The Mysterious Adventures of Ms. D

Introduction

Children go on different adventures with Ms. D each week to learn about new math concepts in a fun and interactive way. Each episode will be around 5-10 mins using age-appropriate illustrations, examples, and repetition to teach Kindergartners and Grade I math concepts. Each math concepts are scaffolded in each week's story and previous ones. It will start with the "Scroll" sending Ms. D and the children on a mission, followed by an illustration and examples of math concepts and the problem they encounter that need to use the math concept they just learned. Children will have a chance to practice what they've learned immediately in a stress-free environment. It can also act as a revision video for children about the concepts.

The series is expected to launch in September 2022.



Logline

When the school's memories are lost, an eccentric teacher leads her class on a wonderous mysterious Math adventure to find all the hidden gems in order to restore the school's memories.





The Stories

I. Shape Treasure Hunt (Pilot Episode)

It starts with the school losing its memories and Ms. D has been appointed with the mission to find all the lost jewels to restore them. A map and shape keys are given to her. She and her students travel around the world to identify shapes among us.



Objectives:

Identify the properties of the shapes - trapezoid and pentagon

Identify the shapes - trapezoid and pentagon around us



The Stories

2. A Case of Mysterious Pattern

The Scroll sends Ms. D and her students back in time to the 1950s. The mayor hired them to catch the famous Phantom Thief J and to retrieve the stolen crown. At the crime scene, there are many clues (patterns) left by the Phantom Thief J, by solving them leads Ms. D and her class to the missing crown.







Objectives:

Identify what a pattern is

Predict what comes next in patterns (AB/AABB/ABC/ABBA)

The Stories

3. Construction Mystery

Ms. D and her class are sent to help Construction Worker Mike. The buildings in their town are getting very wobbly. The class finds out Mike has been using the wrong measurements for the buildings. The class's mission is to teach Mike the correct method to estimate and measure non-standard units and help Mike to rectify his mistakes before all the buildings collapse.



Objectives:

Introduce the concept of measuring

Use non standard units to estimate and measure



The Stories

4. Data Maze

Ms. D and her class are sent into a video game. They need to help a Pizza Parlor to rewrite its menu to order to save its business. The owner sends them out on a maze to collect, record, and present the data on the most popular toppings, desserts, and drinks.

Objectives:

Able to collect data

Able to record data using a list or graphical representation

The Stories

5. The Realm of Addition

The class received a distress message from the Realm of Addition, they decided to go see what is wrong. The King and the Queen are captured by the Evil Webtalon. Ms. D and the class's first attempt failed and are thrown to a faraway village. On the journey back to the castle they learned about addition and earned different weapons and armory along the way by solving additional problems.



Objectives:

Understand the concept of addition

Use manipulatives for simple addition

Understand addition symbols: +, =

The Stories

6. Time Travel Adventure

Ms. D and her class are very confused about what happened today. It seems like the timeline of events is all mixed up. The only clue they have are pieces of glass shapes, a circle plate, and 2 different sizes of arrows. To figure out what happened, they need to put a clock together and move the handles to the exact time of the event.





Objectives:

Identify the placement of numerals and hands on an analog clock for each hour

Learn the meanings of expressions of "O'clock"





The Stories

7. Bank Heist

Ms. D and her class received a call from the mayor. The molds that make money are stolen and only a card signed by Phantom Thief J is left in the scene. The class will need to use the clues left by the Phantom Theif J (revision of previous concepts) to find and recognize the real and missing molds in order to save the town's bank.

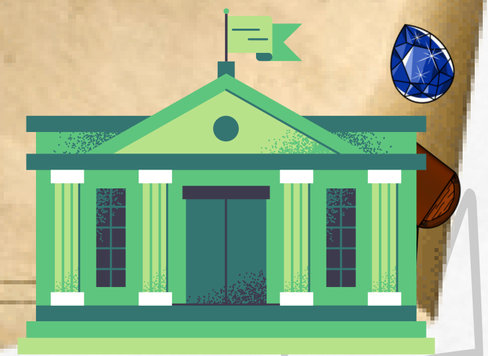




Objectives:

Recognize and identify the coins and currency notes used currently in their country

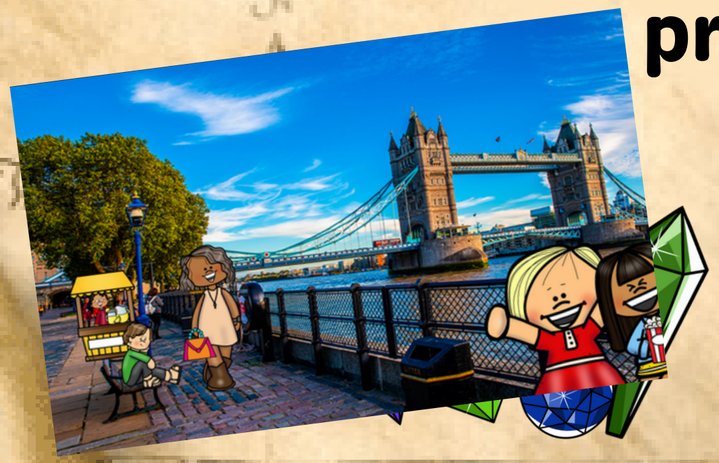




Tone & Style

The series' pace will be energetic, fun, adventurous, and exciting with bright and colorful images.

The show is set in an alternate reality with a mixture of cartoon backgrounds, objects with realistic characters traveling around different places, and solving maths problems to find gems.

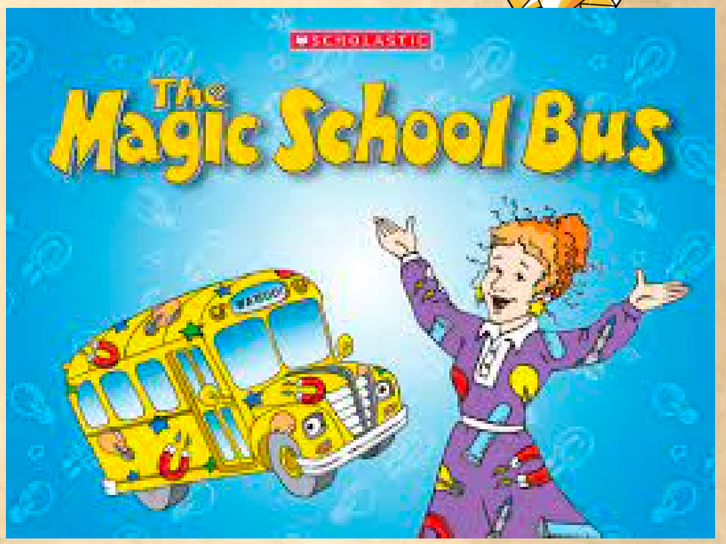




Tone & Style

Inspired TV shows:







Character Introduction



Ms. D is a K-1st grade teacher at an elementary school. She is kind, loving, fun, and supportive. She is a bit weird, she gets distracted easily and her class needs to constantly remind her to focus.

Inspired TV characters:





Character Introduction



Ms. D's K-1st grade class (viewer). They are curious, loving, and forgiving. Sometimes they need to take care of silly Ms. D, remind her about the mission and be careful. They will not appear on screen but you will hear their voice throughout the series.

Inspired TV characters:



Children's voices from Blue's Clues



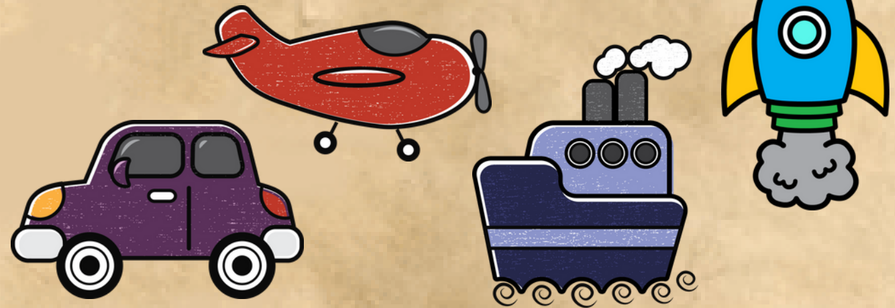
Mrs. Wolowitz voice from Big Bang Theory

Locations



Each episode will start in the classroom. A cozy and safe place all children are familiar with in their daily lives.

They will travel around the with different transportation.



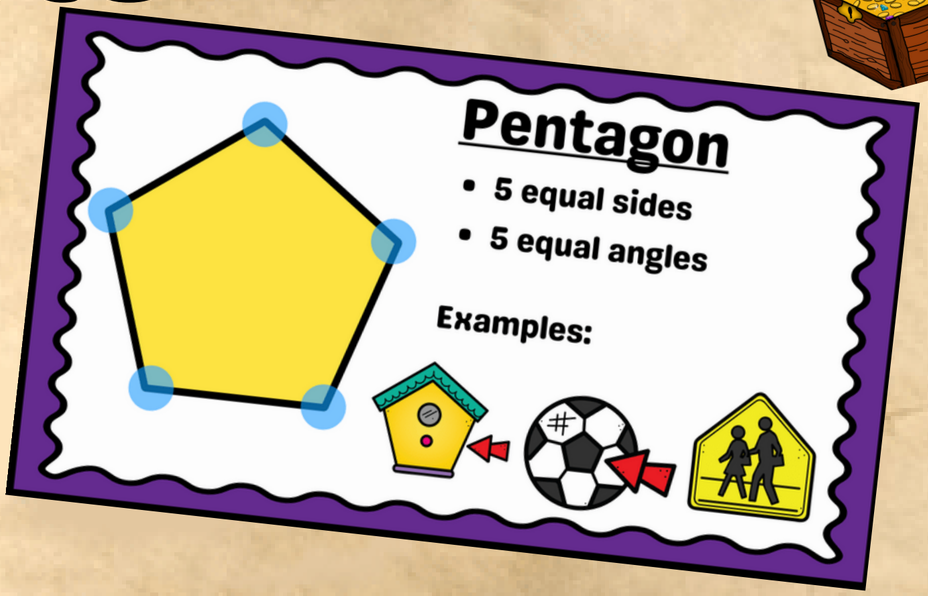


Adventure location will vary each episode, it will be a mixture of realistic and cartoon backgrounds.

Graphical Elements

- **Font: Genty Sans**

  Rounded ends create a fun, comic feeling for the audience. Ease up the intense feeling of learning maths.





- **Color: Square scheme**

  Visually contrast conveys the adventures are fun, energetic, exciting and imaginative.

Filming equipment and shots

- **Shots: Long shot and medium shot**
- **Equipment: iPhone, green screen, and lights**

Reference photos:







Production Timeline

Episode Name	Pre-Production	Shooting	Post Production
1. Shape Treasure Hunt	18 Apr - 24 Apr	25 Apr - 1 May	2 May - 8 May
2. A Case of Mysterious Pattern	9 May - 15 May	16 May - 22 May	23 May - 29 May
3. Construction Mystery	30 May - 5 Jun	6 Jun - 12 Jun	13 - 19 Jun
4. Data Maze	20 Jun - 26 Jun	27 Jun - 3 Jul	4 Jul - 10 Jul

Production Timeline

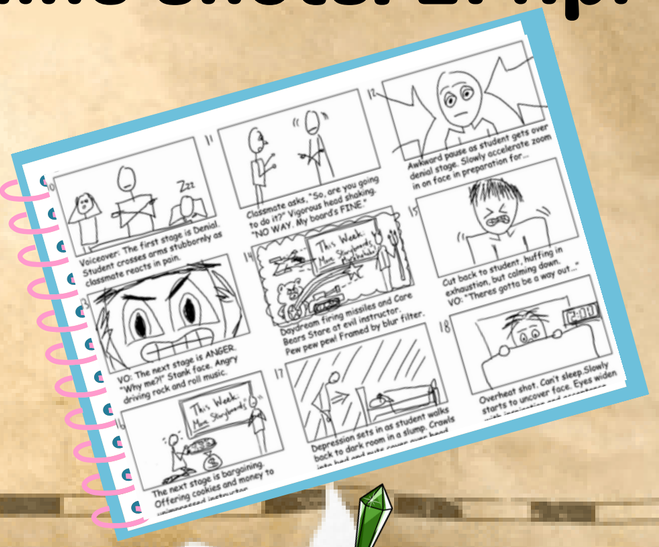
Episode Name	Pre-Production	Shooting	Post Production
5. The Realm of Addition	11 Jul - 17 Jul	18 Jul - 24 Jul	25 Jul - 31 Jul
6. Time Travel Adventure	1 Aug - 7 Aug	8 Aug - 14 Aug	15 Aug -21 Aug
7. Bank Heist	22 Aug - 28 Aug	29 Aug - 4 Sep	5 Sep - 11 Sep

Detail Production Timeline - Pilot episode

Pre-production

- Concept Creative: 18 Apr
- Write script: 19 Apr - 20 Apr
- Develop storyboard and outline shots: 21 Apr - 24 Apr





Detail Production Timeline - Pilot episode





Production

- **Rehearsal: 25 Apr -27 Apr**
- **Shooting: 28 Apr - 30 Apr**







Detail Production Timeline - Pilot episode

Post-production

- Assembly cut: 2 May
- Coloring correcting and grading: 3 May
- Design graphics: 3 May - 8 May
- Design visual effects: 3 May - 8 May
- Edit audios: 3 May - 8 May



Distribution Plan

Platform	Plan
School's LMS	Once a week matching the school's curriculum with suggested activities and exercises (Act as revision/ recap videos)
YouTube (Mysterious Adventures of Ms. D channel)	Once a week
Website (Mysterious Adventures of Ms. D website)	Once a week with suggested activities and exercises