

Screen Type	Screen #	Screen Name
Text and Effects	RP01	Introduction
Onscreen Text	Narration	
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!	
Graphic Suggestions		
Text on book, old-fashioned clock, character		
Programming Notes		
Audio: Music in and fade		

Screen Type	Screen #	Screen Name
Text, Character, Image	RP02	Setup
Onscreen Text	Narration	
1969	How many times has this happened to you? You've popped back in time to catch some cool event like the moon landing. 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!	
Graphic Suggestions		
Character, rotary phone, rocket		
Programming Notes		

Screen Type	Screen #	Screen Name
Text, Image	RP03	Parts of the Phone
Onscreen Text	Narration	
Handset, cord, dial, finger stop	Talk in the handset, choose your numbers on the dial. The curly cord makes sure the handset doesn't escape from the rest of the phone.	
Graphic Suggestions		
Rotary phone, arrows		
Programming Notes		
Arrows point to parts of the phone; character walks past		

Screen Type	Screen #	Screen Name
Text, Image	RP04	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	RP05	Dialing
Onscreen Text	Narration	
	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 remove your finger. Repeat for all numbers.	
Graphic Suggestions		
Finger dialing phone, character		
Programming Notes		
Audio: Whirr-click of dialing		

Screen Type	Screen #	Screen Name
Image	RP06	Make your Call
Onscreen Text	Narration	
	You know how to talk on a phone, so chat away! Twirling the phone cord around your finger is traditional in some places.	
Graphic Suggestions		
Man talking on phone, character		
Programming Notes		

Screen Type	Screen #	Screen Name
Text, Image	RP07	Finish the Call
Onscreen Text	Narration	
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.	
Graphic Suggestions		
Text with arrow, man hanging up phone		
Programming Notes		
Arrow pointing toward the cradle, words “Good-bye!” floating across the screen.		

Screen Type	Screen #	Screen Name
Text and Effects	RP08	Outro
Onscreen Text	Narration	
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?	
Graphic Suggestions		
Character, phone, Men in Black		
Programming Notes		
Audio: Music fades in		