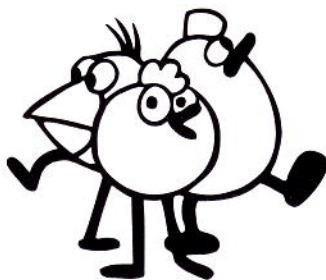


PEEP

AND THE
BIG WIDE WORLD



EPISODE 2

Director: Kaj Pindal

Executive Producer: John Spotton

Screening time: 11 minutes 48 seconds

Animated films for young children – simple, amusing and fresh. Drawn by Kaj Pindal, narrated by Peter Ustinov, this delightful series features strongly defined characters, an engaging graphic style and a lively but unhurried pace that respects the rhythms of the young child. All three films concentrate on the adventures of Peep, a newly hatched chick and her two birdfriends: Quack, a cantankerous duck and Chirp, an excitable robin. Designed specially for classrooms and early childhood education settings, *Peep and the Big Wide World* will be welcomed by all those eager for material that enriches and excites the imaginations of the very young.

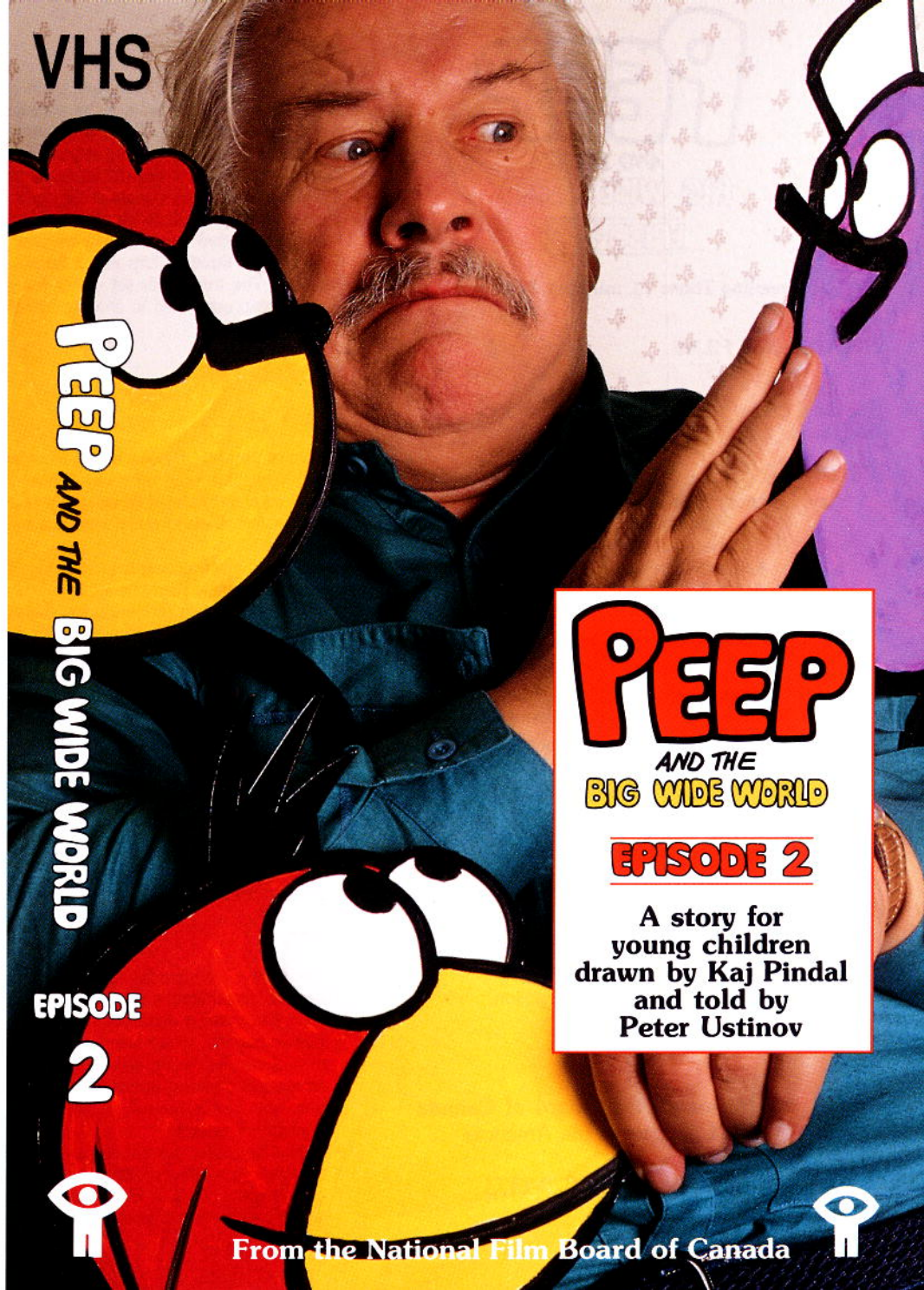
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PEEP
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BIG WIDE WORLD

EPISODE
2



PEEP

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EPISODE 2

A story for
young children
drawn by Kaj Pindal
and told by
Peter Ustinov

From the National Film Board of Canada



PEEP

AND THE
BIG WIDE WORLD

EPISODE 2

Screening Time: 11 minutes 48 seconds

RELATED NFB FILMS

The Dingles
The Sand Castle
Sea Dream

CREDITS

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Executive Producer	John Spotton

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DESCRIPTION

To leave Green Island, our three main characters will have to swim. Quack, of course, is in his element and Peep can use her eggshell for a boat. But Chirp, who can't fly yet, refuses to set foot in the frigid water and chooses to wait behind until they can figure out a way to transport him across to the mainland. Help soon comes in the form of Tom, the kitten, whose genuine desire to make friends with these birds can't help being tainted by an ulterior purpose. Their return to Green Island throws Chirp into a frenzy, but all is finally resolved. The three birds set off for the mainland, leaving Tom happily engrossed in chasing butterflies.

VIEWING TIPS

Before

- Always preview a video before showing it to children. This will help spark your own ideas about how best to use it with your particular child or group of children.
- Assess the video to make sure it is relevant to the children's interests.
- Consider which concepts in the video the children might be developmentally ready to explore.
- Think about ways of introducing the video that will capture the children's interest. You may, for example, want to begin the first episode of *Peep* by reading a book or starting a discussion about what comes out of an egg.

During

- Observe the children's responses as they watch the video and be prepared to take your cues from them.
- Preschoolers are very active. Allow individual children to move about and talk to the screen, if they so desire.
- If interest wanes, turn off the video or let the children who want to do so work at other activities. A brief "stop-and-talk-about-it" session might renew interest.

After

- Use books, art materials, props for movement and drama, musical instruments and games to reinforce and extend the children's viewing experience.
- Remember that group size has a great bearing on the success of post-screening activities. Some children may be interested in pursuing activities related to the video; others may not. This is normal, so alternative activities should be available, if possible.
- Replay the video several times over a few days or weeks. Children enjoy the repetition and get something new out of each viewing. In fact, *Peep* was designed to provide children with enough time to interact with what they see on the screen.

KEY CONCEPTS

Feelings
Strangers
Helping your friends
Ways of moving through water
Directions

Pre-screening Activities

- Let children tell their own version of the previous episode, asking questions to keep it on topic.
- Discuss what might happen in the "big wide world" the birds are going to explore.
- Ask how could one help someone to get off an island if he or she couldn't swim or fly?

Post-screening Activities

- Try to help the children solve the problem. Ask:
 1. What was Chirp's problem?
 2. Why would a log work to help Chirp get off Green Island? How could it fail?
 3. What other obstacles would they encounter in finding the big wide world? How might they deal with them?
- Talk with the children about friendship. Ask:
 1. What is a friend?
 2. What makes someone a friend?
 3. What would a friend do if you had a problem?
 4. What was Peep's and Quack's plan to help Chirp get off Green Island?
 5. Have you ever helped a friend who had a problem? What did you do? How did your friend respond?
 6. Have you ever turned to your friends (or an adult) to help you with a problem?
- Peep and her friends share some feelings. How did they feel? Also ask:
 1. What words could you use to describe how the characters felt at different points in the story?

scared	happy	puzzled
safe	relieved	worried
 2. Why did the characters feel those emotions?
 3. Share a memory you have about a time you were scared
 4. Share a memory you have about a time you felt safe or happy.
- We can learn some directions from Peep. Demonstrate:
 1. Point to the directions - up and down.
 2. Using a globe, explain the directions:
 - north** (away from the equator or middle and towards the north pole)
 - south** (away from the equator or middle and towards the south pole)
 - east** (direction of the sunrise)
 - west** (direction of the sunset)
- Discuss the concept of a stranger. Ask:
 1. How do cats often react to a bird?
 2. Was Peep smart to allow Tom to help her when she didn't know anything about him?
 3. Should you wander off alone? Why not?
 4. Should you go anywhere or do anything with a stranger?
 5. What should you do if a stranger talks to you and wants you to go with them?