

## **Topsy Turvy Teacher's Guide**

**Ages: 8 to 12**

**Running time: 8:59**

In a young boy's dream world anything can happen—even magic. What magic is there in the child's world of fantasy? What magic is there in everyday things such as electricity and magnetism?

After watching this film without words, students of intermediate grades will want to discuss the scientific principles behind the impossible events and try their own "magic tricks" while younger children can make hypotheses about why some events cannot really happen.

### **Pre-Viewing**

- What happens if you...
  - push a switch?
  - pour water into a glass without stopping?
  - break an egg?
- Explain the reasons behind each hypothesis. Then test each prediction.
- If any of the predictions were wrong, discuss how you could have made better predictions.

### **Post-Viewing**

#### **Science**

*Identifying the main elements of the experimental process as used by students to solve a simple problem.*

- Answer the following questions:
  - What surprised you in the film?
  - Are some of the things shown in the film possible in reality? Which ones? Are some of them impossible? Which ones?
  - How can we prove that something is possible or impossible?
  - What did you see in the film that appeared to be magic?
  - How did the director show magical events occurring?
  - Can you name anything that is possible now but wasn't 50 years ago?
  - Can you think of anything that is impossible now but may be possible in 100 years?

## **Language Arts**

*Developing oral and written communication.*

- Name the visual references to magic in the film.
- Describe how you feel when you see something that appears to be magical.
- List the surprises you noted in the film. Discuss why they were surprising.
- Discuss the reactions members of the class felt when they saw the surprises.
- Compare the reactions to those of the boy in the film.
- Write a first-person composition about a magical dream of yours that becomes a reality.

## **Drama**

*Improvising a dialogue or a story.*

- Create a role-play involving a magician.