

	<b>GRANNIE ISLAND'S ALECINA IS UNWELL.</b>	<b>LOCATION</b>
1	KM VO INTRO THEME – I LOVE LAMBING TIME .. (SPRING, NEW LIFE ETC )	INTERIOR BEDROOM
2	INT GI'S KM IS FEEDING THE LAMB	INT GI'S
3	KM ASKS WHY ARE WE DOING THIS? ALECINA IS POORLY AND HAS NO MILK FOR THE LAMB	INT GI'S
4	THEY GO AND SEE ALECINA IS THE FANK/SHED KM ASKS MIGHT SHE DIE?	INT FANK GI'S
5	KM AND GI HAVE A TALK GI IS VERY PRACTICAL, UNEMOTIONAL, SHE IS A CROFTER AFTER ALL.	INT/EXT FANK /GI'S
6	KM GOES TO GET THE MEDICINE FROM NURSE'S HOUSE (WE DON'T HAVE TO SEE THAT BIT)	?
7	WHEN SHE RETURNS SHE CATCHES GI BEING SOFT WITH ALECINA, CONTRARY TO WHAT SE WAS SAYING EARLIER, SO KM CHALLENGES HER!	EXT /INT FANK
8	GI TAKES KM TO THE MEMORIAL/CAIRN/WOODLAND PLACIE, THERE'S SOMETHING FOR EACH ANIMAL, FUNNY WEE STUBBY ONE, WHO WAS THAT FOR? OH THAT WAS...( BIT OF A LAUGH IN HERE )	EXT GI'S
9	INT KM BEDROOM KM CAN'T SLEEP, ISOBEL COMES THROUGH TO HER THEY HAVE A LOVELY WEE CHAT.	INT BEDROOM
10	SHE GOES BACK TO GI'S IN THE MORNING BUT THE FANK/SHED IS EMPTY! OH NO – SHE FEARS THE WORST!	EXT FANK
11	SHE SEES GI DOWN AT THE MEMORIAL PLACE, SHE GOES DOWN AND PUTS HER HAND IN GI'S THEN	EXT GI'S
12	BAAAAAAA! ALECINA IS FINE , SHE'S ALL BETTER	EXT GI'S
13	END VOICE OVER INT KM'S BEDROOM	BEDROOM

#### **THEMES , THING ARISING FROM OUR BRAINSTORM**

- Genealogy?
- GI is a tough crofter
- Farm animals are not pets!
- The existence of sailors' graveyards on the islands
- How people stay alive in some ways when we talk about them.
- Aim is to touch on death without it being overly sad.
- Alecina can be ill for another reason, but children will love the feeding the lamb image if we can manage it.
- Can we make this episode have **only:**
- GI KM and IM
- Predominantly interior apart from location of sheep, which may be ext fank at the croft, and location of memory place.