



A Story Studio Anthology  
by Young Authors  
(Ages 5-13)

# ***TV SHOW PITCHES***



Story Studio is a charity that inspires, educates and empowers youth to be great storytellers, transforming lives and strengthening communities. We create innovative, 'fun-first' workshops that develops narrative capacity in youth, and celebrate young writers by crafting beautiful publications from their words.

This anthology is composed of stories written by children and youth across Canada, between the ages of 5 and 13 as a result of our November 2021 creative writing contest. The task was to write a their own creative television show pitch in celebration of World Television Day taking place on November 21<sup>st</sup>.

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Story Studio Writing Society

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# Writing Tips: CREATING A PITCH

Whether you're writing for Netflix or CBC, you are going to have to create a pitch for your show: a brief summary that will capture the attention of producers and convey the essence of your amazing ideas to them. To help you understand how to set out your pitch, we've taken an example of the original pitch for the show 'Stranger Things' and broken it down for you here:



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## EXAMPLE: STRANGER THINGS Synopsis

(From [https://screencraft.org/wp-content/uploads/2019/07/StrangerThings\\_Bible.pdf](https://screencraft.org/wp-content/uploads/2019/07/StrangerThings_Bible.pdf))

We begin at Camp Hero in the fall of 1980, a few months before the base will be shut down by the U.S. government. A mysterious experiment has gone horribly awry. And something has gotten out.

On this very night, a young boy WILL BYERS, vanishes into thin air. His disappearance has a potent effect on the small-town community, particularly on his best friend, MIKE WHEELER, his brother, JONATHAN, his mother, JOYCE, and the reluctant Chief of Police, JIM "HOP" HOPPER. We will follow each of these characters as they grapple with and investigate WILL's disappearance.

As they peel back the layers of this mystery, they will all arrive at the same shocking conclusion: Will was abducted by supernatural entities which were inadvertently released during an experiment. These entities exist between dimensions and have begun to feed on life from our world -- WILL's disappearance is only the beginning...

Quickly explain your setting and background. In broad strokes, providing a sense of when and where the show is taking place.

What is the event that kicks off the series? A new kid arrives at school? A spaceship launches into space?

Introduce your main characters, and their relationship to each other. Just the main characters - keep it simple.

Capitalize names so that they are easy to pull out of the synopsis.

Over the course of the series, the "tear" or "rip" that separates their world from ours will begin to spread across Montauk like a supernatural cancer. This cancer will manifest itself in increasingly bizarre paranormal ways. Electrical fields will be disrupted. Strange fungi will grow on structures and people. A heavy fog will drift in from the Atlantic. The temperature will plummet. Food will rot. Gravity will fluctuate. People will glimpse bizarre entities in their homes and businesses. There will be an escalating number of "vanishings." The entire town will become "haunted" -- and in grave danger if people can disappear... can an entire town?

In order to save WILL and the town, our heroes will have to outsmart FEDERAL AGENTS and tap into the preternatural abilities of a mysterious child telepath, named ELEVEN, who has recently escaped from Camp Hero. ELEVEN will ultimately give them access to this "in-between" dimension, a nightmarish reflection of our own, where they will find themselves face to face with unimaginable horrors -- horrors from which some of them will never escape. Those who do will be forever changed.

Now tell the general story. Don't worry about the specific details and plot twists. Instead focus on examples of the kinds of events that might happen in each episode.

What will cause the tension to rise? What obstacles will the characters face?

How will the TV series end, at least in season one? More importantly, how will the main characters be changed by what happens to them during the series?

Date:

Name:

# ***CRIMINAL MINDED***

by  
Archer

A mysterious criminal has broken out of jail. He is an expert killer, knows every street in the U.S.A., and has a record of robbing banks. No one thinks anyone has a chance of finding him.

No one except a twelve year old boy named Theodore who lives in southern California.

Theodore comes to Seattle to visit his grandparents. Theodore is living a normal life until he walks into a store and sees a man pick-pocket an old lady.

Theodore looks at the man, but because of COVID-19 and the man wearing a hat - all that can be seen are his eyes. Theodore remembers that eye colour for a long time - greenish-grey - but for a while he never sees those eyes again.

Two and a half years later, Theodore goes to Seattle to visit his grandparents again. He has almost forgotten about what happened two years ago, until he sees the same greenish-grey eyes when he is taking a walk! Theodore tells a passing policeman about what he suspects. The mysterious criminal runs away into a nearby building.

When Theodore and the policeman search the building they find no evidence that the criminal was ever there.

The next day Theodore contacts the police to see if they have found the criminal, but they say that they never heard of the mysterious criminal, and hang up the phone.

Theodore realizes that he, alone, will have to solve the crime.

He prepares to solve the crime by gathering magnifying glasses, gloves, and other detective items.



When Theodore tries to find the bad guy he is stopped by his parents, who ask him, “Why are you leaving the house?” It’s like the world is trying to stop him from solving the crime. He has to follow every clue, every fingerprint, and every smear of dirt to solve it.

Theodore finally finds the criminal in the store when he pickpockets the same old lady. Then he follows the criminal to his grandparents apartment! Theodore watches the criminal get undressed - and then put on his grandpa’s clothes.

Theodore thought he had finally solved the crime, but it was only the beginning of the mysterious criminal's plan!

Theodore's grandpa turns around and says, "You have almost outsmarted me."

***THE END.***

# ***THE UNKNOWN LAB***

by  
Oliver

RETNIC is a lab experiment living with his 'parents' in Xafola, British Columbia. It's a mystery as to why he was created, but he thinks it was as a weapon. Everything is normal until 2033, when RETNIC is eleven years old.

RETNIC meets a boy on the roof of his house. It is apparently himself. The boy claims to be his identical twin from the lab experiment, but he went rogue. The boy says that he has to help him, or they'll start a civil war. RETNIC refuses and goes back inside. His house is blown up. He climbs out of the wreckage and runs away deeper into the city.

Once he has stopped panicking, RETNIC tries to find the address of the lab that made him. He finds it in an old building and they show him computer files. It shows that someone stole one experiment. That someone is recognized as a famous terrorist, BOKU SAEN. His identical twin was working with BOKU. To save the city, the lab offers him a time machine.

Attacks ensue across the country, clearly from the terrorist, increasing tension and blame throughout Canada. RETNIC knows this is going to cause a civil war. Government officials, such as police detective TEVIN JORRE start on the case, trying

to uncover the mystery. The consequences of each little decision rest on everyone's shoulders. Little does anyone know that history can be changed in a fraction of a second. Truths are revealed to people, but it will be useless if these are kept secret.

RETNIC leaves in the time machine with a mysterious lab scientist, LORY MAKKER, appearing eleven years ago in the outskirts of the town. A mistake causes them to be chased by the police. While they try to discover the whole truth of the identical twin, they need to wind their way through police and face harsh conditions with no shelter or places to hide.

Follow the heroes, Retnic, Lory Makker, and Tevin Jorre, as they try to uncover all the layers of mystery in a dangerous journey through time. Depending on what they do, trying to save Canada could result in the destruction of the whole world, setting off a chain reaction of mind-clouding fear. Everybody has to work together to succeed.

As the heroes are hunted, people start to realize how desperate this is. The mysterious enemy apparently has a change of plans, which sends a shiver down Retnic's spine.

He doesn't know what is happening or how to stop it. The world is burning around Retnic. How can he put water on the flame?

Find out in *Unknown Lab*.

***THE END.***





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