



DEEP SEA HQ

TEACHING SKITS

MISSION:
DEEP SEA

OVERVIEW

Join Senior Agent Charlie Blue and Science Agent Dr. Anemone from Sea Exploration Agency (S.E.A.) Headquarters as they team up with agents-in-training, Whimsy and Dubbo, and explore the deep sea on this special mission. Each day, the team discovers more about God and the infinite wonders of the sea. Kids will learn with the crew about how important it is to work together when they are on a mission!

WHAT TO PREP

Video or live acting. Decide if you'll be doing skits live or recording them for kids to watch. If choosing video, we've added simple stage instructions that could be shot with a single camera cutting between scenes, actors or dialogue.

Actors. Get creative with how you cast your actors for this skit. Add new characters by splitting up lines. Make a video with only one or two people playing all the roles! Or maybe it will be a puppet show. Whatever direction you choose, feel free to develop the characters to fit your context. We've also created each character to be able to be played by any gender.

Costumes. Create a fun costume for each character. You can have them wear suits and sunglasses or go nautical-themed with sailor uniforms or scuba-diver gear. Or you know, do something wacky!

Set design and props. Design a set for the stage or for the video set. Comb through the stage directions of each session to make sure you have everything you need to make the scenes come alive.

Practice schedule. Distribute copies of the script early to everyone involved, from actors to lighting and sound engineers. You could also opt for using a teleprompter, especially if you are creating a video.

Audio-visual set-up. If you have a larger room, you may need microphones or additional lighting. Also, create a playlist of sound effects and background music to take your skits to the next level.

CHARACTERS

- **Senior Agent Charlie Blue** is a lovable leader who wants students to do well. Senior Agent Charlie Blue occasionally trips over their colleagues' names, for comedy sake.
- **Science Agent Dr. Anemone** is a serious and sometimes nervous character who is diligent and calm, most of the time.
- **Junior Agent Dubbo** is full of energy and life with a heart of gold but sometimes speaks without thinking.
- **Junior Agent Whimsy** may appear a day dreamer but is smart, observant, and curious about the world



DEEP SEA HQ

SESSION 1

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The submarine has a big window with floating seaweed visible on the far right side and a visible door with a turning wheel to open it. In the middle is a desk with controls, including a big blue lever. On the wall beside the big window is a bright green button. There are four chairs, two in front of the controls for the Science Agent and Senior Agent and two in front of the window for the Junior Agents.

Science Agent Dr. Anemone is busy in the main bridge of the Deep Sea HQ training submarine, tuning dials, reading a clipboard and making sure the submarine is ready for its training mission with the Deep Sea HQ junior agents.

SCIENCE AGENT DR. ANEMONE: *(Whistling.)*

SENIOR AGENT CHARLIE BLUE: *(Enters from the left, a commanding and confident leader.)* Well good morning Science Agent Dr Ane-ane-ane-Anemone! The training submarine looks incredible! Great job. Now we've got a big day ahead, are you ready?

SCIENCE AGENT DR. ANEMONE: *(Nervous, excited, adjusts their glasses.)* Oh yes, absolutely beside myself, I mean not literally of course, but if there were two of me, I would stand right beside myself, but that's impossible. Sorry, I'm nervous but even more excited. I love it when the junior agents come to train!

SENIOR AGENT CHARLIE BLUE: Isn't it just the best? Well, I have a feeling that this training mission will be different. Sea Exploration Agency Headquarters hinted there's something special about this round of junior S.E.A. agents and frankly, I'm excited about their potential. Do you remember what it was like when you went on your first exploration of the deep ocean?

SCIENCE AGENT DR. ANEMONE: Absolutely! It was incredible! We discovered the giant squid living underneath Dark Cove, we discovered the island of the screaming monkeys, and I found out that the seaweed tastes just like . . . well, seaweed. It's gross.

But overall It was a wonderful training mission. I can't wait to do it all over again! Except for the seaweed. Which again, terrible idea *(gags and covers her mouth.)*.

Senior Agent Charlie Blue speaks, walking over to a doorway stage left.

SENIOR AGENT CHARLIE BLUE: Well, no time to waste, let's meet the junior agents and show them the submarine so we can get going!

SCIENCE AGENT DR. ANEMONE: Aye aye Senior Agent Blue!

Junior Agents Dubbo and Whimsy enter stage left, Junior Agent Whimsy is looking all around the ship wide-eyed.

SENIOR AGENT CHARLIE BLUE: Welcome, Junior Agents! Hello! I'm Senior S.E.A. Agent Charlie Blue and I'll be in charge of this training mission! Believe you me there are some sights to see out here in the deep sea. It's our job to make sure you're ready to go and to work together, stay safe, and learn all you can on this exploration. We are a team and today whatever challenge we face we know as long as we stick together we can make it through.

Are you ready Junior Agents?

JUNIOR AGENT DUBBO: Oh boy are we ever, right Whimsy? We couldn't be more excited Captain, Boss, Chief, Mom . . . oh boy -- Senior Agent, we are ready to go!

JUNIOR AGENT WHIMSY:

Yeah, uh huh, sure are ready to go, Dubbo! Can't wait to see what's out there in the deep sea, you know . . . where it's really deep. I just can't wait!

SENIOR AGENT CHARLIE BLUE: Well I, for one, am glad to hear that. Before we begin let me introduce you to Science Agent Dr. Ane-Ane-Anemone.

Science Agent Dr. Anemone stretches out to bump elbows with the junior agents.

SCIENCE AGENT DR ANEMONE: Welcome aboard agents!

SENIOR AGENT CHARLIE BLUE: Science Agent Dr. Ane-Anemone is the best in the business and has got more science degrees and know-how than the smartest person I ever met, because . . . well, Dr. Anemone is the smartest person I've ever met. She has forgotten more about the ocean than any of us will probably ever learn.

SCIENCE AGENT DR ANEMONE: Oh yes, absolutely, I mean, oh no -- well, thank you Senior Agent, but I'm not the smartest -- but I do know quite a few things. (*giggles.*) Oh boy, (*adjusts their glasses.*) okay, well let's begin.

First things first, on this training mission we're trying something we've never tried before. While just a few of us can be on the submarine at any one time, we are now, right this minute beaming live to our training rooms all over the country. We're going to be training thousands of Junior S.E.A. Agents all over the country this week and they're going to see everything right through your eyes, Dubbo and Whimsy!

Let's make sure your uniforms and gear are in tip top shape. First, let's test your undersea balance. I'm going to need you to stand on one leg, stretch out your arms and bring your left hand to your nose.

Senior Agent Charlie Blue, Junior Agent Dubbo and Junior Agent Whimsy all attempt this. Junior Agent Dubbo struggles a little with balancing.

SCIENCE AGENT DR ANEMONE (cont'd): Oh Senior Agent Charlie Blue - you don't need to worry about this - I'm sure your undersea legs are just fine! But why don't you show our virtual trainees exactly what to do . . . come on now. . . everyone! Follow along . . . and swap sides in . . . three . . . two . . . one . . . okay swap!

Excellent, excellent (making notes on the clipboard.). Okay great. Now I see that you're already made your badges. Excellent, excellent. This is all really excellent.

Well, make sure to check that your teammates shoes are tied, their eyes can blink, and that their badge is clearly on display.

And can you wiggle your nose? The deeper we go, the more you might feel a tingle in your nose. A wiggle will shake that right out.

SENIOR AGENT CHARLIE BLUE: So we're all clear then, Dr Ane-Anen-Anome? Well in that case, it's time for the first lesson of the day - teamwork.

When we head out into the deep sea . . . there's no telling what mysteries we might uncover. Believe me, I once saw a dolphin wrestle a penguin.

Anyway, there's a story from a long time ago about a man named Moses who did incredible things simply because he had fully trusted God. And the people following Moses also learned to trust him and work together. And on this mission we must do the same.

Junior Agent Whimsy raises their hand.

JUNIOR AGENT WHIMSY: Excuse me Senior Agent Charlie Blue, I don't want to seem ungrateful for this opportunity but if i can be honest, i'm a little scared and nervous right now. The ocean is huge and filled with creatures . . . I guess what I'm trying to ask is . . . how do I overcome that?

Junior agents look wide-eyed and curious

SENIOR AGENT CHARLIE BLUE: What a great question, Agent Whimsy and I'm so glad you asked. It's asking great questions that will help you be an excellent ocean explorer.

Senior Agent Charlie Blue walks over to the submarine cockpit window.

SENIOR AGENT CHARLIE BLUE (cont'd): Do you know who made this ocean? It was God. A long time ago God created this ocean and all the others. And it has been my passion to learn everything about these waters that I can. And when you're out there you have to trust God and the people next to you. The more time I spend on the water and the more time I spend around my other agents the more I begin to trust them. And when you have trust, you have faith! And that faith grows. So don't worry. Those nerves you're feeling -- they're gonna go away in no time.

There's one thing I know though - in order to get there, we're going to have to work together. As people who believe in God and as S.E.A. Agents, we must grow together and work together. Are you ready for this?

JUNIOR AGENT DUBBO: We're ready, Senior Chief, Boss, Captain, I mean Agent. Couldn't be more ready. I even put on my special underpants, you know, just in case. I'm ready for anything!

SENIOR AGENT CHARLIE BLUE: Anything, Agent Dubbo?

JUNIOR AGENT DUBBO: Absolutely!

SENIOR AGENT CHARLIE BLUE: Excellent, then let's go ahead and . . . BOO!

JUNIOR AGENT DUBBO: AGHH!

SENIOR AGENT CHARLIE BLUE: (*Laughs.*) Well now that you're *really* ready for anything . . . it's time for the first teamwork challenge. See that door crank over there? I'm going to need you and Agent Whimsy to work together to turn that wheel and seal the door up tight so we can get underway.

JUNIOR AGENT DUBBO: That's it? We're on it! C'mon Whimsy, let's go!

Junior Agents Dubbo and Whimsy run to the submarine door, with a round wheel crank handle attached. They unsuccessfully try to close and lock the door. Dubbo tries first, but the wheel is too heavy. Then Dubbo and Whimsy try together, but they are pulling in opposite directions. They argue which way to turn the wheel. Then Whimsy lets go and Dubbo goes flying backwards onto the floor. Whimsy laughs while Dubbo stays on the ground, nursing their pride. Senior Agent Charlie Blue walks over to Dubbo on the ground and Whimsy is laughing.

SENIOR AGENT CHARLIE BLUE: Well, well, well. Do you see this, doctor? (*Dr. Anemone nods.*)

SCIENCE AGENT DR ANEMONE: It looks like our first lesson about teamwork might take a little longer than we thought.

Dr Anemone checks Dubbo over while the Senior Agent speaks.

SENIOR AGENT CHARLIE BLUE: The thing about teamwork is that it starts with looking out for each other - and I mean *really* looking out for each other. Junior Agent Whimsy, here at Deep Sea HQ, if one of us falls over, we help each other up. You better get over there and give Junior Agent Dubbo a hand.

Junior Agent Whimsy heads over to help Dubbo up while Charlie Blue continues talking.

Now just so we're clear, this wheel only turns in one direction, so you're going to have to work together to figure this one out.

JUNIOR AGENT WHIMSY: Well, it just so happens that as I was pulling on the wheel, I felt it move just a little bit when Dubbo let go. So what if instead of both of us pulling, one of us pulls and the other pushes? Do you think that might work, Senior Agent Blue?

JUNIOR AGENT DUBBO: Well, I guess there's only one way to find out. Let's try it!

Whimsy pulls and Dubbo pushes. There's a whirring, grinding sound and the lock closes tight. (play sound effect)

Dubbo and Whimsy are jumping up and down and clapping. They give each other elbow high fives!

SENIOR AGENT CHARLIE BLUE: Well how about that, Dr. Ane-ne-ane-nome? Looks like they got a handle on that teamwork pretty quick.

SCIENCE AGENT DR ANEMONE: They sure did. I knew there was something special about these ones the minute they came aboard.

Junior agents, well done. You've shown promising signs already of demonstrating just the kind of teamwork we like to see in our Deep Sea HQ junior agents.

SCIENCE AGENT DR ANEMONE (cont'd): You see, the better you get to know each other and respect each other, the better job you'll be able to do of working together. You both knew what you had to do but had to trust one another to do that job in order for it to work. Think of the story Senior Agent Blue mentioned earlier. Moses led many people out of Egypt and was stuck at the Red Sea. Now the people trusted Moses and Moses trusted God and because of that the Red Sea split wide open and saved them. It's important to trust each other and work together so that what God wants to happen can happen.

SENIOR AGENT CHARLIE BLUE: Exactly, doc. We must know that by being S.E.A. agents we have faith that this submarine will keep us safe and we have faith that our team members will help take care of us. And being around other people can help your faith grow. The more faith we have the stronger of a team we will be.

SCIENCE AGENT DR ANEMONE: Now, I've heard reports of a school of stingrays out by Seaweed Burger Alley. What say we head out in that direction?

JUNIOR AGENT WHIMSY: Ooh Seaweed Burger Alley? Is that like a . . . *dive-thru?* (*laughs then stops abruptly when no one else does.*) But seriously . . . do those seaweed burgers come with fries? I'm hungry!

JUNIOR AGENT DUBBO: Focus, Whimsy! There's so much of God's deep sea mysteries to explore! (*Turns to others.*) Let's go, team -- we're ready!



DEEP SEA HQ

SESSION 2

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The submarine has a big window with floating seaweed visible on the far right side and a visible door with a turning wheel to open it. In the middle is a desk with controls, including a big blue lever. On the wall beside the big window is a bright green button. There are four chairs, two in front of the controls for the Science Agent and Senior Agent and two in front of the window for the Junior Agents.

SENIOR AGENT CHARLIE BLUE: Well, junior agents, it's time to introduce you to our observatory window! Now that we're coming up on Seaweed Burger Alley - check out everything you can see from here!

SCIENCE AGENT DR ANEMONE:

Seaweed Burger Alley is my favorite place to take first-time S.E.A. agents. In this one spot, it's like you can see a blueprint of the ocean, from the crabs on the seafloor to the eels hiding in the coral. Not to mention the seaweed! Not hard to tell where it got its name from! Also you may be thinking to yourself, 'Hey, that seaweed looks good enough to eat!'

JUNIOR AGENT WHIMSY: No one's thinking that. (To Dubbo.) I thought we were getting burgers.

SCIENCE AGENT DR ANEMONE: But don't! It tastes horrible. Right now your first task is to make observations and take notes. We also need you to do your best to locate specific wildlife within the Alley before my timer goes off!

JUNIOR AGENT WHIMSY: So just look out the window and find the things you want us to? That may be difficult because I can't see very good.

JUNIOR AGENT DUBBO: I can see good! My vision is like (makes laser noises.) laser vision!

SCIENCE AGENT DR ANEMONE: I bet you have great vision, Junior Agent Dubbo! But remember we must work together and do our best to complete our tasks.

JUNIOR AGENT WHIMSY: I guess if the task is to locate the fish outside then I won't be a very good help if I can't see well.

SENIOR AGENT CHARLIE BLUE: Well Junior Agent Whimsy, that's true you may not have as good a vision as Junior Agent Dubbo over there but there has got to be something else you're good at -- something that would help you both work together to complete this task. What do you think that is?

JUNIOR AGENT WHIMSY: Well I'm really good at reading and using words to tell stories. I love stories.

JUNIOR AGENT DUBBO: I'm a terrible reader. Sometimes I look at a book and I'm like whaaaaaat???

SENIOR AGENT CHARLIE BLUE: Well that sounds like you both have strengths that could definitely help one another!

JUNIOR AGENT WHIMSY: That's true! So here's the plan, Dubbo. Since you've got that laser vision (*makes laser noises.*) and I'm good at reading and using my words, I'll help describe what we are supposed to find and you'll use your eyes to try and find them! Deal?

JUNIOR AGENT DUBBO: DEAL! Watch out great white shark cause there's a new boss in town! Sergeant Dubbo on duty! Haha. I said duty.

JUNIOR AGENT WHIMSY: Oh, brother. Okay let's start! Ready?

JUNIOR AGENT DUBBO: READY! Start the timer!

JUNIOR AGENT WHIMSY: Okay, the first fish is a fish that some might think is funny. It has white stripes and orange stripes.

JUNIOR AGENT DUBBO: A clown fish? I see one! It's over there swimming around that rock! Doesn't look very funny though.

JUNIOR AGENT WHIMSY: Good job! One down! The next fish is a BIG FISH! This one will actually be a whale and a shark.

JUNIOR AGENT DUBBO: What? A whale and a shark? How is that possible?

JUNIOR AGENT WHIMSY: Well it's called a whale shark. It's greyish blueish and it's really big.

JUNIOR AGENT DUBBO: Well, I don't see anything yet, wait . . . is that it? WOAH! Cheese and crackers, that whale is big!

JUNIOR AGENT WHIMSY: Is it a whale shark?

JUNIOR AGENT DUBBO: I don't think so. It has dots on its body all over. It also looks like it wants to eat me for lunch.

JUNIOR AGENT WHIMSY: You said it had dots on its body?! That's a whale shark! Good Job!

SCIENCE AGENT DR ANEMONE: Excellent work, you two! Believe it or not, even though the whale shark is a huge creature it actually is completely harmless to humans.

JUNIOR AGENT WHIMSY: That's awesome! Alright Dubbo, we have just one more, can you do one more?

JUNIOR AGENT DUBBO: I can do this all day long! As long as I have four breaks for snacks.

JUNIOR AGENT WHIMSY: Perfect! Now this one has a lot of teeth!

JUNIOR AGENT DUBBO: SHARK! Great white shark! Hammerhead shark! Maco shark! Tiger shark! I see those!

JUNIOR AGENT WHIMSY: No it's not that. It's smaller. They're really skinny, long, grey looking and have tiny stripes.

JUNIOR AGENT DUBBO: OH! Let me look! Well . . . I don't see one yet . . . wait! There it is! It's a barracuda!

SCIENCE AGENT DR ANEMONE: And that's time! Good job, Junior Agents! You located all the fish before the timer went off! Wonderful work. That might be a new junior agent record!

SENIOR AGENT CHARLIE BLUE: You're absolutely right, Dr. A. Now, agents, what was so special about the task that you just completed?

JUNIOR AGENT DUBBO: Well I thought it was pretty special how we helped each other using what we were good at!

JUNIOR AGENT WHIMSY: Yeah, I think it would've been pretty hard to do by ourselves.

SENIOR AGENT CHARLIE BLUE: You're right Junior Agents. You see there's a story in the Bible where a boy gave up his small lunch just so he could try and help feed thousands of people. And when Jesus saw that He took his food and multiplied it and everyone was fed.

JUNIOR AGENT WHIMSY: Whoa! But we didn't do anything *that* amazing . . .

JUNIOR AGENT DUBBO: Hey! What about my laser vision?

SCIENCE AGENT DR ANEMONE: What Senior Agent Blue is trying to say is that, just like that little boy took all he had and used it to help others, you two chose to use your gifts to help one another.

SENIOR AGENT CHARLIE BLUE: Precisely. That's a key part of being a S.E.A. agent -- taking your gifts and using them for others and for God. Now . . . who's ready for seaweed burgers?

JUNIOR AGENTS WHIMSY AND DUBBO: WE ARE!



DEEP SEA HQ

SESSION 3

MISSION:
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The submarine has a big window with floating seaweed visible on the far right side and a visible door with a turning wheel to open it. In the middle is a desk with controls, including a big blue lever. On the wall beside the big window is a bright green button. There are four chairs, two in front of the controls for the Science Agent and Senior Agent and two in front of the window for the Junior Agents.

The agents are all gathered by the door, but it's time to move to their positions. Senior Agent Charlie Blue moves towards the Captain's Chair.

SENIOR AGENT CHARLIE BLUE: Okay team, now it's time to buckle up. Here are the rules - just like a rollercoaster, you should remain in your seats almost all the time, especially if we go upside down. We are now going to be going the deepest this submarine can go. We have discovered so much of the ocean but still the majority of it is undiscovered. So it's my motto -- the deeper we go, the better we know the ocean.

Junior Agents Dubbo and Whimsy, Science Agent Dr. Anemone move to their seats.

SCIENCE AGENT DR. ANEMONE: That's absolutely right! But we must never forget one important thing.

SENIOR AGENT CHARLIE BLUE: What's that, Doctor?

SCIENCE AGENT DR. ANEMONE: The deeper we go the more we know the ocean, yes. But that also means it could get more dangerous and so it is more important now than ever before to work together and have faith.

All agents are thrown back in their seats by the power of takeoff.

JUNIOR AGENT DUBBO: This may not be related to anything but -- I know you warned us not to but -- I tried some seaweed earlier. Like, a lot of it. I don't think that was a good idea . . . *(looks sick.)*

JUNIOR AGENT WHIMSY: Please don't do what I think you're about to do!

SENIOR AGENT CHARLIE BLUE: Now Junior Agents, why don't you tell us a little bit about why you wanted to be agents-in-training for Deep Sea HQ?

JUNIOR AGENT DUBBO: Oh that's easy, Senior Agent Blue! I've always wanted to be a hero, like rescuing people and whales and cleaning up the ocean and basically being an adventurer and a cool person and just, yeah, being really cool. I'm pretty fast, I have laser vision and I'm super strong and I can jump really really far. You never know when that will come in handy! And being a S.E.A. Agent seems really, really, really cool. I mean, have you seen this thing? We're in a submarine! That's really cool.

JUNIOR AGENT WHIMSY: I just want to look for the little things in the ocean that everyone forgets, like the starfish and the little teeny tiny electric eels and one day, maybe I'll find something that no one has ever seen before and I'll find it and keep it safe forever. I think I just really like exploring and searching for things. Sometimes the very thing you're looking for is right in front of you!

JUNIOR AGENT DUBBO: Yeah, just make sure you don't get too close cause you might end up being a shark's lunch! *(Imitates shark bite, Whimsy laughs.)*

SCIENCE AGENT DR. ANEMONE: You know, Agent Whimsy, we're really just beginning. There's still 95% of the world's oceans we haven't even begun to explore. I think you might even start to get searching today. We're nearly at our deepest now.

JUNIOR AGENT WHIMSY: YES! I'm so excited!
Off stage there's a LOUD CLUNK and a GRINDING OF GEARS. The agents all shake in their chairs as the submarine comes to a stop.

JUNIOR AGENT DUBBO: *(Getting hysterical.)* Hey what was that? What's going on? Should we be worried? Is it a giant squid? A monster shark hungry for junior agents? OH NO! I NEED MY MOMMY!

SENIOR AGENT CHARLIE BLUE: Agent Dubbo, you're fine! Just breathe. Science Agent Dr Ane-anennen-oh I don't have time for this . . . Doctor! Give me a report!

SCIENCE AGENT DR. ANEMONE: Okay, it's fine, everything will be okay. The rear engine seems to have, ah, stopped. Okay. Let me try to restart *(pushes a button once, then again.)*

SENIOR AGENT CHARLIE BLUE: Rear engine, right. So we still have the front engine.

SCIENCE AGENT DR. ANEMONE: Yes . . . Okay, nobody panic, we just need to figure out what's going on.

Junior Agent Whimsy is out of their seat and looking out the window. Dubbo is looking nervous.

SENIOR AGENT CHARLIE BLUE: Well we said today would be all about teamwork and that's exactly where we are. We're going to have to come up with a plan as soon as possible.

Junior Agent Whimsy starts looking around the submarine until she spots a folder with the words "MANUAL" on the side.

JUNIOR AGENT WHIMSY: Excuse me Dr Anemone, I know you're busy, but do you think this might help? It's a manual and right here on the index it says "Engine trouble."

SCIENCE AGENT DR. ANEMONE: Great job using your special searching and reading skills, Agent Whimsy! Okay, what does it say?

JUNIOR AGENT WHIMSY: Okay . . . let me read the checklist. It says . . . check the gas!

SENIOR AGENT CHARLIE BLUE: Check! I filled her up myself before we left Deep Sea HQ. She's got plenty of gas!

JUNIOR AGENT DUBBO: Me too. *(giggles)*

JUNIOR AGENT WHIMSY: Okay . . . next is the temperature! How's the temperature?

JUNIOR AGENT DUBBO: Maybe a little warm but no fever *(holds hand to forehead.)*

SCIENCE AGENT DR. ANEMONE: Right, I'll check . . . oh no. That's it! Someone must have left a switch on and the engine overheated. Well, we might just be stuck here for a while.

JUNIOR AGENT DUBBO: For a while? What? How long is awhile? OH NO! I NEED MY--

JUNIOR AGENT WHIMSY: Actually, it says here there's a special code and way of flushing the exterior engine with seawater so it will cool down without damaging the ship! There are just a few steps.

SENIOR AGENT CHARLIE BLUE: Outstanding, Agent Whimsy! Read out the steps and we'll decide who needs to do what to get us out of here and back to the surface.

JUNIOR AGENT DUBBO: Don't forget me, Senior Agent Blue, I'm ready and willing to help! (*Takes ninja stance.*) I'm prepared for anything (*loses balance.*)!

SENIOR AGENT CHARLIE BLUE: Oh don't you worry, Agent Dubbo! If there's one thing I've learned about being a S.E.A. Agent . . . everyone has a job to do.

Science Agent Dr Anemone walks over to Agent Whimsy and starts reading the manual.

SCIENCE AGENT DR. ANEMONE: Okay. According to the manual, we'll need to override the system to make this happen. It's going to mean turning some things on and some things off so we're going to need every pair of hands working together. First things first, Senior Agent Blue, can you grasp the Blue Lever for internal gassy combustion? We're going to need to push that right up to 11, while pulling down on the yellow lever over here.

Dr Anemone is pointing to two buttons on opposite sides of the console.

SENIOR AGENT CHARLIE BLUE: Brilliant. Okay. I think if I push down on this lever and then Agent Whimsy can reach down for the yellow lever, we'll just about have it.

SCIENCE AGENT DR. ANEMONE: Well that's an excellent start but while you're stretched out, we're also going to need to find the big button and enter the code. It goes blue lever, yellow lever, pull the black rope, and then push the green button. I've got to stay here to control the ship!

SCIENCE AGENT DR. ANEMONE (cont'd): It says the button should be somewhere on this wall.

JUNIOR AGENT WHIMSY: I see it! I see it! Oh, but it's so far away. Wait . . . Dubbo -- how far did you say you could jump? Do you think you could pull the black rope and then jump to the green button in time?

JUNIOR AGENT DUBBO: I don't think I can -- I *know* I can! I'm the greatest leaper the land . . . and, er, sea . . . has ever seen!

SCIENCE AGENT DR. ANEMONE: Okay, let's give this a go -- are you ready Senior Agent Blue? Push that blue lever and we'll have just 3 seconds to make it all the way to the green button. Okay . . . 3 . . . 2 . . . 1 . . . GO!

SENIOR AGENT CHARLIE BLUE: I pushed!

JUNIOR AGENT WHIMSY: I pushed, too!

JUNIOR AGENT DUBBO: I'm pulling the rope, I'm ready, I'm leaping . . . thwack! I got it!

SCIENCE AGENT DR. ANEMONE: Hold on tight, here she comes. . . (*submarine shudders and lurches back to life.*) . . . okay, let's hold steady and give her a minute. Temperature returning to normal, systems flushing, check lights, check engine -- engine is ready. Okay. Ready when you are Senior Agent Blue! We are good to head out. Wait . . . does someone smell gas?

JUNIOR AGENT DUBBO: Sorry.

SENIOR AGENT CHARLIE BLUE: Oh Agent Dubbo! Well agents -- I'm not gonna lie -- I was nervous there but I'm even more surprised at how you all pulled together to save the mission.

JUNIOR AGENT WHIMSY: Reminds me a little of Jesus if you ask me.

SENIOR AGENT CHARLIE BLUE: How so?

JUNIOR AGENT WHIMSY: Well, we were stuck and we needed to be saved. But the manual gave us the instructions. Jesus came from heaven to be with us on earth (what a wild trip that must have been) and taught us how to love and how to live. Then, the part that's really something, He died for our sins -- because He loved us. He saved us just like the manual saved us from this broke submarine.

SENIOR AGENT CHARLIE BLUE: That's deep, Agent Whimsy. And speaking of deep, we could never fully grasp how deep God's love for us is. But our faith will grow deeper the more time we spend with God.

SCIENCE AGENT DR. ANEMONE: Right you are, Senior Agent Blue. And on that note, I think we all got to know each other a little better spending time together this deep in the ocean. (*Plugs nose and looks at Dubbo.*) A little *too* well, in Agent Dubbo's case! Let's get out of here!



DEEP SEA HQ

SESSION 4

MISSION:
DEEP SEA

This scene takes place at Deep Sea HQ, with a banner that says "Congratulations Junior Agents".

The junior agents enter stage left this time, wearing their training badges to see the Senior Agent and Science Agent standing in front of them, stage right.

SENIOR AGENT CHARLIE BLUE: Agents - you've done an amazing job . . . and I've conferred with Dr. Aneneoneoenme . . . the verdict is in, you're ready to graduate and become full-fledged S.E.A. agents. We couldn't be prouder.

SCIENCE AGENT DR ANEMONE: Your field reports were spot on and you demonstrated just the kind of teamwork we were hoping for. When we spend time with each other like that, we can only be better for it, especially if it's helping each other. Also I have to mention, Agent Whimsy, without your keen observation and descriptive skills, we would have been stuck without an engine much longer than we were! And Agent Dubbo - thank goodness you shared about your amazing eyesight and jumping ability. Each of your unique gifts made it possible for us to get back to the mission.

But the most important thing was how you dove in deep when we made it out for our observations. I love to see young agents spending time in the ocean getting to know God's world. Well done.

SENIOR AGENT CHARLIE BLUE: I couldn't agree with the doctor more. Importantly, these skills you've learned to become a Deep Sea Agent will help you through all of life, no matter what. Remember your training and you'll be able to get through anything.

SCIENCE AGENT DR ANEMONE: There's just one thing left to do . . . you must share what you've learned and tell the people you meet about the wonderful things you've seen.

SENIOR AGENT CHARLIE BLUE: A long time ago, a man named Jonah was told by God to share a message to a city. At first he didn't really want to do it. But when he decided to share it, the message changed the peoples' lives. Let's remember that our faith grows deeper than the ocean when we tell God's story and our own stories about our journey with God.

So junior agents, are you ready to share your story and give a mission debrief?

JUNIOR AGENT WHIMSY: I'm ready, Senior Agent Blue! I'm so ready.

JUNIOR AGENT DUBBO: I'm pretty sure I'm ready too, but, um, Senior Agent Blue . . . What's a mission debrief?

SENIOR AGENT CHARLIE BLUE: Another great question from Agent Dubbo! Mission debrief is where you share the most important lessons you learned from your time at sea with us. It'll help the next group of junior agents be ready for their own adventures.

JUNIOR AGENT DUBBO: Oh, you mean it's like telling a story? I can do that, I learned from Whimsy how to use my words well!! I'm ready.

Junior Agent Dubbo turns to face the audience

JUNIOR AGENT DUBBO (cont'd): I knew that I wanted to be a hero and become a Deep Sea Agent but I didn't realize that I would learn how to work with someone else so we could both be heroes! And also, I learned how to ask questions and learn about the world around me. I really loved learning about spending time with each other, and how we must trust the people next to us just like we trust God. I also discovered that I can use my gifts to help my team. Who knew jumping and seeing good would be so valuable? Also . . . I learned that seaweed gives me gas.

JUNIOR AGENT WHIMSY: *We all* learned that one, Agent Dubbo. *(Turning to the audience.)* Well let me tell you, that it's one thing to look at the ocean from up here above it, but it's an entirely different experience to be underneath the surface. I think I could spend 20 years under the sea and still not understand everything about it -- but I know God made it and it's beautiful and God filled it with beautiful fish and a bunch of other beautiful stuff. I never realized just spending time with God and being in awe of God's creation could make my faith grow deeper like that! I also learned that God has given me a story and I now have a chance to share that story! If we do, then our faith grows deeper. Like, even deeper than the Seaweed Burger Alley -- do NOT eat the Seaweed Burgers. AH! I love being a S.E.A. agent!

SCIENCE AGENT DR ANEMONE: Well, I don't think it gets much clearer than that, Senior Agent Blue. I think our junior agents are finally ready.

JUNIOR AGENT DUBBO: Can I ask a question real quick?

SCIENCE AGENT DR ANEMONE: Sure, Agent Dubbo.

JUNIOR AGENT DUBBO: Promise you won't get mad.

SENIOR AGENT CHARLIE BLUE: Uhhh. . . okay . . .

JUNIOR AGENT DUBBO: When we were in the ocean I found a great white shark and I thought it would be cool to keep it as a pet.

JUNIOR AGENT WHIMSY: You didn't.

SCIENCE AGENT DR ANEMONE: Please say you're joking.

JUNIOR AGENT DUBBO: But it seems really nice.

SENIOR AGENT CHARLIE BLUE: No. Absolutely not.

JUNIOR AGENT DUBBO: Okay. You're right. My bad. *(Pauses.)* So, um, should I, uh, get it out of the submarine or . . .

SENIOR AGENT CHARLIE BLUE: Dr. Anemone? Hey! I got it! Dr. Anemone, would you --

SCIENCE AGENT DR ANEMONE: I'm on it, Senior Agent Blue. *(Exits.)*

SENIOR AGENT CHARLIE BLUE: Well, Junior Agents it's with a huge amount of pride, that I pronounce you, Deep Sea Agents! Congratulations! Can we get a round of applause for these two?

Whimsy and Dubbo bow, wave, and do other silly gestures toward the audience.

SENIOR AGENT CHARLIE BLUE (cont'd): Well done! And well done to all our graduating friends!!! You all are going to be fine additions to the Sea Exploration Agency! *(Waves and applauds the audience.)*

Science Agent Dr. Anemone screams from off-stage.
“Ahhh! I’m alright. Nothing to worry about. Everything’s fine!”

SENIOR AGENT CHARLIE BLUE (cont’d): Well Agent Whimsy. Agent Dubbo. It seems your first mission as S.E.A. agents will be rescuing Dr. Ane-ne-nen-oh, Dr. A. from your, um, pet.

JUNIOR AGENT WHIMSY: You just *had* to bring a shark, Dubbo.

JUNIOR AGENT DUBBO: Hey . . . that’s Agent Dubbo.

(Close out with an upbeat and silly song -- like “Baby Shark” -- as characters walk off stage.)



DEEP SEA HQ

SESSION 1

MISSION:
DEEP SEA

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Science Agent Dr. Anemone is busy in the main bridge of the Deep Sea HQ training submarine, tuning dials, reading a clipboard and making sure the submarine is ready for its training mission with the Deep Sea HQ junior agents.

SCIENCE AGENT DR. ANEMONE: *(Whistling.)*

SENIOR AGENT CHARLIE BLUE: *(Enters from the left, a commanding and confident leader.)* Well good morning Science Agent Dr Ane-ane-ane-Anemone! The training submarine looks incredible! Great job. Now we've got a big day ahead, are you ready?

SCIENCE AGENT DR. ANEMONE: *(Nervous, excited, adjusts their glasses.)* Oh yes, absolutely beside myself, I mean not literally of course, but if there were two of me, I would stand right beside myself, but that's impossible. Sorry, I'm nervous but even more excited. I love it when the junior agents come to train!

SENIOR AGENT CHARLIE BLUE: Isn't it just the best? Well, I have a feeling that this training mission will be different. Sea Exploration Agency Headquarters hinted there's something special about this round of junior S.E.A. agents and frankly, I'm excited about their potential. Do you remember what it was like when you went on your first exploration of the deep ocean?

SCIENCE AGENT DR. ANEMONE: Absolutely! It was incredible! We discovered the giant squid living underneath Dark Cove, we discovered the island of the screaming monkeys, and I found out that the seaweed tastes just like . . . well, seaweed. It's gross.

But overall It was a wonderful training mission. I can't wait to do it all over again! Except for the seaweed. Which again, terrible idea *(gags and covers her mouth.)*.

Senior Agent Charlie Blue speaks, walking over to a doorway stage left.

SENIOR AGENT CHARLIE BLUE: Well, no time to waste, let's meet the junior agents and show them the submarine so we can get going!

SCIENCE AGENT DR. ANEMONE: Aye aye Senior Agent Blue!

Junior Agents Dubbo and Whimsy enter stage left, Junior Agent Whimsy is looking all around the ship wide-eyed.

SENIOR AGENT CHARLIE BLUE: Welcome, Junior Agents! Hello! I'm Senior S.E.A. Agent Charlie Blue and I'll be in charge of this training mission! Believe you me there are some sights to see out here in the deep sea. It's our job to make sure you're ready to go and to work together, stay safe, and learn all you can on this exploration. We are a team and today whatever challenge we face we know as long as we stick together we can make it through.

Are you ready Junior Agents?

JUNIOR AGENT DUBBO: Oh boy are we ever, right Whimsy? We couldn't be more excited Captain, Boss, Chief, Mom . . . oh boy -- Senior Agent, we are ready to go!

JUNIOR AGENT WHIMSY:

Yeah, uh huh, sure are ready to go, Dubbo! Can't wait to see what's out there in the deep sea, you know . . . where it's really deep. I just can't wait!

SENIOR AGENT CHARLIE BLUE: Well I, for one, am glad to hear that. Before we begin let me introduce you to Science Agent Dr. Ane-Ane-Anemone.

Science Agent Dr. Anemone stretches out to bump elbows with the junior agents.

SCIENCE AGENT DR ANEMONE: Welcome aboard agents!

SENIOR AGENT CHARLIE BLUE: Science Agent Dr. Ane-Anemone is the best in the business and has got more science degrees and know-how than the smartest person I ever met, because . . . well, Dr. Anemone is the smartest person I've ever met. She has forgotten more about the ocean than any of us will probably ever learn.

SCIENCE AGENT DR ANEMONE: Oh yes, absolutely, I mean, oh no -- well, thank you Senior Agent, but I'm not the smartest -- but I do know quite a few things. (*giggles.*) Oh boy, (*adjusts their glasses.*) okay, well let's begin.

First things first, on this training mission we're trying something we've never tried before. While just a few of us can be on the submarine at any one time, we are now, right this minute beaming live to our training rooms all over the country. We're going to be training thousands of Junior S.E.A. Agents all over the country this week and they're going to see everything right through your eyes, Dubbo and Whimsy!

Let's make sure your uniforms and gear are in tip top shape. First, let's test your undersea balance. I'm going to need you to stand on one leg, stretch out your arms and bring your left hand to your nose.

Senior Agent Charlie Blue, Junior Agent Dubbo and Junior Agent Whimsy all attempt this. Junior Agent Dubbo struggles a little with balancing.

SCIENCE AGENT DR ANEMONE (cont'd): Oh Senior Agent Charlie Blue - you don't need to worry about this - I'm sure your undersea legs are just fine! But why don't you show our virtual trainees exactly what to do . . . come on now. . . everyone! Follow along . . . and swap sides in . . . three . . . two . . . one . . . okay swap!

Excellent, excellent (making notes on the clipboard.). Okay great. Now I see that you're already made your badges. Excellent, excellent. This is all really excellent.

Well, make sure to check that your teammates shoes are tied, their eyes can blink, and that their badge is clearly on display.

And can you wiggle your nose? The deeper we go, the more you might feel a tingle in your nose. A wiggle will shake that right out.

SENIOR AGENT CHARLIE BLUE: So we're all clear then, Dr Ane-Anen-Anome? Well in that case, it's time for the first lesson of the day - teamwork.

When we head out into the deep sea . . . there's no telling what mysteries we might uncover. Believe me, I once saw a dolphin wrestle a penguin.

Anyway, there's a story from a long time ago about a man named Moses who did incredible things simply because he had fully trusted God. And the people following Moses also learned to trust him and work together. And on this mission we must do the same.

Junior Agent Whimsy raises their hand.

JUNIOR AGENT WHIMSY: Excuse me Senior Agent Charlie Blue, I don't want to seem ungrateful for this opportunity but if i can be honest, i'm a little scared and nervous right now. The ocean is huge and filled with creatures . . . I guess what I'm trying to ask is . . . how do I overcome that?

Junior agents look wide-eyed and curious

SENIOR AGENT CHARLIE BLUE: What a great question, Agent Whimsy and I'm so glad you asked. It's asking great questions that will help you be an excellent ocean explorer.

Senior Agent Charlie Blue walks over to the submarine cockpit window.

SENIOR AGENT CHARLIE BLUE (cont'd): Do you know who made this ocean? It was God. A long time ago God created this ocean and all the others. And it has been my passion to learn everything about these waters that I can. And when you're out there you have to trust God and the people next to you. The more time I spend on the water and the more time I spend around my other agents the more I begin to trust them. And when you have trust, you have faith! And that faith grows. So don't worry. Those nerves you're feeling -- they're gonna go away in no time.

There's one thing I know though - in order to get there, we're going to have to work together. As people who believe in God and as S.E.A. Agents, we must grow together and work together. Are you ready for this?

JUNIOR AGENT DUBBO: We're ready, Senior Chief, Boss, Captain, I mean Agent. Couldn't be more ready. I even put on my special underpants, you know, just in case. I'm ready for anything!

SENIOR AGENT CHARLIE BLUE: Anything, Agent Dubbo?

JUNIOR AGENT DUBBO: Absolutely!

SENIOR AGENT CHARLIE BLUE: Excellent, then let's go ahead and . . . BOO!

JUNIOR AGENT DUBBO: AGHH!

SENIOR AGENT CHARLIE BLUE: (*Laughs.*) Well now that you're *really* ready for anything . . . it's time for the first teamwork challenge. See that door crank over there? I'm going to need you and Agent Whimsy to work together to turn that wheel and seal the door up tight so we can get underway.

JUNIOR AGENT DUBBO: That's it? We're on it! C'mon Whimsy, let's go!

Junior Agents Dubbo and Whimsy run to the submarine door, with a round wheel crank handle attached. They unsuccessfully try to close and lock the door. Dubbo tries first, but the wheel is too heavy. Then Dubbo and Whimsy try together, but they are pulling in opposite directions. They argue which way to turn the wheel. Then Whimsy lets go and Dubbo goes flying backwards onto the floor. Whimsy laughs while Dubbo stays on the ground, nursing their pride. Senior Agent Charlie Blue walks over to Dubbo on the ground and Whimsy is laughing.

SENIOR AGENT CHARLIE BLUE: Well, well, well. Do you see this, doctor? (*Dr. Anemone nods.*)

SCIENCE AGENT DR ANEMONE: It looks like our first lesson about teamwork might take a little longer than we thought.

Dr Anemone checks Dubbo over while the Senior Agent speaks.

SENIOR AGENT CHARLIE BLUE: The thing about teamwork is that it starts with looking out for each other - and I mean *really* looking out for each other. Junior Agent Whimsy, here at Deep Sea HQ, if one of us falls over, we help each other up. You better get over there and give Junior Agent Dubbo a hand.

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Dubbo and Whimsy are jumping up and down and clapping. They give each other elbow high fives!

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DEEP SEA HQ

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SENIOR AGENT CHARLIE BLUE: Well, junior agents, it's time to introduce you to our observatory window! Now that we're coming up on Seaweed Burger Alley - check out everything you can see from here!

SCIENCE AGENT DR ANEMONE:

Seaweed Burger Alley is my favorite place to take first-time S.E.A. agents. In this one spot, it's like you can see a blueprint of the ocean, from the crabs on the seafloor to the eels hiding in the coral. Not to mention the seaweed! Not hard to tell where it got its name from! Also you may be thinking to yourself, 'Hey, that seaweed looks good enough to eat!'

JUNIOR AGENT WHIMSY: No one's thinking that. (To *Dubbo*.) I thought we were getting burgers.

SCIENCE AGENT DR ANEMONE: But don't! It tastes horrible. Right now your first task is to make observations and take notes. We also need you to do your best to locate specific wildlife within the Alley before my timer goes off!

JUNIOR AGENT WHIMSY: So just look out the window and find the things you want us to? That may be difficult because I can't see very good.

JUNIOR AGENT DUBBO: I can see good! My vision is like (*makes laser noises.*) laser vision!

SCIENCE AGENT DR ANEMONE: I bet you have great vision, Junior Agent Dubbo! But remember we must work together and do our best to complete our tasks.

JUNIOR AGENT WHIMSY: I guess if the task is to locate the fish outside then I won't be a very good help if I can't see well.

SENIOR AGENT CHARLIE BLUE: Well Junior Agent Whimsy, that's true you may not have as good a vision as Junior Agent Dubbo over there but there has got to be something else you're good at -- something that would help you both work together to complete this task. What do you think that is?

JUNIOR AGENT WHIMSY: Well I'm really good at reading and using words to tell stories. I love stories.

JUNIOR AGENT DUBBO: I'm a terrible reader. Sometimes I look at a book and I'm like whaaaaaat???

SENIOR AGENT CHARLIE BLUE: Well that sounds like you both have strengths that could definitely help one another!

JUNIOR AGENT WHIMSY: That's true! So here's the plan, Dubbo. Since you've got that laser vision (*makes laser noises.*) and I'm good at reading and using my words, I'll help describe what we are supposed to find and you'll use your eyes to try and find them! Deal?

JUNIOR AGENT DUBBO: DEAL! Watch out great white shark cause there's a new boss in town! Sergeant Dubbo on duty! Haha. I said duty.

JUNIOR AGENT WHIMSY: Oh, brother. Okay let's start! Ready?

JUNIOR AGENT DUBBO: READY! Start the timer!

JUNIOR AGENT WHIMSY: Okay, the first fish is a fish that some might think is funny. It has white stripes and orange stripes.

JUNIOR AGENT DUBBO: A clown fish? I see one! It's over there swimming around that rock! Doesn't look very funny though.

JUNIOR AGENT WHIMSY: Good job! One down! The next fish is a BIG FISH! This one will actually be a whale and a shark.

JUNIOR AGENT DUBBO: What? A whale and a shark? How is that possible?

JUNIOR AGENT WHIMSY: Well it's called a whale shark. It's greyish blueish and it's really big.

JUNIOR AGENT DUBBO: Well, I don't see anything yet, wait . . . is that it? WOAH! Cheese and crackers, that whale is big!

JUNIOR AGENT WHIMSY: Is it a whale shark?

JUNIOR AGENT DUBBO: I don't think so. It has dots on its body all over. It also looks like it wants to eat me for lunch.

JUNIOR AGENT WHIMSY: You said it had dots on its body?! That's a whale shark! Good Job!

SCIENCE AGENT DR ANEMONE: Excellent work, you two! Believe it or not, even though the whale shark is a huge creature it actually is completely harmless to humans.

JUNIOR AGENT WHIMSY: That's awesome! Alright Dubbo, we have just one more, can you do one more?

JUNIOR AGENT DUBBO: I can do this all day long! As long as I have four breaks for snacks.

JUNIOR AGENT WHIMSY: Perfect! Now this one has a lot of teeth!

JUNIOR AGENT DUBBO: SHARK! Great white shark! Hammerhead shark! Maco shark! Tiger shark! I see those!

JUNIOR AGENT WHIMSY: No it's not that. It's smaller. They're really skinny, long, grey looking and have tiny stripes.

JUNIOR AGENT DUBBO: OH! Let me look! Well . . . I don't see one yet . . . wait! There it is! It's a barracuda!

SCIENCE AGENT DR ANEMONE: And that's time! Good job, Junior Agents! You located all the fish before the timer went off! Wonderful work. That might be a new junior agent record!

SENIOR AGENT CHARLIE BLUE: You're absolutely right, Dr. A. Now, agents, what was so special about the task that you just completed?

JUNIOR AGENT DUBBO: Well I thought it was pretty special how we helped each other using what we were good at!

JUNIOR AGENT WHIMSY: Yeah, I think it would've been pretty hard to do by ourselves.

SENIOR AGENT CHARLIE BLUE: You're right Junior Agents. You see there's a story in the Bible where a boy gave up his small lunch just so he could try and help feed thousands of people. And when Jesus saw that He took his food and multiplied it and everyone was fed.

JUNIOR AGENT WHIMSY: Whoa! But we didn't do anything *that* amazing . . .

JUNIOR AGENT DUBBO: Hey! What about my laser vision?

SCIENCE AGENT DR ANEMONE: What Senior Agent Blue is trying to say is that, just like that little boy took all he had and used it to help others, you two chose to use your gifts to help one another.

SENIOR AGENT CHARLIE BLUE: Precisely. That's a key part of being a S.E.A. agent -- taking your gifts and using them for others and for God. Now . . . who's ready for seaweed burgers?

JUNIOR AGENTS WHIMSY AND DUBBO: WE ARE!



DEEP SEA HQ

SESSION 3

MISSION:
DEEP SEA

The submarine has a big window with floating seaweed visible on the far right side and a visible door with a turning wheel to open it. In the middle is a desk with controls, including a big blue lever. On the wall beside the big window is a bright green button. There are four chairs, two in front of the controls for the Science Agent and Senior Agent and two in front of the window for the Junior Agents.

The agents are all gathered by the door, but it's time to move to their positions. Senior Agent Charlie Blue moves towards the Captain's Chair.

SENIOR AGENT CHARLIE BLUE: Okay team, now it's time to buckle up. Here are the rules - just like a rollercoaster, you should remain in your seats almost all the time, especially if we go upside down. We are now going to be going the deepest this submarine can go. We have discovered so much of the ocean but still the majority of it is undiscovered. So it's my motto -- the deeper we go, the better we know the ocean.

Junior Agents Dubbo and Whimsy, Science Agent Dr. Anemone move to their seats.

SCIENCE AGENT DR. ANEMONE: That's absolutely right! But we must never forget one important thing.

SENIOR AGENT CHARLIE BLUE: What's that, Doctor?

SCIENCE AGENT DR. ANEMONE: The deeper we go the more we know the ocean, yes. But that also means it could get more dangerous and so it is more important now than ever before to work together and have faith.

All agents are thrown back in their seats by the power of takeoff.

JUNIOR AGENT DUBBO: This may not be related to anything but -- I know you warned us not to but -- I tried some seaweed earlier. Like, a lot of it. I don't think that was a good idea . . . *(looks sick.)*

JUNIOR AGENT WHIMSY: Please don't do what I think you're about to do!

SENIOR AGENT CHARLIE BLUE: Now Junior Agents, why don't you tell us a little bit about why you wanted to be agents-in-training for Deep Sea HQ?

JUNIOR AGENT DUBBO: Oh that's easy, Senior Agent Blue! I've always wanted to be a hero, like rescuing people and whales and cleaning up the ocean and basically being an adventurer and a cool person and just, yeah, being really cool. I'm pretty fast, I have laser vision and I'm super strong and I can jump really really far. You never know when that will come in handy! And being a S.E.A. Agent seems really, really, really cool. I mean, have you seen this thing? We're in a submarine! That's really cool.

JUNIOR AGENT WHIMSY: I just want to look for the little things in the ocean that everyone forgets, like the starfish and the little teeny tiny electric eels and one day, maybe I'll find something that no one has ever seen before and I'll find it and keep it safe forever. I think I just really like exploring and searching for things. Sometimes the very thing you're looking for is right in front of you!

JUNIOR AGENT DUBBO: Yeah, just make sure you don't get too close cause you might end up being a shark's lunch! *(Imitates shark bite, Whimsy laughs.)*

SCIENCE AGENT DR. ANEMONE: You know, Agent Whimsy, we're really just beginning. There's still 95% of the world's oceans we haven't even begun to explore. I think you might even start to get searching today. We're nearly at our deepest now.

JUNIOR AGENT WHIMSY: YES! I'm so excited!
Off stage there's a LOUD CLUNK and a GRINDING OF GEARS. The agents all shake in their chairs as the submarine comes to a stop.

JUNIOR AGENT DUBBO: *(Getting hysterical.)* Hey what was that? What's going on? Should we be worried? Is it a giant squid? A monster shark hungry for junior agents? OH NO! I NEED MY MOMMY!

SENIOR AGENT CHARLIE BLUE: Agent Dubbo, you're fine! Just breathe. Science Agent Dr Ane-anennen-oh I don't have time for this . . . Doctor! Give me a report!

SCIENCE AGENT DR. ANEMONE: Okay, it's fine, everything will be okay. The rear engine seems to have, ah, stopped. Okay. Let me try to restart *(pushes a button once, then again.)*

SENIOR AGENT CHARLIE BLUE: Rear engine, right. So we still have the front engine.

SCIENCE AGENT DR. ANEMONE: Yes . . . Okay, nobody panic, we just need to figure out what's going on.

Junior Agent Whimsy is out of their seat and looking out the window. Dubbo is looking nervous.

SENIOR AGENT CHARLIE BLUE: Well we said today would be all about teamwork and that's exactly where we are. We're going to have to come up with a plan as soon as possible.

Junior Agent Whimsy starts looking around the submarine until she spots a folder with the words "MANUAL" on the side.

JUNIOR AGENT WHIMSY: Excuse me Dr Anemone, I know you're busy, but do you think this might help? It's a manual and right here on the index it says "Engine trouble."

SCIENCE AGENT DR. ANEMONE: Great job using your special searching and reading skills, Agent Whimsy! Okay, what does it say?

JUNIOR AGENT WHIMSY: Okay . . . let me read the checklist. It says . . . check the gas!

SENIOR AGENT CHARLIE BLUE: Check! I filled her up myself before we left Deep Sea HQ. She's got plenty of gas!

JUNIOR AGENT DUBBO: Me too. *(giggles)*

JUNIOR AGENT WHIMSY: Okay . . . next is the temperature! How's the temperature?

JUNIOR AGENT DUBBO: Maybe a little warm but no fever *(holds hand to forehead.)*

SCIENCE AGENT DR. ANEMONE: Right, I'll check . . . oh no. That's it! Someone must have left a switch on and the engine overheated. Well, we might just be stuck here for a while.

JUNIOR AGENT DUBBO: For a while? What? How long is awhile? OH NO! I NEED MY--

JUNIOR AGENT WHIMSY: Actually, it says here there's a special code and way of flushing the exterior engine with seawater so it will cool down without damaging the ship! There are just a few steps.

SENIOR AGENT CHARLIE BLUE: Outstanding, Agent Whimsy! Read out the steps and we'll decide who needs to do what to get us out of here and back to the surface.

JUNIOR AGENT DUBBO: Don't forget me, Senior Agent Blue, I'm ready and willing to help! (*Takes ninja stance.*) I'm prepared for anything (*loses balance.*)!

SENIOR AGENT CHARLIE BLUE: Oh don't you worry, Agent Dubbo! If there's one thing I've learned about being a S.E.A. Agent . . . everyone has a job to do.

Science Agent Dr Anemone walks over to Agent Whimsy and starts reading the manual.

SCIENCE AGENT DR. ANEMONE: Okay. According to the manual, we'll need to override the system to make this happen. It's going to mean turning some things on and some things off so we're going to need every pair of hands working together. First things first, Senior Agent Blue, can you grasp the Blue Lever for internal gassy combustion? We're going to need to push that right up to 11, while pulling down on the yellow lever over here.

Dr Anemone is pointing to two buttons on opposite sides of the console.

SENIOR AGENT CHARLIE BLUE: Brilliant. Okay. I think if I push down on this lever and then Agent Whimsy can reach down for the yellow lever, we'll just about have it.

SCIENCE AGENT DR. ANEMONE: Well that's an excellent start but while you're stretched out, we're also going to need to find the big button and enter the code. It goes blue lever, yellow lever, pull the black rope, and then push the green button. I've got to stay here to control the ship!

SCIENCE AGENT DR. ANEMONE (cont'd): It says the button should be somewhere on this wall.

JUNIOR AGENT WHIMSY: I see it! I see it! Oh, but it's so far away. Wait . . . Dubbo -- how far did you say you could jump? Do you think you could pull the black rope and then jump to the green button in time?

JUNIOR AGENT DUBBO: I don't think I can -- I *know* I can! I'm the greatest leaper the land . . . and, er, sea . . . has ever seen!

SCIENCE AGENT DR. ANEMONE: Okay, let's give this a go -- are you ready Senior Agent Blue? Push that blue lever and we'll have just 3 seconds to make it all the way to the green button. Okay . . . 3 . . . 2 . . . 1 . . . GO!

SENIOR AGENT CHARLIE BLUE: I pushed!

JUNIOR AGENT WHIMSY: I pushed, too!

JUNIOR AGENT DUBBO: I'm pulling the rope, I'm ready, I'm leaping . . . thwack! I got it!

SCIENCE AGENT DR. ANEMONE: Hold on tight, here she comes. . . (*submarine shudders and lurches back to life.*) . . . okay, let's hold steady and give her a minute. Temperature returning to normal, systems flushing, check lights, check engine -- engine is ready. Okay. Ready when you are Senior Agent Blue! We are good to head out. Wait . . . does someone smell gas?

JUNIOR AGENT DUBBO: Sorry.

SENIOR AGENT CHARLIE BLUE: Oh Agent Dubbo! Well agents -- I'm not gonna lie -- I was nervous there but I'm even more surprised at how you all pulled together to save the mission.

JUNIOR AGENT WHIMSY: Reminds me a little of Jesus if you ask me.

SENIOR AGENT CHARLIE BLUE: How so?

JUNIOR AGENT WHIMSY: Well, we were stuck and we needed to be saved. But the manual gave us the instructions. Jesus came from heaven to be with us on earth (what a wild trip that must have been) and taught us how to love and how to live. Then, the part that's really something, He died for our sins -- because He loved us. He saved us just like the manual saved us from this broke submarine.

SENIOR AGENT CHARLIE BLUE: That's deep, Agent Whimsy. And speaking of deep, we could never fully grasp how deep God's love for us is. But our faith will grow deeper the more time we spend with God.

SCIENCE AGENT DR. ANEMONE: Right you are, Senior Agent Blue. And on that note, I think we all got to know each other a little better spending time together this deep in the ocean. (*Plugs nose and looks at Dubbo.*) A little *too* well, in Agent Dubbo's case! Let's get out of here!



DEEP SEA HQ

SESSION 4

MISSION:
DEEP SEA

This scene takes place at Deep Sea HQ, with a banner that says "Congratulations Junior Agents".

The junior agents enter stage left this time, wearing their training badges to see the Senior Agent and Science Agent standing in front of them, stage right.

SENIOR AGENT CHARLIE BLUE: Agents - you've done an amazing job . . . and I've conferred with Dr. Aneneoneoenme . . . the verdict is in, you're ready to graduate and become full-fledged S.E.A. agents. We couldn't be prouder.

SCIENCE AGENT DR ANEMONE: Your field reports were spot on and you demonstrated just the kind of teamwork we were hoping for. When we spend time with each other like that, we can only be better for it, especially if it's helping each other. Also I have to mention, Agent Whimsy, without your keen observation and descriptive skills, we would have been stuck without an engine much longer than we were! And Agent Dubbo - thank goodness you shared about your amazing eyesight and jumping ability. Each of your unique gifts made it possible for us to get back to the mission.

But the most important thing was how you dove in deep when we made it out for our observations. I love to see young agents spending time in the ocean getting to know God's world. Well done.

SENIOR AGENT CHARLIE BLUE: I couldn't agree with the doctor more. Importantly, these skills you've learned to become a Deep Sea Agent will help you through all of life, no matter what. Remember your training and you'll be able to get through anything.

SCIENCE AGENT DR ANEMONE: There's just one thing left to do . . . you must share what you've learned and tell the people you meet about the wonderful things you've seen.

SENIOR AGENT CHARLIE BLUE: A long time ago, a man named Jonah was told by God to share a message to a city. At first he didn't really want to do it. But when he decided to share it, the message changed the peoples' lives. Let's remember that our faith grows deeper than the ocean when we tell God's story and our own stories about our journey with God.

So junior agents, are you ready to share your story and give a mission debrief?

JUNIOR AGENT WHIMSY: I'm ready, Senior Agent Blue! I'm so ready.

JUNIOR AGENT DUBBO: I'm pretty sure I'm ready too, but, um, Senior Agent Blue . . . What's a mission debrief?

SENIOR AGENT CHARLIE BLUE: Another great question from Agent Dubbo! Mission debrief is where you share the most important lessons you learned from your time at sea with us. It'll help the next group of junior agents be ready for their own adventures.

JUNIOR AGENT DUBBO: Oh, you mean it's like telling a story? I can do that, I learned from Whimsy how to use my words well!! I'm ready.

Junior Agent Dubbo turns to face the audience

JUNIOR AGENT DUBBO (cont'd): I knew that I wanted to be a hero and become a Deep Sea Agent but I didn't realize that I would learn how to work with someone else so we could both be heroes! And also, I learned how to ask questions and learn about the world around me. I really loved learning about spending time with each other, and how we must trust the people next to us just like we trust God. I also discovered that I can use my gifts to help my team. Who knew jumping and seeing good would be so valuable? Also . . . I learned that seaweed gives me gas.

JUNIOR AGENT WHIMSY: *We all* learned that one, Agent Dubbo. *(Turning to the audience.)* Well let me tell you, that it's one thing to look at the ocean from up here above it, but it's an entirely different experience to be underneath the surface. I think I could spend 20 years under the sea and still not understand everything about it -- but I know God made it and it's beautiful and God filled it with beautiful fish and a bunch of other beautiful stuff. I never realized just spending time with God and being in awe of God's creation could make my faith grow deeper like that! I also learned that God has given me a story and I now have a chance to share that story! If we do, then our faith grows deeper. Like, even deeper than the Seaweed Burger Alley -- do NOT eat the Seaweed Burgers. AH! I love being a S.E.A. agent!

SCIENCE AGENT DR ANEMONE: Well, I don't think it gets much clearer than that, Senior Agent Blue. I think our junior agents are finally ready.

JUNIOR AGENT DUBBO: Can I ask a question real quick?

SCIENCE AGENT DR ANEMONE: Sure, Agent Dubbo.

JUNIOR AGENT DUBBO: Promise you won't get mad.

SENIOR AGENT CHARLIE BLUE: Uhhh. . . okay . . .

JUNIOR AGENT DUBBO: When we were in the ocean I found a great white shark and I thought it would be cool to keep it as a pet.

JUNIOR AGENT WHIMSY: You didn't.

SCIENCE AGENT DR ANEMONE: Please say you're joking.

JUNIOR AGENT DUBBO: But it seems really nice.

SENIOR AGENT CHARLIE BLUE: No. Absolutely not.

JUNIOR AGENT DUBBO: Okay. You're right. My bad. *(Pauses.)* So, um, should I, uh, get it out of the submarine or . . .

SENIOR AGENT CHARLIE BLUE: Dr. Anemone? Hey! I got it! Dr. Anemone, would you --

SCIENCE AGENT DR ANEMONE: I'm on it, Senior Agent Blue. *(Exits.)*

SENIOR AGENT CHARLIE BLUE: Well, Junior Agents it's with a huge amount of pride, that I pronounce you, Deep Sea Agents! Congratulations! Can we get a round of applause for these two?

Whimsy and Dubbo bow, wave, and do other silly gestures toward the audience.

SENIOR AGENT CHARLIE BLUE (cont'd): Well done! And well done to all our graduating friends!!! You all are going to be fine additions to the Sea Exploration Agency! *(Waves and applauds the audience.)*

Science Agent Dr. Anemone screams from off-stage.
“Ahhh! I’m alright. Nothing to worry about. Everything’s fine!”

SENIOR AGENT CHARLIE BLUE (cont’d): Well Agent Whimsy. Agent Dubbo. It seems your first mission as S.E.A. agents will be rescuing Dr. Ane-ne-nen-oh, Dr. A. from your, um, pet.

JUNIOR AGENT WHIMSY: You just *had* to bring a shark, Dubbo.

JUNIOR AGENT DUBBO: Hey . . . that’s Agent Dubbo.

(Close out with an upbeat and silly song -- like “Baby Shark” -- as characters walk off stage.)