

Peep and the Big Wide World Teacher's Guide

Ages: 5 to 6

Running Time: 34:25

This simple and colourful series of 10-minute films stars a new-born chick (Peep), along with Quack the duck, and Chirp the Robin. Together, they explore the big wide world, meeting up with a cat, a ladybug, a turtle and a frog who speaks from both sides of his mouth.

Episode 1 (10:34)

Peep is fascinated by her discovery of her body and the world that surrounds her. Quack the Duck, who seems to know it all, saves her from drowning and takes her to the Green Island, where they meet Chirp the Robin. Together, the three friends decide to explore the big wide world.

Pre-Viewing

List the things that a chick must learn in order to survive.

Post-Viewing

Language Arts

Developing oral communication.

- Name Peep's main discoveries about her body, her potential and her limits.
- Describe the physical characteristics and abilities of each of Peep's friends.
- What is the desire that drives Peep and her friends?

Visual Arts

Depicting people, animals and objects.

- Using construction paper, cut out an egg shape. Using collage, show a baby chick on one side of the egg and decorate the other side with a design of your choice.
- Imagine an oval-shaped character (not one of the characters from the film). Paint your character.

Drama

Improvising gestures, attitudes and movements inspired by a theme.

Together, act out the following:

- An egg hatching
- Discovering parts of your body
- Different ways of walking
- Discovering new objects in your environment

Guidance: Interpersonal Relationships

Exploring the main relationships in a child's world.

- Describe Quack, Chirp and Peep's relationships with each other. How are these relationships different from those experienced by children in the class?
- Explain the difficulties one encounters in learning new things.
- Describe the limits up against which Peep finds himself.

Science

Recognizing animal characteristics and the links between children and the animal world.

- Describe how Peep and Quack discover their origins together.
- Identify the family of animals to which Peep and her friends belong.
- Name other animals that are part of the same family.
- Name other families of animals, along with a few examples of each.

Episode 2 (10:23)

Peep the Chick, Quack the Duck and Chirp the Robin decide to leave the Green Island to explore the big wide world. But Chirp, who can't fly yet, refuses to set foot in the water. The arrival of Tom the Kitten forces our friends to make a quick decision in order to leave the island.

Post-Viewing

Language Arts

Developing oral communication.

- Recount the things Peep learns thanks to her friends.
- Describe the steps the robin takes to avoid the approaching kitten.
- What trick does Chirp play on the kitten in order to be rid of it?
- Discuss some other ways the bird could have escaped from the cat.

Visual Arts

Depicting people, animals and objects.

- Observe a duckling and a chick (you can use photographs), and note their main differences. Now draw them in any setting you like.

Guidance: Interpersonal Relationships

Recognizing that we establish different types of relationships.

- Explain how each character values their own personal abilities.
- Describe the ways in which the three friends perceive water.
- Discuss the intentions of the kitten when it says it wants to get to know Peep and friends better.

Guidance: The Individual in Society

Defining information.

- Describe the dangers that Peep and Quack encounter because of their lack of information about the kitten.

Social Sciences

Developing awareness of the concept of space.

- Locate the four main points of the compass from where you are. In what direction from you does a particular object lie?

Recognizing natural elements in the local environment.

- Name the different locations explored by each of the three main characters.

Episode 3 (13:07)

Peep the chick, Quack the Duck and Chirp the Robin visit the big wide world. There, they meet a turtle named Pierre who is friendly but careful, a grumpy ladybird, a spider hanging from a thread, and a frog who complains of serious digestion problems. At the end of the day, the wind pushes the three friends to the home of Nellie the Dog. Sitting comfortably in her den, they discuss the nature of the world while night envelops them.

Post-Viewing

Language Arts

Developing oral communication

- Describe the role played by each of the friends when they cross the sea together.
- List the discoveries made by the members of the group and the lessons each one brings with it.
- What dangers do the turtle, ladybird, spider and frog represent?
- Describe some of the adventures that the three friends could have if they came to visit a park in your neighbourhood.

Visual Arts

Depicting people, animals and objects.

- Draw yourself and your friends exploring a new place.

Drama

Developing a sensitivity to non-verbal language, and an ability to communicate using that language.

- Split up into groups of three and find different ways to move forward and backward together, as if you were a creature with six legs.
- Split into groups of four, and imagine you are a giant spider with eight legs. Find ways to move in different directions.

Guidance: Interpersonal Relationships

Developing a sensitivity to certain kinds of communication.

- Describe the feelings of the three friends as darkness approaches.
- Describe how Nellie the Dog reassures them.
- Describe a situation in which you felt scared, and explain how you were comforted.

Guidance: The Individual in Society

Defining information.

- What information did the frog give Peep? Explain why it is wrong to give false information.
- Describe the method Peep and her friends use to find their way to the big wide world. What are the consequences of their choice?