

WILD PARTY CONTENT - ASHLEY RAY - SCRIPT READING SERVICES

Fire TV Reading

Scores, Line by Line Notes and Executive Notes

Roll Models

Genre: Kid's Show

The following scores and comments are objectively presented and intended to be illustrative, instructive, and helpful in guiding the writer along a professional path. Scores and comments are in accordance with current professional film and television industry standards.

Scores/Comments: 1-10

Overall Average: 7

Concept/Originality: 9

Roll Models is a unique idea for a children's show. It blends geography, history and science into a digestible format. It's entertaining without being condescending, which will help reach children in the 6-8yo range. However, this episode feels like an established episode, rather than a pilot. It doesn't outline the full concept of the show or place the reader within a standard format. There are learning segments, a history segment that makes up the overall story and host segments. Is that what the show would look like week to week? Are there themes to the learning segments or are they based on the historical story of the week? Consider introducing more of the show's concept to the reader.

Structure: 7

Structurally, the teaser, acts and tag are great. The flow from story to learning segments feels natural. Given the visual world of children's shows, it could be beneficial to be more descriptive in your action lines. What sort of imagery or colors should we see? At times it was a little difficult to visualize what was being described, particularly around the wrens. Using the teaser to introduce the episode's topic would also help make the concept more clear. It would also be

great to see a character introduction in Act I. This can be a quick set-up that tells us their archetype, character traits or how these friends relate to each other. Is one of them routinely pessimistic? Is Panga more naive than the rest of them? These quick character introductions can help children connect to the story a bit faster.

Plot/Story: 8

The story is fun and education focused. There could be a little more action to keep older kids engaged. The use of musical moments also achieves this, though. The story does a great job mixing humor, heartfelt moments and learning segments. However, there's a great opportunity to better link each friend's subplot to the central theme of teamwork and intelligence. Do they have to overcome anything to work together as a team to solve the code? The historical framing could benefit from a clearer resolution, like a final unified mission for all characters that uses what they learned today.

Pacing: 7

The pacing is whimsical and engaging, but could benefit from slight tightening to maintain momentum, attention spans and hit the fellowship 12 page mark. Consider trimming or streamlining extended musical numbers and dream sequences to avoid slowing narrative progress. Rather than choosing 12 pages out of the 30 to submit, consider making a shorter script overall. This way, you don't lose the overall plot. Tightening the transition from Toobana-Boca to the historical timeline in Act I could help. Similarly, the learning segments might be more impactful if interwoven with action, rather than paused as separate vignettes. Avoid lingering too long on one subplot without moving the story forward or reinforcing themes. Kids need things repeated, but they need things to move quickly to keep their attention.

Characters: 8

The characters in *Roll Models* are vibrant and distinct, but a few adjustments could help certain arcs resonate more. Panga could use clearer personal motivation. Maybe she wants to show everyone she's more than silly. Netty and Luca could have a mini-conflict or growth moment tied to the Wrens' story to help them feel more utilized. The host feels somewhat passive in the historical segments. Maybe they could provide more active guidance or leadership? Or maybe these segments entirely focus on the puppets. Again, consider individual quirks to help young viewers differentiate characters. "The mean one, the silly one, etc" is a classic template. Right now, Panga feels like the lead character. If you want more of an ensemble feeling, consider having each character contribute to the episode's major resolution.

Dialogue: 9

The dialogue is playful and educational, well-suited for a young audience. Historical facts could be integrated more naturally into character conversations. Right now, they feel a bit like info dumps where kids may tune out. Panga's curiosity is great, but can feel a bit one note. Consider giving her a bit more variety in the way she questions the world around her. The host says they're a comedian, so their lines could utilize more jokes. Giving a supporting character a unique speech pattern or catchphrase can also help kids identify with characters faster. It can be a silly voice or odd vocabulary. This could also be an opportunity for more comedy.

Tone: 8

The tone is upbeat, imaginative and, again, educational. There's a great balance between silliness and historical storytelling. It's clearly crafted with a young audience in mind, though there are tonal shifts that feel abrupt. Going from playful banter to discussions of war might catch some readers off guard. Consider smoothing transitions between these moments. The use of musical

moments is great for the younger side of the audience, but consider adding more grounded, emotional moments or a dangerous mission for older kids. Again, the learning moments could be more connected to the historical part of the episode.

Conflict: 7

The script's central conflict around gender exclusion is compelling and important, but it could be made more immediate and personal to get viewers emotionally engaged. Panga's curiosity drives the story, but she doesn't face strong internal or external obstacles beyond light misunderstandings. The Master Chief works as an obstacle for a bit, but it's short-lived. Adding another authority figure or making the Master Chief a recurring problem could heighten tension. Having the central group's personalities be in more conflict with each other would also help. Maybe Panga's silliness impacts Netty or Luca. Maybe the host has to step in and help them all get along.

Emotional Response/Investment: 7

The emotional investment could be deepened to resonate a bit more with children and readers. The characters are likable, but the stakes feel light. If they fail to help the Wrens or crack the code, what bad thing could happen? Does Panga have a personal connection to the story she's learning? Does she want to prove herself, but isn't confident and the Wrens show her the way? The script does a wonderful job touching on important themes like inclusion and perseverance, but it feels a little too removed from the character journey. Let characters sit in discovery, frustration or triumph to help young viewers emotionally connect. Really take the time to make their emotions clear. At times kids need to hear something as basic as "Why are you sad, Panga?" to know this is a deep moment.

Marketplace Potential: 9

I was a history major, so I'll acknowledge my bias in loving a show like this! Historical education is more important than ever. Outside of my interests, however, I do think *Roll Models* has strong marketplace potential. Its unique premise makes it ideal for platforms like PBS Kids, Netflix or Apple TV. The focus on lesser-known stories adds important representation. However, the pilot should make it more clear if each week will be a history story or something different. To maximize appeal, consider tightening the pace which would enhance rewatchability and classroom use.

Strengths:

- Great tone, unique concept.
- Wonderful use of repetition in dialogue to keep kids entertained.
- Important themes that feel relevant.

Weaknesses:

- Pacing could be tighter to craft a shorter episode.
- Characters could use more distinct traits to help children connect more.
- Higher stakes to make it clear why we're learning this lesson this week.

Roll Models is an imaginative, educational children's script that brings history to life through a vibrant ensemble of animal characters, humor and hands-on learning. The script explores the history of an often overlooked group. With its commitment to diversity, inclusion and education, this is a strong fit for the Sesame Workshop Writers' Room fellowship. It will help children grow "smarter, stronger and kinder." Some of the topics in the script are ambitious, but they're handled with a Sesame-style balance of accuracy, warmth and interactive learning. Still, the educational segments might be even more effective if they were more fully integrated into the story, rather than standalone vignettes.

Rather than selecting 12 pages to submit, I would recommend cutting the whole story down to 12 pages. This will show the fellowship you can write an entire narrative within their guidelines. You have a lot of great stuff, you just need to remove a few things. Consider taking out the musical montage. Consider removing a few of the extra characters and condense the ensemble to the host, Pangea and one friend. Other friends can be introduced in future episodes. Condense the WRNS backstory into a punchy, funny monologue for the host or the main WREN character to deliver.

Rather than using dream sequences, consider one or two visual cutaways that can be kept brief. Consider using one cipher and introducing it in Act I to get to some of the learning moments faster. Use visuals and action over dialogue.

Below is an idea of an act breakdown by page count. This is my suggestion for cutting down the narrative. Obviously, you can ignore me but consider hitting each act within these page counts:

Act 1 (Pages 1–4):

- Panga expresses curiosity about women on boats.
- HOST introduces WRNS and a problem to solve (code).

Act 2 (Pages 5–9):

- Panga and Netty (or Luca) meet a WREN and start decoding.
- They learn about the importance of women in naval history.
- Panga cracks the code with the audience's help.

Act 3 (Pages 10–12):

- They “prevent” a fictional attack or present their findings.

- Panga reflects on what she's learned.
- Wrap up with emotional beat + educational call-to-action.

The Sesame Fellowship is evaluating voice, educational clarity and emotional accessibility. As long as you prioritize those in the shorter version, it'll be great. Don't worry about capturing a full narrative arc.