**Scene 1:**

Water side: Water, sand and trees. Sun rises from the left and angles down. Breeze of wind.

Tap mouse for bug to come to the water front.

Tap mouse for more bugs to come to congregation.

**Scene 2:**

Cat Noise, Cheetah comes to the water front.

Timp Input - Elephants take step to water. Each click is one step.

Cymbal Input **-** Sun gets higher. Colours of sea/sand change. Birds fly with sound

**Scene 3:**

People move around village.

Clave Input – Children walk to one building. Can hear song.

**Scene 4:**

In the desert. Sun is higher and stronger

Snake Sound Input – Snakes move across screen

Scorpion Sound Input – Scorpion moves to Creature and attacks

**Scene 5:**

Water side with a crocodile.

Cymbal Input – Sun moves

Clouds gather.

Sound input – Rain falls.

Animals move to water (sounds play)

**Scene 6:**

Sun starts to set.

Villagers gather in middle of village.

Instrumental input

Music dies down, sun sets, everything goes back to hiding.