

Screen Type	Screen #	Screen Name
Text and Effects	RP01-3	Introduction
<b>Onscreen Text</b>	<b>Narration</b>	
Advice for Time-Travelers Presents: Making a Call Using a Rotary Phone, with your host, Donelda Futura!	Advice for Time-Travelers Presents: Making a Call Using a Rotary Phone... With your host, Donelda Futura!	
<b>Graphic Suggestions</b>		
Text on book, old-fashioned clock, character		
<b>Programming Notes</b>		
Audio: Music in and fade		

Screen Type	Screen #	Screen Name
Text, Character, Image	RP04	Setup
<b>Onscreen Text</b>	<b>Narration</b>	
1969	Hello, and welcome to tonight's episode. How many times has this happened to you? You've popped back in time to catch some cool event like the moon landing.	
<b>Graphic Suggestions</b>		
Character, rotary phone, rocket		
<b>Programming Notes</b>		

Screen Type	Screen #	Screen Name
Text, Character, Image	RP05	Setup
<b>Onscreen Text</b>	<b>Narration</b>	
1969	You had to leave your cell phone behind, of course...And all you find to make a call with is this thing! How do you do it? It's got no touch screen!	
<b>Graphic Suggestions</b>		
Character, rotary phone, rocket		
<b>Programming Notes</b>		

Screen Type	Screen #	Screen Name
Text, Image	RP06	Parts of the Phone
<b>Onscreen Text</b>	<b>Narration</b>	
Handset, cord, dial, finger stop	Well, never you fear! It's not as hard as all that.	
<b>Graphic Suggestions</b>		
Rotary phone, arrows		
<b>Programming Notes</b>		
Arrows point to parts of the phone; character walks past		

Screen Type	Screen #	Screen Name
Text, Image	RP07	Parts of the Phone
<b>Onscreen Text</b>	<b>Narration</b>	
Handset, cord, dial, finger stop	Here are the parts of the phone. You talk into the handset, and choose your numbers on the dial. The curly cord makes sure the handset doesn't escape from the rest of the phone, and the finger stop helps you dial correctly.	
<b>Graphic Suggestions</b>		
Rotary phone, arrows		
<b>Programming Notes</b>		
Arrows point to parts of the phone; character walks past		

Screen Type	Screen #	Screen Name
Text, Image	RP08	A Volunteer
<b>Onscreen Text</b>	<b>Narration</b>	
	Ah, here's a volunteer to try it out!	
<b>Graphic Suggestions</b>		
Man, character		
<b>Programming Notes</b>		
Character pulls man onto screen		

Screen Type	Screen #	Screen Name
Text, Image	RP09	Pick up the Handset
Onscreen Text	Narration	
Dial tone	Pick up the handset and place it against your ear, with the curly cord down. You'll hear a hum called a "dial tone."	
Graphic Suggestions		
Man with handset to ear, character		
Programming Notes		
Words move; Audio: Dial tone		

Screen Type	Screen #	Screen Name
Text, Image	RP10	Dialing
Onscreen Text	Narration	
Graphic Suggestions	To call the number, put your finger in the hole of the dial next to the number you wish to choose. Don't worry—it won't bite! Pull it toward you until you reach the finger stop, then pull your finger out. Repeat for all numbers.	
Finger dialing phone, character		
Programming Notes		
Audio: Whirr-click of dialing		

Screen Type	Screen #	Screen Name
Image	RP11	Make your Call
Onscreen Text	Narration	
Graphic Suggestions	You know how to talk on a phone, so chat away! Twirling the phone cord around your finger is traditional in some places.	
Man talking on phone, character		
Programming Notes		

Screen Type	Screen #	Screen Name
Text, Image	RP12	Finish the Call
<b>Onscreen Text</b>	<b>Narration</b>	
Cradle, Good-bye!	So there you have it! Oh—when you finish talking, “hang up,” or place the handset in the cradle. If you’re angry, you could even slam it into the cradle for nice effect.	
<b>Graphic Suggestions</b>		
Text with arrow, man hanging up phone		
<b>Programming Notes</b>		
Arrow pointing toward the cradle, words “Good-bye!” floating across the screen.		

Screen Type	Screen #	Screen Name
Text and Effects	RP13	Outro
<b>Onscreen Text</b>	<b>Narration</b>	
Advice to Time-Travelers	This has been Advice to Time-Travelers, with your host, Donelda Futura. Next time: Men in Black: bespoke or off-the-rack?	
<b>Graphic Suggestions</b>		
Character, phone, Men in Black		
<b>Programming Notes</b>		
Audio: Music fades in		