



The Fantasy Film League



It all adds up in Toy Story 2...

Imagine that you've been given £1 million to make *Toy Story 2*. Work out how you would spend the money by solving the problems below. Be careful not to go over budget!

TO HELP YOU WORK IT OUT USE THE FOLLOWING INFORMATION:

The whole film took 6 weeks to make.

We need the animation studios for 6 weeks.

We need a team of 8 animators.

We need 3 new voice actors.

We need the sound studios for 5 weeks.

We are showing the film in 10 cinemas for 10 weeks.

MATHS + FUN = TOY STORY 2

The animators of *Toy Story 2* have used very advanced computer animation to achieve the final quality of the film. Knowledge of maths (and physics) is essential to computer animation. It is used for example to make objects look 3D (three dimensional) or to reproduce effects such as a ball bouncing (visit the following website for more on this: www.disney.co.uk/toystory2 powered by Cable & Wireless).

These figures are not real - they are just made up!

1	Hire of animation studios (per week)	£9,000
2	Hire of the team of animators (per person, per week)	£800
3	Buying computers for the animation	£72,000
4	Hire of caterers to feed animators and voice actors (per day, seven days a week)	£250
5	Hire of voice actor of new character number one (not very famous)	£50,000
6	Hire of voice actor of new character number two (quite famous)	£100,000
7	Hire of voice actor of new character number three (very famous)	£500,000
8	Design and printing of poster	£50,000
9	Budget for marketing the film	£50,000
10	Cost of hiring the sound studios (per week)	£5,000
11	Cost of the Premiere night	£25,000
12	Cost of hiring the cinemas to show the film (per week)	£251 each

Your answer should not be more than £1,000,000.

Hint: Keep track of your sums by writing them down on scrap paper as you go.

Extension Task

You have been given £200,000 extra to play with... What will you spend your money on?



Put your Toy in the Picture

Which one of your toys would you like to star in *Toy Story 2*?
Plan a story describing your toy's role in the film using the guidelines below:

<p>Your toy's name in the film</p> <hr/>	<p>Your toy's picture</p>
<p>Your toy's personality in the film (goodie or baddie)</p> <hr/>	
<p>How is your toy introduced into the film?</p> <hr/>	
<p>The adventure that happens to your toy in the film</p> <hr/> <hr/> <hr/>	
<p>What happens to your toy at the end of the film?</p> <hr/> <hr/> <hr/>	

Now you have planned a story, write a script and storyboard for your toy's *Toy Story* adventure.

(Teachers' Notes: For examples of scripts and storyboards visit Film Education's website (www.filmeducation.org) and look at the primary resources section.)

Extension Task

Some of the toys that are listed in the film's synopsis, on the front of this wallchart, have the symbol ® beside their names. What do you think this stands for? Ask your teacher to explain.



Buzz's Road Safety Lowdown

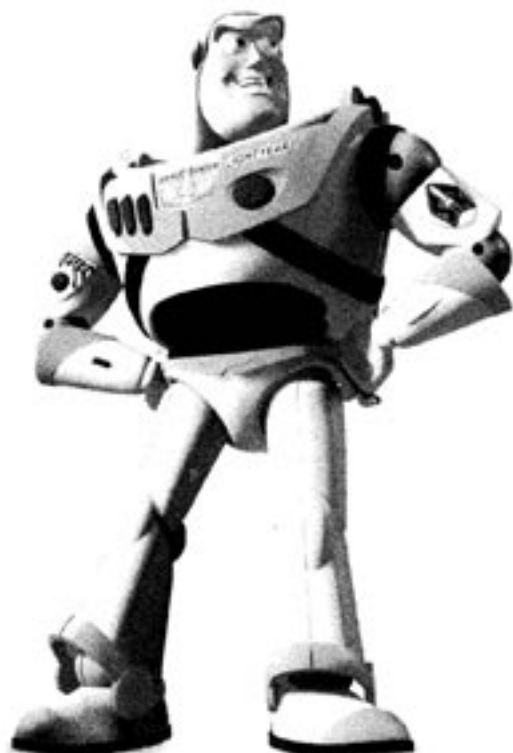
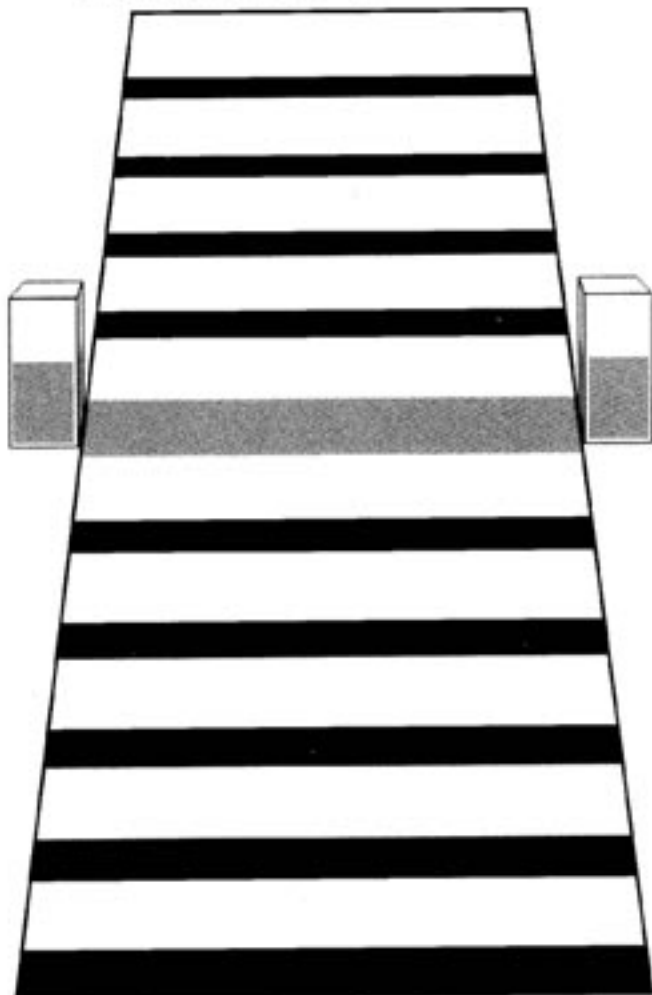
The toys in *Toy Story 2* cause a big pile up on a busy road by not using road safety rules when crossing.

The following instructions on how to cross a road safely are jumbled up.

- Cross the road without running.
- If you can not use a zebra or pelican crossing or a lollipop person, find a place at the kerb where you can see clearly in all directions.
- Listen
- Stop
- Look
- Look left
- Look right again
- Look right
- Cross only when there are no cars coming
- If traffic is coming, let it pass




Imagine Buzz Lightyear knows how to cross the road safely. Write down, in the correct order, how he would instruct the other toys. Use the zebra crossing below to write in.

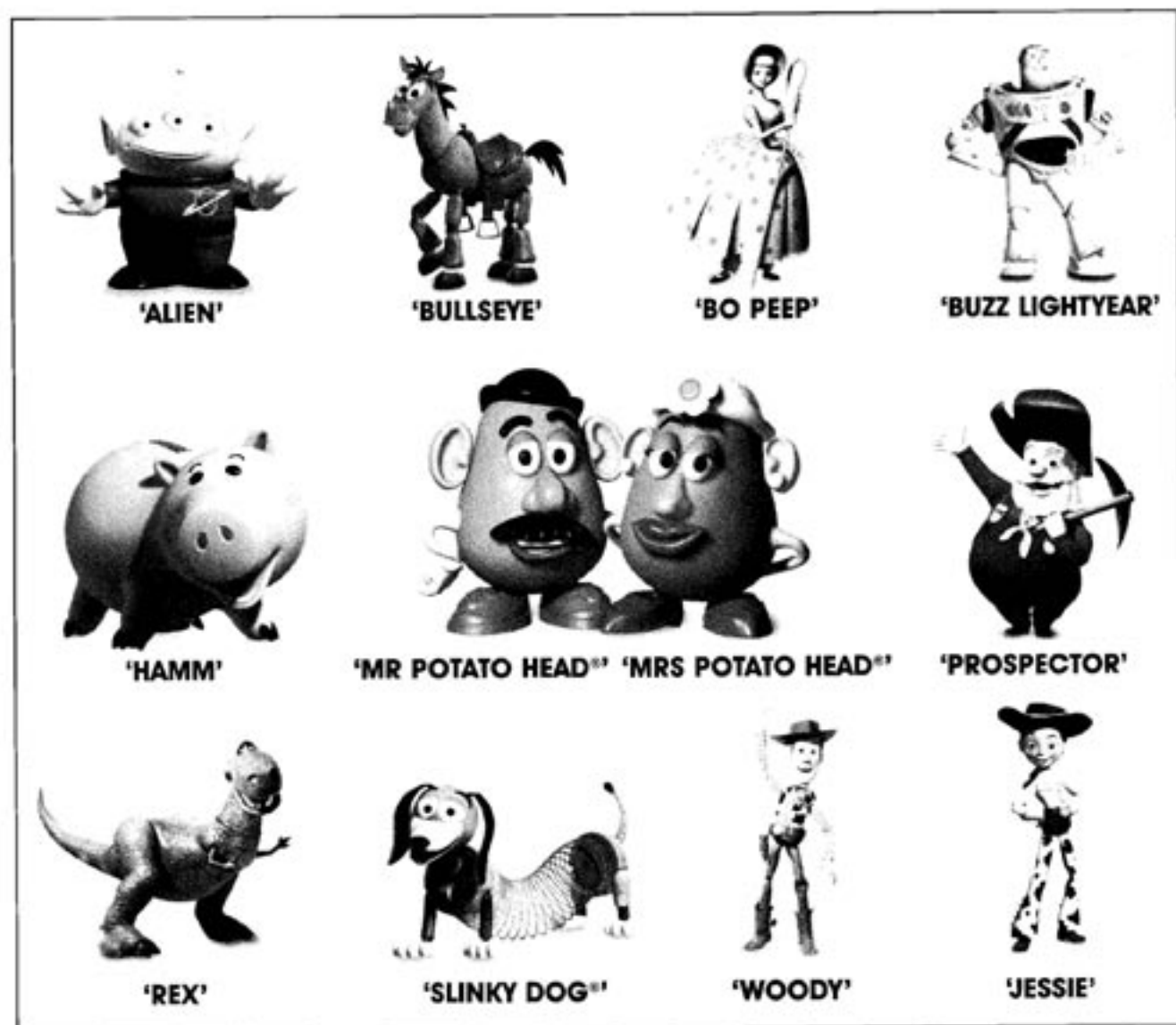


Identi-fit Kits



In *Toy Story 2* the toys describe what Al the Collector looks like and the Etch-a-Sketch toy shows drawings of him while they are describing him.

 Look at the pictures of the characters below.
Sit back to back with a partner with a pen and a sheet of paper. One of you has to describe each toy to the other whilst he or she draws what you are describing. The one who is describing must not give any clues away - only describe colours and shapes to your partner. The one drawing must only draw what has been described and when they have finished they have to try and identify the toy. Take it turns to draw.



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