

MONTY



CFE 3271V

OPEN CAPTIONED
WESTON WOODS STUDIOS
1993
Grade Levels: PS-4
7 minutes
1 Instructional Graphic Enclosed

DESCRIPTION

Monty is a sleepy alligator-taxi who ferries Arthur the frog, Doris the duck, and Tom the rabbit across the river to and from school. When Monty decides he's tired of their backseat driving, he takes a vacation, leaving them to find their own way across. Based on the book by James Stevenson. Animated.

INSTRUCTIONAL GOALS

- To stimulate discussion regarding taking things and people for granted.
- To demonstrate problem solving skills.
- To illustrate negative and positive interpersonal skills.
- To present the story based on the book by James Stevenson in an alternate medium.

BEFORE SHOWING

1. Read the CAPTION SCRIPT to determine unfamiliar vocabulary and language concepts.
2. Read the book *Monty* by James Stevenson.
3. Describe what *friendship* means.
4. Explain the phrase *take for granted* and relate it to personal experiences.
5. Discuss the need for problem solving skills and prepare to identify the problems and resolutions presented in this story.

DURING SHOWING

1. View the video more than once, with one showing uninterrupted.
2. Pause and discuss how the duck, rabbit, and frog treat Monty when Monty gives them a ride across the river in the beginning of the video.
3. Pause and discuss how the animals treat Monty when he gives them a ride across the river at the end of the video.

4. Identify the problem solving events as they appear in the video.

AFTER SHOWING

Discussion Items and Questions

1. Compare the video to the book by James Stevenson.
2. Why did the duck, rabbit, and frog ride on Monty's back to cross the river?
3. Relate and evaluate the three solutions the frog, rabbit, and duck tried when Monty was on "alligator vacation."
4. How was their problem finally solved?
5. Define the phrase *take advantage of*. Explain how the duck, rabbit, and frog took advantage of Monty.
6. Identify negative friendship behavior in the video.
7. Explain how the duck, rabbit, and frog learned the advantage of having and being a good friend.
8. Identify the positive friendship behavior in the video.

Applications and Activities

1. Make a chart comparing the positive and negative statements the animals say to Monty.
2. Create a gameboard incorporating the following concepts. (See INSTRUCTIONAL GRAPHICS.)
 - a. Problem solving
 - b. Friendship skills
 - c. The concept *take for granted*
 - d. Vocabulary and concepts presented in this video
3. Role-play the story.
4. Design posters depicting the topics "Don't take advantage of others" or "Being a good friend."

COMMUNICATION SKILLS

1. Relate and evaluate the story's creative usage of talking animals:
 - a. The duck, frog, and rabbit voices in the video are children's voices.
 - b. Monty's voice is older, deeper, and scratchy-sounding.
2. Analyze the video's original captions or meaning. Determine what information each conveys. Include:
 - a. *Huh?*
 - b. *Ooooh...*
 - c. *Yawwwwn*
 - d. *Splash!*
 - e. *Gug...guggle...gorga...gug...* (Monty snoring)
3. Discuss why the more commonly used "zzzz" was not used to represent Monty's snoring.
4. Present the term *onomatopoeia* and give examples.
5. Identify and evaluate the meaning of some of the special punctuation in the video:
 - a. *!!*
 - b. *...*
 - c. *:*
6. Identify the idioms presented in this video. Interpret and apply each one:
 - a. *Oh, brother!*
 - b. *I am on vacation.*
 - c. *Pardon us for living!*
 - d. *That's all I need...*
 - e. *It beats me.*
 - f. *I got it!*
 - g. *Hang on.*
7. Differentiate between *thinking* of solutions and *wishing* for solutions. Apply this understanding to explain this conversation from the video:

The rabbit: What are you thinking, Doris?
The duck: We need a new alligator.
The rabbit: That's not thinking. That's wishing.



INSTRUCTIONAL GRAPHICS

One instructional graphic is included with this lesson guide. It may be enlarged and used to create transparencies or copies.

- MONTY'S GAME

WEBSITES

Explore the Internet to discover sites related to this topic. Check the CFV website for related information (<http://www.cfv.org>).

CAPTION SCRIPT

Following are the captions as they appear on the video. Teachers are encouraged to read the script prior to viewing the video for pertinent vocabulary, to discover language patterns within the captions, or to determine content for introduction or review. Enlarged copies may be given to students as a language exercise.

<i>[fast banjo music]</i>	<i>Monty!</i>
(female narrator) Each morning, Arthur, Doris, and Tom walked to school together.	<i>We want to get home!</i>
When they came to the river, they looked for Monty.	Don't get our books wet!
Monty was always asleep, snoring.	Come on, let's go!
(everyone) Wake up, Monty! This is a school day!	Is this as fast as you can go?
Again?	Oh, brother!
We need a ride so our books won't get wet.	(narrator) One morning...
Okay, all aboard!	<i>Monty? Monty!</i>
(narrator) They climbed on Monty's back, and he swam across the river.	Monty! Monty! Monty!
Straight ahead, Monty!	Oh, Monty!
Let's see some speed, Monty!	(narrator) But Monty did not come.
(narrator) When they got to the far side, Doris and Arthur and Tom	I don't hear him snoring.
went to school.	We'll be late for school.
Monty went back to sleep.	Then Monty floated by.
Every afternoon, he gave them a ride back.	<i>Monty!</i> <i>Where have you been?</i>
	I am on vacation...
	alligator vacation.

Alligator vacation...
What's that?

When nobody tells
alligators what to do.

How long does it last?

*Years and years,
sometimes.*

(narrator)
Then Monty was gone.

What are we supposed
to do now?

It beats me.

Everybody start
thinking.

What are you thinking,
Doris?

We need a new
alligator.

That's not thinking.
That's wishing.

I can't think with this
thinking going on.

Go think someplace else.

That's just what I'll do.

Nice and quiet here.

A perfect place to think.

Hi, Doris!
Hi, Doris!

What are you doing?

I'm thinking.

Wow!
Let's watch!

Look at her thinking!

(chorus)
Think, think, think.

Quiet!!

Oh! Pardon us for living!

Who wants to watch
a duck think, anyway.

That's all I need...
four turtles...

all I need?

Hey, turtles! Wait!

Arthur and Tom were
still thinking when...

I got it!

What do we do,
Doris?

Step on turtle
number one,

then turtle number two,

then three and four,
and you're across!

Turtle number four,
Where are you?

sploosh

Are you looking
for me?

Not any more.

(narrator)
They went back to shore and put
their books in the sun to dry.

Tom and Doris sat down.

I found a board!

It's too little
to float on.

Too short
for a bridge.

I have a better idea.

Here's my plan:
You sit on the board.

I'll jump out of the tree onto
the other end of the board.

You'll fly across the river!

Oh, boy!

thud

(narrator)
They decided to try with Doris
because she was the lightest.

Doris stood on the board.

Ready?

I suppose so.

Better, but not perfect.

(narrator)
It was clear that they would
have to swim across.

Hang on, Tom.

Keep the books dry.

Steady, here we go.

Slow down.
Slow down!

Faster!

Straight ahead, Arthur.

Don't wobble.

Sit still, Tom!

How can Monty stand this?

Poor Monty.

Hey, I'm slipping!

We need Monty

And quick!

I'm sinking!

(narrator)
Suddenly they felt
something under them.

Hey...what?

It's Monty!

Thanks, Monty!

Saved!

You're a pal, Monty!

No problem!

Notice how Monty goes
just the right speed?

I love the way Monty swims.

He steers perfectly.

We thought you
were on vacation.

I am, but sometimes when I'm
on vacation I take the day off.

Thanks for the ride, Monty!

Is there any chance you'll
be here this afternoon, Monty?

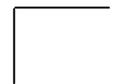
Monty?

(narrator)
But Monty had already
started to snore.

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PH: 1-800-572-5580 (V).



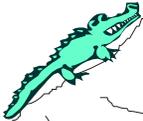
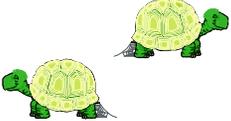
MONTY'S GAME

DIRECTIONS: Cut out cards prior to playing game. Shuffle and place face down on game board.

Give an example of taking advantage.	Tell a friend, "Thank you."	Show a "good thinking" face.	Shake hands with a friend.	Compliment Monty.	Let's see and hear you snore.
Give an example of positive friendship.	Name a thought.	Name a wish.	Give an example of taking advantage.	Name a wish.	Compliment a friend.
Give an example of negative friendship.	Ask a friend, "Please help me."	Walk like a turtle	Give an example of a good friend.	Name a thought.	Give an example of taking advantage.
Swim like an alligator	Quack like a duck."	Quack like a duck."	Give an example of a bad friend.	What would you like to "go on vacation" to escape?	Show us a "friendly face."

MONTY'S GAME

DIRECTIONS: Roll a die. Move the game piece the appropriate number of spaces. Follow the directions in the spaces.

START		Oh!! You landed near Doris.	Stop to think. Take two turns next time.	Draw a card.	Gug . . . guggle . . .	Your books are wet. Loose a turn.	Take a vacation!
Why not roll again?		Pick a card.					You took advantage. Go back three.
Oops! You forgot your books. Go back to START.		Think: I can cross the river.					Draw a card.
Make a wish.		A perfect place to think.					
Draw a card.		TOO BOSSY! Go back two.					
Yawn. Rest a bit.				Oh brother. Go back three.			
Float one more space.		Oh, nice roll!		You slipped. Go back two.			
Pick a card.	Poor Arthur. He looks worried.			Pick a card.	No problem!	Hang on! You're almost there!	

