfy looking chair.

### **TOP DRAWER**

The drawer slides open easily. Inside is a letter to Spencer from the school administrators. "Dear Spencer, welcome to the Smiling Horizons family! On behalf of the whole team, I just want to say, I hope you don't screw up and go crazy like your predecessor. Best of luck. Signed; Miss Schlowski.

There's also a crumpled note clearly written by a first-grader that reads, "Dear new teacher man. It is okay for Juliana to eat candy for lunch every day. When you see Juliana trade all of her yucky healthy food for cookies and candy at lunch. That's cool. You don't need to tell her parents. That is all. Good bye." and it's signed, "My Mom."

### **BOTTOM DRAWER**

Try as you might, it won't budge. There doesn't seem to be any keyholes or locking mechanisms. But for some reason this drawer refuses to open.

### **PULL OUT TOP DRAWER TO SEE IN BOTTOM DRAWER**

It's almost too easy to pull the top drawer completely out of the desk. You get the sense this maneuver has been done many times to access the stuck drawer beneath. With the top drawer removed, you have easy access to the bottom drawer. You find a small lockbox labeled "CONFISCATED CONTRABAND". There's a key near it, but it doesn't work on the lockbox. There's also a large folded-up bit of poster paper with a sticky note on it. The note reads, "For my successor. If Meatball gets out again, follow these instructions." Signed, "Mr. Kimble. P.S. It's best not to mention how you achieve "step 2." The poster paper is going to unfold to be pretty large, so when you're done here at the desk you can go to a classroom table to spread it out.

### **USE RUG KEY ON LOCKBOX**

The key from under the rug fits in the lock and the lid pops open. Inside you find a pack of gum, a large chocolate bar, and a purple Tamagotchi.

### **FOLDED POSTER PAPER**

You unfold the poster paper and see there are some notes scrawled all over it. You set it down on one of the large classroom tables so you can fully spread it out. Mr. Kimble seems to have frantically drawn out a map of the classroom. The top is labeled, "OPERATION: CAPTURE CLASS PET."

Everything on the map seems to match your surroundings appropriately. There is an "X" marked in the middle of the West wall labeled, "FAVORITE HIDING SPOT."

And in the middle of the map, there's a list of instructions that reads, "STEP 1: SCARE HER OUT OF FAVORITE HIDING SPOT (LOUD NOISE). STEP 2: DETERMINE FAVORITE TREAT. CHANGES CONSTANTLY. STEP 3: LEAVE TRAIL OF TREATS FROM HER 2ND HIDING SPOT INTO CAGE."

### **PLAYERS CHECK WEST WALL FOR HIDING SPOTS**

Scanning the middle of the West wall for possible hiding spots, you hone in on an air vent near the ceiling above the top row of cabinets. Some of the metal slats in the corner of the vent have been suspiciously bent to the side creating a big enough gap for a small critter to crawl through.

### **COLORFUL STORAGE BINS**

The colorful storage bins are filled with well organized arts and craft supplies. You see, crayons, markers, glue sticks, safety scissors, rulers, and construction paper.

### **PLAY AREA**

Here in the corner of the room is a disorderly play area with building blocks, stuffed animals and little kid “dress-up” stuff haphazardly piled into storage bins and shelves.

### **CARDBOARD BOX CASTLE**

This huge cardboard box is about the size of a refrigerator and has been done up with markers and crayons to look like a fun castle. The top flaps of the box are taped to be held upright and have little crenels cut out on top.

There’s a large door drawn on the front of the box with a big keyhole painted in the middle of it. The front door has been cut out on all but one side, so it can swing open and shut when you enter and leave.

### **INSIDE THE CASTLE**

Poking your head in through the door, you can see various toys, books, and stuffed animals: predominantly bunnies, piled up around the corners. The back wall of the castle has a bunch of trees and houses drawn in crayon, with a sun wearing sunglasses drawn above it. There’s an old, unwrapped lollipop stuck to the carpet in the middle of the space.

<If players investigate> Behind a pile of stuffed animals is a little mousehole burrowed through the back of the box and the wall behind it.

### **PET CAGE**

The pet cage has a sheet draped over it with a little paper sign taped to it that reads, “SLEEPY PET. DO NOT DISTURB.” Lifting the sheet, you see a pretty large, metal wire, pet cage. Complete with a running wheel, upside down water bottle, colorful plastic tubes to crawl through and a bunch of soft bedding covering the floor. On the side, there’s a small door to let pets in and out of the cage that’s currently closed.

## **UTILITY SINK**

You see a large utility sink with a soap and paper towel dispenser mounted to the wall behind it. In the sink there are a few wet paint brushes that have been cleaned recently.

## **COUNTERTOP CABINETS**

The cabinets are well stocked with paper plates, cups, and paper towels. There's some painting supplies, empty storage bins, and a sealed tupperware labeled, "Pet Food," filled with a delicious mix of seeds and grains.

## **"BEHIND THE DOOR"**

For some strange reason, you check the back of the door fully expecting to find critical wisdom to help guide your way. Unfortunately, it's just the back of a door.

## **PLAYERS CHECK UNDER ALPHABET RUG**

Lifting up the alphabet rug, you find a small key!

### **USE RUG KEY ON LOCKBOX**

The key from under the rug fits in the lock and the lid pops open. Inside you find a pack of gum, a large chocolate bar, and a green Tamagotchi.

*[BELL SOUND EFFECT]*

You hear a bell ring throughout the room. The noise from the kids outside starts to fade away. Glancing out the window you can see the kids filing into the large building across the way for assembly.

## **LUNCH BOX CUBBIES**

Each kid seems to have their own colorful lunch box except for one kid who brought a brown paper bag. The lunch boxes all have different kid show characters on them. You see an "Adolescent Mutated Martial Art Turtles" lunch box. There's a "My Tiny Horsey," "Captain Australia: The Fuhst Avenjah" "Porifera Bill Square Pants," You get the idea.

There is also a small trash can in the corner that has a crumpled bit of paper inside.

### **CRUMPLED PAPER FROM TRASH CAN**

The trash can looks clean enough inside so you don't mind grabbing the crumpled up piece of paper. Opening it up, it seems to be a note that has been passed back and forth between two students. It starts, "To: Juliana. You said if I got you the key you could rescue my pet! Where is he!?"

Underneath that, in a different, but equally sloppy handwriting it reads: "To: Dillon. I tried but the drawer is stuck shut! How does he get in?"

Dillon has written a reply beneath this that reads: "I remember Mr. Kimble said to someone that the drawer was stuck but it didn't matter. Hurry up! I need to get him back! I need to feed him!"

And Juliana has written a final reply: "I will hide the key under letters until we get into the drawer."

## **SUPPLY CLOSET**

The supply closet door is locked. The door handle has a keyhole.

### **UNLOCKED SUPPLY CLOSET**

The key you found in the desk drawer fits in the keyhole and unlocks the door. Pulling the door open, you're greeted by a tall rolling cart with a huge CRT television. It has a built-in DVD player and is held firmly in place with ratchet straps.

Behind the rolling cart you see a set of shelves with some basic cleaning supplies, along with two locked boxes: One of the boxes is labeled, "HAZARDOUS SPILL EMERGENCY KIT" and is secured shut with a four-letter combo lock. The other locked box, wait, hold on... this is just a shoe box that's been painted to look somewhat like the other box. It's labeled, "LOSS OF CHILDLIKE WONDER EMERGENCY KIT" and instead of a combo lock, it has a large keyhole painted on the front of it. Each box has a note taped to the shelf next to it <NOTES IMAGES>.

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[LV6TS5ygWao8LveimHQKibBkL3f/view?usp=drive link](https://drive.google.com/file/d/1SDJw-LV6TS5ygWao8LveimHQKibBkL3f/view?usp=drive_link)

[https://drive.google.com/file/d/11omEe5OfHH9WSesCUg3AS25e07DKtk\\_E/view?usp=drive link](https://drive.google.com/file/d/11omEe5OfHH9WSesCUg3AS25e07DKtk_E/view?usp=drive_link)

### **OPEN CHILDLIKE WONDER KIT**

The keyhole painted on the front of the box seems identical to the keyhole painted on the door of the cardboard box castle. It's purely cosmetic though, as you can easily lift open the top of the box. There aren't any items inside, but a note has been painted inside the bottom of the box that reads, "Only unlocked by the Super Ultra Magic Key of Secrets."

### **UNLOCKED HAZARDOUS SPILL KIT**

AFKX opens the lock. Inside the box you find some alcohol wipes, a canister of absorbent granules for sprinkling on vomit, some rubber gloves, a canister of gum-removal freezing spray and some sort of metal chisel scraper tool.

### **ROLL TV INTO CLASSROOM TO POWER ON**

There is one visible power outlet at the front of the room beneath the white board. The power cable on the TV is pretty short so you roll the TV right up close to it and while kneeling down to plug it in you see a problem. Someone has smashed chewing gum over both power ports of the outlet.

### **USE FREEZE SPRAY AND SCRAPER ON GUM**

The aerosol can shoots out a super freezing blast of air. You stop after a few seconds as you start to see some frost forming on the gum. Using the metal scraper. You pry the gum out of the socket. It pops out in one, gross, outlet pronged piece and falls to the floor. With that, the outlet is clear for use.

### **PLUG IN TV**

You plug in the TV and press the power button. The old clunker takes a good 30 seconds to warm up and the screen fades to life. It seems to be autoplating an episode of the popular kids' science show, "Stephen the Science-man" <PLAY INTRO THEME AUDIO FILE>

A MAN IN A LAB COAT TALKS TO THE CAMERA AS HE WALKS THROUGH A ZANY SCIENCE LAB WITH CRAZY STUFF HAPPENING ALL AROUND HIM IN THE BACKGROUND.

<PLAY EPISODE AUDIO>

The scene shows a piece of lemon peel being squeezed and a balloon popping from about two meters away.

The DVD starts skipping at this point and then restarts the scene over. If you want to hear it again at any point, just let me know and I'll play it again.

### **LUNCH BELL!**

You hear a loud bell ring throughout the room. The door to the class rips open and Spencer jumps in. He looks back over his shoulder as you hear a clamor of the kids growing louder and louder. Spencer runs over to the cage and quickly covers it up again with the sheet just as a

stream of kids floods into the room. They pile up around the cubbies near the door, scrambling to grab their lunch boxes. Spencer locks eyes with you and quickly walks over.

“So how’s it going with.. that thing I asked about?” Spencer nods his head toward the pet cage.

<PLAYERS RESPOND>

<DISCUSSION LEADING TO GETTING AN ORANGE FROM A KID’S LUNCH>

You overhear a little kid bartering with her classmates trying to trade her healthy lunch stuff for sweets.

“Alright I got some carrot sticks here! Whaddaya say? Carrot sticks. Get your carrot sticks here! Sold to Veronica with the cinnamon graham crackers! Next up for trade we have this orange! Any one of you could be going to lunch with this delicious, dutricious orange! Tim? Oh no. Sack lunch again? You still getting no dessert until you find your Sesame Lane lunchbox? That’s a tough break kid. Now get outta here. Serious customers only for this orange.”

<PLAYERS ASK JULIANA FOR HER ORANGE>

“Hmm... I don’t know. I really like this orange. This orange is like a sister to me. But maybe if you traded me something. Like, really good.”

Spencer slides past you on his way out the door. “I don’t think I should be a part of this. Please do continue. If anyone asks, I’ve been patrolling the lunch tables this whole time.” And he’s gone.

<TRADE JULIANA CHOCOLATE BAR>

You flash the chocolate bar to Juliana and her eyes bug out of her head.

“DEAL!” She shoves the orange into your gut and swipes the chocolate bar. She turns and runs away saying, “My dear sweet chocolate. I thought I lost you forever.”

The rest of the kids have shuffled off with their lunches. You’re left alone once again, holding an orange.

### **TAKE ORANGE PEEL AND SQUEEZE IT DIRECTED AT BALLOON**

With a squeeze and a shake, you get a good spritz of chemicals wafting up at the balloon.

BLAM! The balloon pops and you hear a frightened squeak echo out from the vent. Then you see Meatball pop out of the gap in the vent, and immediately runs South along the top of the cabinets. She’s a blur of brown fluffy fur as she gets to the edge of the cabinets and leaps! She soars through the air over to the cardboard box castle. You swear you hear her laughing at you as she falls into the top of the castle and disappears within.



### **PRETEND SOMETHING IS THE KEY TO THE CHILDLIKE WONDER BOX**

Let me ask you a question, <player's name>. Do you believe it? (They're meant to say yes, hopefully they say yes)

You hold the <object> in your hand, and slowly move it toward the painted-on keyhole on the shoe box, believing whole-heartedly that it's a magic key. To your surprise, when you go to press the <object> against the painted keyhole, it actually passes straight through. You're not sure when it happened, but you're not holding an <object> at all! In your hand, you are holding the Super Ultra Magic Key of Secrets! The lights in the room go dark, but light sparkles out from the ornate crystal key painting the room in a rainbow of caustic beams of light.

### **USE SUPER ULTRA MAGIC KEY OF SECRETS ON CARDBOARD CASTLE**

You go to press the SUPER ULTRA MAGIC KEY OF SECRETS against the keyhole painted on the door, and just like before, it passes right through. You pull the key back out and suddenly you see bright light peeking around the edges of the door. Stepping through the door, you find yourself standing outside, on a warm sunny day, in a quaint village town square. To the west, you see some farmland being tended to by some farmer bunny rabbits. They wear overalls and walk upright on two legs. To the North, is a raised drawbridge to a large castle. To the East there's what looks to be a New York city block. Right behind you to the South is a red-brick schoolhouse. The center of the town square has a large marble statue of a lollipop. As you look up, the sun pulls its sunglasses down a bit, winks at you, and slides them back up.

<MAKE MENTION OF ITEMS PLAYERS BROUGHT IN IF THEY ARE "TRANSFORMED">

### **BUNNY FARM**

The bunny farmers are tending to rows and rows of gray fuzzy crops.

*If asked, the bunny farmer mentions that they're farming carpet*

### **SESAME LANE**

Over at the New York city block, you see some iconic characters from your childhood going about their day. You see, Kurt and Bernie. Roscoe the Grump. Big Chicken, you get the idea.

They all seem pretty busy and don't pay you any attention as they bustle around.

*If asked, Roscoe the Grump pops out of a trashcan and tells the players to get lost since they don't want to make any trouble for Queen Meatball.*

## SCHOOL HOUSE

The red-brick school house has the appearance of an enormous, flat, crayon drawing. The front door is open and you can see through it into the real-world classroom.

## LOLLIPOP STATUE

There's an impressive marble sculpture of a lollipop in the middle of the village square. What's pretty interesting about this statue is that you're pretty sure, if you felt like it, you could easily pry it off the ground with one hand and carry it around with you. Even back into the schoolhouse where you came from.

## CASTLE DRAWBRIDGE

As you approach the castle, you're addressed by a teddy bear dressed as a royal squire. "Halt there, please. We'll have no entry to the castle at this time unless you are royalty or in the company of royalty."

"Are you, or a member of your group a member of royalty or nobility?"

**<NO>** "You're welcome to return with the support of royal or noble personage."

**<NO BUT PLAYERS TRY SOMETHING SHIFTY>** "I wasn't sewn yesterday. This will not serve to grant entry to the castle grounds."

**<YES (Players bring something from "real world" to improvise a solution)>** "Right this way, my esteemed guests." Squire Teddy gestures behind him as the drawbridge quickly descends. It has the look of painted cardboard but the ground rumbles as the drawbridge slams down in front of you. Squire Teddy beckons, "Allow me to lead the way."

## CARDBOARD THRONE ROOM

The castle looms overhead as Squire Teddy leads you to the throne room. The stone walls and floors are shaded in with gray and black crayon. With the odd, massive sticker, or playing card stuck to the walls here and there. Squire Teddy gives a deep bow as he pulls open a large wooden door and lets you pass through.

You enter the throne room from the South. The room is well lit from a row of windows high up along the West wall. Along both the East and West walls stand rows of four, life-size green army men guards stoically observing your actions. The entirety of the east wall seems to have been wallpapered, floor to ceiling with one **massive page of a vocabulary workbook**.

You stand on a long red carpet that extends across the room to the North, ending at an enormous, ornate throne with a towering cute fuzzy class pet sitting upon it. Queen Meatball looks to be about 3 meters tall wearing a royal red cape with a fluffy white fringe around her neck. She holds a gold, bejeweled scepter in her right claw and she sports a matching magnificent crown on her head. She doesn't pay you any attention at the moment, yawning as she lazily examines the fingernails on her left claw.

### **EXAMINE VOCABULARY WORKSHEET WALLPAPER**

Up near the ceiling the page is titled, "WEEK 1 VOCAB LIST."

Lower down on the wall are some rows of words. The first row reads, "SO WHAT PUT THREE." The second row reads, "BLURBS BELIEFS." and the final row beneath that reads, "AUNT DOCTOR WE."

*Pastable:*

SO WHAT PUT THREE  
BLURBS BELIEFS  
AUNT DOCTOR WE

### **EXAMINE WALLPAPER AFTER CAGE FALLS**

The vertical bars of the cage block your view to where you can only see every other letter of the words on the wallpaper, but moving your head back and forth you can still make out the whole message.

### **APPROACH THE THRONE**

Meatball glowers down at you as you near the throne. "Well, well, well. If it isn't the pests that have been ruining my vacation today. What business do you have with your Majesty, Meatball - High Ruler of the Cardboard Kingdom. Slayer of the Box Ness Monster. Conqueror of the Corrugated Realms. Folder of flaps. Hero to all."

*Players speak with hope to figure out what her favorite treat is.*

"Well, if you're trying to get in my good graces, let us start with flattery."

*If players say they'll go get something, ask if they "...even know what kind of animal I am?"*

"Well, if you're trying to get in my good graces, let us start with flattery."

<TRY AND GOAD PLAYERS INTO SAYING WHAT ANIMAL HOPE IS>

"What's with all these generic platitudes? I enjoy more specific validations. Do you even know what kind of animal I am?"

<PLAYERS SAY GERBIL>

"GERBIL! You think I'm a gerbil?! Gerbils have a gross little tail! Do I look like I have a gross little tail to you!?"

From where she's sitting you have no way of seeing this.

"Gerbils are active during the day just like you revolting humans! Why do you think I've been trying to find cozy places to nap all day? I AM A HAMSTER! And I will never forgive such insolence!"

<PLAYERS SAY HAMSTER>

“HAMSTER! You think I’m a hamster?! Hamsters are nocturnal! Did I seem nocturnal while I was running circles around you doofuses? Hamsters eat their own poop sometimes! That’s disgusting! I AM A GERBIL! And I will never forgive such insolence!”

Meatball strikes the butt of her scepter into the ground and a massive iron cage crashes down from the ceiling trapping you on all sides.

“Muaahaha. Now that you’re trapped forever I can get back to more important matters. Like snack-time. All these royal temper tantrums really work up an appetite. If I don’t get some delicious, dutricious pumpkin seeds soon we’re going to have another round of beheadings!”

### **PLAYERS PRETEND THE KEY IS SOMETHING HELPFUL**

<THE KEY IS INSTANTANEOUSLY WHATEVER THEY WANT AND THEIR PLAN, NO MATTER HOW SILLY, SOMEHOW WORKS. HOPEFULLY THEY HAVE SOME GOOD PRETEND FUN!>

Once out of the cage, the two green army men closest to the door cut you off from the exit. One of them yells into a giant walkie talkie, “Prisoners have escaped! I repeat, the prisoners have escaped!” The second green army man readies a rocket launcher as he drops to one knee. What do you do?

<PLAYERS DEAL WITH ROCKET>

You make it back outside and across the drawbridge. Storm clouds have covered the sky and a strong wind is scattering hundreds of parchment papers around the village square. You each get hit in the face by a page of parchment and pulling it away, you see shoddy sketch of a crude stick figure face. Underneath it says, “WANTED DEAD OR ALIVE. REWARD: \$10 dollars!!!”

Ahead in the town square, the farmer bunnies have formed a blockade. They each hold, shovels and pitchforks. One of them holds up one of the wanted posters, looks at the crude stick figure face, then looks at you and says, “Yep! That’s them alright!”

What do you do?

<WHATEVER THEY DO WORKS>

As you pass through the town square, the resident of Sesame Lane have all gathered and the edge of the street.

Roscoe the Grouch calls out to you, “Please, take us with you!”

<PLAYERS CAN EFFORTLESSLY LIFT UP THE WHOLE CITY BLOCK AND CARRY IT LIKE A MASSIVE PARADE BALLOON>

As you pass through the cardboard door, back into the real world, you find yourself holding a Sesame Lane lunch box.

Inside the lunch box you find a juice box, a very moldy peanut butter and jelly sandwich in a ziplock bag, thank goodness, and a small snack bag of pumpkin seeds.

### **FINAL BELL RINGS OUT**

You rip open the bag of pumpkin seeds and you hear a little squeak from above you. Meatball has popped her head over the top flap of the cardboard castle and is watching you from above. You quickly rip the sheet off the cage, open the door on the side and sprinkle the seeds in a trail from the edge of the counter all the way to inside the cage. You take a few steps away from the counter and Meatball leaps into the air and makes it onto the edge of the counter.

Behind you, Spencer opens the door to the class, jumps in and pulls the door shut. "Please have good news!" He shouts as he holds the door shut as the kids try to pull it open. He looks past you at the cage on the counter and is elated. "You did it!?"

You turn back to the counter to find Meatball, back in her cage, with the door shut somehow and her cheeks completely stuffed with sunflower seeds.

Spencer releases his hold on the door and the kids file in. They immediately key in on the uncovered cage and rush it. "MEATBALL!" they all cry out. Spencer waves to get your attention and then motions to meet him outside. You had a good time here in the classroom but it's probably a good time to leave.

"I can't thank you enough!" Spencer blurts out as you step outside. "I owe you big time!"

You tell him that it was no big deal and at some points it was actually pretty fun. Though all that talk of candy and chocolate got you pretty hungry, so you decide it's only fair for you to be treated to some lunches and dinners for a while.

Then the camera starts to rise up, way up into the sky. We pass through a cloud and once we're through it we see the sun, who pulls down his sunglasses a bit, winks at us, and pushes them back up again.