



#10065 HOT HIPPO

WESTON WOODS STUDIOS, 1990
Grade Level: K-3
6 mins.

DESCRIPTION

Hippo, who has been told by Ngai to live on land and eat grass, is bothered by the heat and yearns to live in the cool river. He appeals to Ngai to change his environment, promising not to eat the fish and to stay on land each night. African folklore about the peculiarities of the hippo. Animated version of the award-winning book by Mwenye Hadithi.



ACADEMIC STANDARDS

Subject Area: Science—Life Sciences

- Standard: Understands relationships among organisms and their physical environment
 - ◆ Benchmark: Knows that living things are found almost everywhere in the world and that distinct environments support the life of different types of plants and animals (See INSTRUCTIONAL GOALS 1 and 3.)

Subject Area: Grades K-4 History—The History of Peoples of Many Cultures Around the World

- Standard: Understands selected attributes and historical developments of societies in Africa, the Americas, Asia, and Europe
 - ◆ Benchmark: Understands the main ideas found in folktales, stories of great heroism, fables, legends, and myths from around the world that reflect the beliefs and ways of living of various cultures in times past (See INSTRUCTIONAL GOALS 2.)

Subject Area: Language Arts—Reading

- Standard: Uses reading skills and strategies to understand and interpret a variety of literary texts
 - ◆ Benchmark: Uses reading skills and strategies to understand a variety of familiar literary passages and texts (e.g., fairy tales, folktales, fiction, nonfiction, legends, fables, myths, poems, nursery rhymes, picture books, predictable books) (See INSTRUCTIONAL GOALS 4.)

INSTRUCTIONAL GOALS

1. To learn about animals of Africa.
2. To explore African culture.
3. To investigate animal habitats.
4. To promote the reading of children's literature, including a fable.

VOCABULARY

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| 1. aha (exclaim surprise) | 8. mouth |
| 2. eat | 9. Ngai (god of everything and everywhere) |
| 3. fish | 10. river |
| 4. grass | 11. tail |
| 5. hippo | 12. taste |
| 6. hot | |
| 7. mountain | |

BEFORE SHOWING

1. Read the book *Hot Hippo* by Mwenye Hadithi.
2. Locate Africa on a map. Discuss the climate of Africa. Show photos and illustrations of Africa, African animals, and African people.
 - a. Discuss the work and customs of the African people. Consider ways the Africans might manage the intense heat as they go about their daily lives.
 - b. Review what animals inhabit African regions. Suggest watching for various African animals while viewing the video.
3. Discuss how warm weather affects us.
 - a. What kind of clothing do you wear in the summertime?
 - b. What kinds of things do you like to do in warm weather?
 - c. What do you do to cool off when you feel hot?
4. Explain that this story is a fable; a fable explains why something real actually happens. This story is one person's account of why hippos live in the water.

AFTER SHOWING

Discussion Items and Questions

1. Why does Hippo sit and look at the water in the river? What does he want to do?
2. What does Ngai tell all of the various animals? What does he tell Hippo?
3. Why does Hippo go to see Ngai? What does he say he will eat?
4. What does Ngai think Hippo may do? What may happen if Hippo tastes a fish?
5. What two things does Hippo say he will do to prove to Ngai that he will not eat the fish?
6. What does Hippo do at night? Why?
7. What happens when Hippo jumps into the river? Why?
8. Describe how the hippo moves and lives in the water.
9. Why does the hippo wag his tail in the water? Why does he float to the top and open his mouth wide every once-in-awhile?
10. Discuss how this story explains the actions of hippos today.

Applications and Activities

1. Make up a fable to explain something. Brainstorm a list of possible topics, such as why a zebra has stripes, or why the sky is blue.
2. Rewrite the story. Consider what might happen if Hippo ate one fish? What might the god, Ngai, do to him for punishment?
3. Pantomime the movements and behaviors of various animals. As some pantomime, others try to identify the animals being imitated. Ask questions of the "animals," such as:
 - a. Where do you live?
 - b. What do you eat?
 - c. How do you care for your babies?
4. Create a scene from the video by making a collage of different colors and textures of materials.
5. Discuss the god, Ngai, and the help he gave to Hippo. Write or dictate a short story about a favor you might ask for from a god of everything and how that god might react.
6. Discuss sinking and floating. Do sinking and floating experiments.
 - a. Review what happened to Hippo when he jumped in the river. Discuss why he sank. Consider whether or not other animals would sink (i.e., an elephant, a giraffe, a bird, etc.).
 - b. Test various objects to see if they float or sink. Sort the objects into two groups, sinkers and floaters. Investigate the objects to determine why they sink or float.
7. Visit a zoo or a wildlife park with an African animal exhibit.
8. Research and report on various African animals and their habitats. Share the reports.



SUMMARY

Hot Hippo, the film, is true to the book, *Hot Hippo*, written by Mwenye Hadithi and illustrated by Adrienne Kennaway. The story is set in Africa and involves a hippo who is hot on land and yearns to live in the river with the fish. Hippo approaches Ngai, who is the god of "everything and everywhere," to ask if he might make his home in the river. Ngai agrees to allow Hippo to live in the river. But Hippo must promise not to eat the fish or hide their bones. And he must come out of the water at night and eat grass so that Ngai can see that he is not eating the fish in the darkness. Hippo agrees and runs to the river. When Hippo jumps into the water he sinks to the bottom. Hippo cannot swim! However, he solves the problem by holding his breath and running along the river's bottom. And from that day forward, Hippo enjoys the refreshing river and keeps his promise to Ngai.

CMP RELATED RESOURCES

- *Children of Wax: A Folktale from Matabeleland, Zimbabwe* #2265
- *Great Snake* #2664
- *A Story, A Story* #10044
- *Why Mosquitoes Buzz in People's Ears* #10106

World Wide Web



The following Web sites complement the contents of this guide; they were selected by professionals who have experience in teaching deaf and hard of hearing students. Every effort was made to select accurate, educationally relevant, and "kid safe" sites. However, teachers should preview them before use. The U.S. Department of Education, the National Association of the Deaf, and the Captioned Media Program do not endorse the sites and are not responsible for their content.

• MOTHERLAND NIGERIA STORIES

<http://www.motherlandnigeria.com/stories.html>

This site contains about fifty African tales grouped according to the lessons they teach: forgiveness, friendship, greed, lying, wisdom, kindness, obedience, and more.

• AFRICA: IT'S NOT A COUNTRY

<http://teacherlink.ed.usu.edu/tlresources/units/byrnes-africa/aindex.htm>

This Web site hosts a wealth of lesson plans for teaching about Africa to early elementary age students. It includes lesson plans for daily life, wildlife, folktales, geography and environment, languages, toys and games, and many other topics. Many of the lesson plans include links to other worthwhile sites on Africa.

• WILDLIFE SAFARI HABITATS <http://www.wildlifesafari.info/habitats.htm>

Get acquainted with a variety of African habitats and the animals that live there. Includes information on African parks, trees, and birds. Many photos and information on African animals.

• HIPPO WORLD <http://members.aol.com/HippoPage/index.htm>

All you want to know about the hippo. A collection of articles, photos, cartoons, poems, songs, and links related to the hippopotamus.