

Mark Cabaroy  
Paula Gammon Wilson  
"Angie's Logs"

## **Project**

*Angie's Logs*

## **Logline**

A multiracial 4th-grade girl solves problems for herself and those around her, both practical and emotional, through a series of imaginary intergalactic adventures in which she is an heroic space captain.

## **Synopsis**

Angie Martinez is your average 8-year old with a vivid imagination. Using her creativity, she tackles everyday issues, helping both herself and her circle of friends and family grow, learn, and achieve their goals. With the fun, fantasy energy of "The Wizard of Oz" and "The Legendaries", combined with the heart and wit of shows like "16 Hudson Street" and "Lloyd in Space", the show aims to empower kids to make their own emotionally intelligent, functional decisions about the world around them.

Each episode begins in the "real world" with Angie doing everyday things like homework, playing with her friends, or taking out the trash. As she goes about these daily activities, she uses her imagination - and her role as an intergalactic space captain - to power through her day. Angie is the captain of her own spaceship and part of KID FLEET, a space agency made up entirely of other children in vessels of their own.

The stories interweave the performance of her duties with her "adventures" - teaching lessons of morality, tolerance, and acceptance (with a dash of S.T.E.M topics, as well). Each 11-minute episode stands alone, with the problem or obstacle being established and conquered over the course of the episode. Hence: "Angie's Logs".

*Educational Components:* Problem-solving, S.T.E.M-based concepts related to space travel and physics

*Emotional Components:* Effective communication, tolerance, empathy, creativity

## **Pilot Episode**

*"The Golden Disc"* (Please see accompanying script.)

Angie is on a space mission to retrieve "The Golden Disc", an object of immeasurable power. The entirety of Starfleet - a.k.a. all the neighborhood kids - waits with baited breath for her to accomplish her mission. A mission that means getting the disc (Angie's yellow frisbee) from the backyard of the scary, old lady in their neighborhood. With a little help from her Mom, and the willingness to open her heart as well as her mind, Angie accomplishes much more than simply collecting a toy.

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"The New Kid" (Available upon request.)

A new kid moves into the neighborhood and becomes a mission of first contact for Angie. Will our intergalactic space captain, welcome her new neighbor into her real and imaginary worlds? Or will she remain an alien form?

### **Characters**

*Angie Martinez*

Main character. 8-year old, multiracial girl with a vivid imagination.

*Mr. Snuggles*

Angie's stuffed toy teddy bear. In her fantasies, he is her Number One, and is portrayed as a robotic bear with a quick wit, a huge amount of empathy for all life, and wisdom. As Angie puts it: "Mr. Snuggles, you are wise beyond your bears".

*Mr. and Mrs. Martinez*

Angie's parents and her staunchest supporters and allies. They also serve as high command of Kid Fleet.

*Beth Adelman*

One of her teenaged babysitters. In space, Beth plays several pivotal roles, but chiefly serves as the audience's eyes, especially for those unfamiliar with sci-fi or fantasy stories.

*Maggie Hui*

Another of Angie's babysitters. In space, Maggie plays several pivotal roles. She is a total geek and is well versed in fantasy adventure and is always a willing participant when Angie wants to "play".

*Local kids and townspeople*

The local kids and townspeople interact with Angie in the real world, but are also pulled into her fantasy adventures. Those people she is struggling with in the real world take on the role of villains in space, and she addresses the conflict there, before returning to the real world to problem solve.

### **Settings**

Angie lives in a friendly, diverse, urban neighbor (think Brooklyn/Queens), where she knows her neighbors, and everyone watches out for each other. However, since Angie is a "daydreamer", the stories can take place anywhere. A trip to the supermarket can turn into adventure on a space station. A test in a classroom can turn into a journey through an asteroid field. An argument with her friends at school can turn into a battle with alien life forms.

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All of her adventures begin with her climbing into her trusty "space ship" (a decorated, cardboard refrigerator box), while wearing her "space suit" (a colorful bathrobe and WWI leather flying helmet - a la Snoopy), carrying her "space weapon" (a universal remote control powered by crayons). The remote control can literally control the action around her and is designed with a variety of positive settings, including "fun", "friendly", "tolerance", and other humanistic reminders.

In Angie's imaginary space, she has a range of superpowers, and she is able to explain which superpower she is accessing. Each episode gently parodies popular trends and stories, making the show accessible to both our kid audience and any adults watching the show with them.

### **Springboard**

The short film story would serve as a pilot for a 13 x 11" series of standalone episodes that reflect pop culture and contemporary themes, while asking and answering real questions relevant to 7-11 year olds.

The fantasy elements, and the diverse community which Angie inhabits, serve as an excellent springboard for merchandising opportunities, including:

- Playsets
- Clothing/Costumes
- Coloring books/crayons
- Action figures
- Video games
- As well as a range of educational components from lesson plans, to short stories, to books that further explore her adventures.

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\*Angie's Logs, was originally produced as a live-action adventure webseries in 2013, under the title, "Angie's Logs: The Invaders". It went on to win several independent film and web content awards. Shifting the project to the animation space allows for greater flexibility in storytelling.