

A facilitator's guide for youth workers, leaders, educators and families to accompany the movie, *Nanny McPhee Returns*.

Ages 8 and up youthFILMproject.org Nanny McPhee Returns official website: www.nannymcphee.com



Nanny McPhee Returns

Dear Group Facilitator:

This F.I.L.M. curriculum for *Nanny McPhee Returns* is structured for use in conjunction with watching the movie and reading the *Nurse Matilda* book series by Christianna Brand.

Both the movie and the book are appropriate for ages 8-12. The themes of many of the questions and activities in the guide are appropriate for all ages, but may need to be reworded if used with youth of different ages.

The guide offers discussion topics, activities and service-project ideas for youth. Celebrating reading, family relationships, exploring differences and embracing imagination and creativity are key themes in this guide.

Synopsis

In *Nanny McPhee Returns*, Academy Award®-winning actress Emma Thompson returns to the role of the magical nanny who appears when she's needed the most and wanted the least in the next chapter of the hilarious and heartwarming fable that has enchanted children around the world.

In the latest installment, Nanny McPhee appears at the door of a harried young mother, Mrs. Isabel Green, who is trying to run the family farm while her husband is away at war. But once she's arrived, Nanny McPhee discovers that Mrs. Green's children are fighting a war of their own against two spoiled city cousins who have just moved in and refuse to leave.

Relying on everything from a flying motorcycle and a statue that comes to life to a tree-climbing piglet and a baby elephant who turns up in the oddest places, Nanny McPhee uses her magic to teach her mischievous charges five new lessons.



F.I.L.M. curriculum is made possible through the partnership between Heartland Truly Moving Pictures and the National Collaboration for Youth. Heartland is a non-profit arts organization that seeks to recognize and honor filmmakers whose work explores the human journey. The National Collaboration for Youth is a non-profit organization providing a unified voice for its coalition of more than 50 national, non-profit, youth development organizations and concentrates on improving the conditions of youth in the United States and enabling youth to realize their full capabilities.

Table of Contents

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Nanny McPhee Returns

Introduction	
Module One: The Magic of Reading	4
Section One: Nurse Matilda, Meet Nanny McPhee	
Section Two: Finding Magic in Literature	
Module Two: Relationships and Differences	7
Section One: The Five Lessons	
Section Two: The Town Mouse and the Country Mouse	9
Section Three: Overcoming Differences	
Module Three: Whimsical Adventures	
Section One: Rube Goldberg and His Machines	
Section Two: Wacky Activities	
Module Four: Take the Lead	
Section One: Caring for Animals	
Section Two: Helping Troops and Their Families	
Section Three: Helping at Home	
Post Program Evaluation	

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The pencil icon designates pages of the curriculum that can be distributed to youth as worksheets.

Heartland is proud to partner with Kiwanis International on this F.I.L.M. guide. Kiwanis International is a global organization of volunteers dedicated to changing the world one child and one community at a time.



Introduction

Nanny McPhee Returns

Objectives for Youth:

- Celebrate the magic and impact of reading.
- Explore relationships, especially those within families.
- Make efforts to better the lives of family and strangers.

Step 1) Read the books and see the movie

Nanny McPhee Returns, distributed by Universal Studios, is available on DVD and BluRay.

Reading Materials:

Nanny McPhee and *Nanny McPhee Returns* are both inspired by the *Nurse Matilda* book series, first published in 1964. This series of books takes the readers along on the adventures Nurse Matilda experiences as she teaches the naughty Brown family children lessons in getting along.

The books in the Nurse Matilda series include:

- 1. Nurse Matilda (1964, The Brockhampton Press Ltd)
- 2. Nurse Matilda Goes to Town (1967, The Brockhampton Press Ltd)

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3. *Nurse Matilda Goes to Hospital* (1974, The Brockhampton Press Ltd)

In addition to the film curriculum guide for *Nanny McPhee Returns*, Heartland Truly Moving Pictures provides a small, downloadable discussion guide for *Nanny McPhee*. Download the guide to use in conjunction with the *Nurse Matilda* books and *Nanny McPhee* and *Nanny McPhee Returns* movies at: www.trulymovingpictures.org/movies/nanny-mcphee

Step 2) Participate

Take part in meaningful discussions and activities

- Evaluate similarities and differences between the text and film.
- Explore dynamics of the relationships within families and between others.
- Recognize the ability to be creative and imaginative in any situation and at any age.

Step 3) Take the lead to help others

After taking part in discussions included in the curriculum about how people of any age can be helpful at home or in the community, engage in a project within your community. Many project ideas are already included in the curriculum. There is also a free, downloadable service-learning supplement to assist in the planning and managing of *Nanny McPhee Returns* service projects. Please visit www.youthfilmproject. org/resources.htm to download the supplement.

Module One: The Magic of Reading

Nanny McPhee Returns

Note to the Facilitator:

The stories of the Brown children in the *Nurse Matilda* books created the inspiration for an amazing series in the *Nanny McPhee* films. Whether stories are read in a book, written in a script or watched in a film they have the ability to be fun, creative and exciting.

Objectives for Youth:

- Evaluate the similarities and differences between the *Nurse Matilda* books and the *Nanny McPhee Returns* film.
- Discover how reading and writing can be magical.

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Section One: Nurse Matilda, Meet Nanny McPhee

Nanny McPhee Returns

Nanny McPhee and Nanny McPhee Returns are both inspired by the Nurse Matilda books written by Christianna Brand and illustrated by Edward Ardizzone. Although Nanny McPhee is not based directly on the Nurse Matilda stories, the tales in the books and the movies share many similarities. These books and movies explore the lives of the children in a large family that needs plenty of help.

Directions: After reading one or all of the *Nurse Matilda* books, and after viewing *Nanny McPhee* or *Nanny McPhee Returns,* use the discussion questions below to think about the similarities and differences between the stories.

Discussion

- 1. How does Nurse Matilda compare to Nanny McPhee? Are there any differences between the two nannies? What are the main similarities between the two women?
- 2. How are the Brown family and the Green family similar in the *Nurse Matilda* books and the *Nanny McPhee* films? How are they different?
- 3. What was your favorite part of Nanny McPhee Returns? Why?
- 4. What was your favorite part of Nurse Matilda? Why?
- 5. Is there a certain part in the books that you loved and that you wish had been in the movie? If so, why did that part of the book make an impact on you? Why do you think it wasn't included in the movie?
- 6. Were the children naughtier in the books or in the movies? Or do you believe their naughtiness was about the same? What are some examples? Why do you think the children were so very naughty?

Section Two: Finding Magic in Literature

Nanny McPhee Returns

Magic is found throughout both the movies, *Nanny McPhee* and *Nanny McPhee Returns*. The stories in both the books and movies offer all sorts of magical experiences that might not otherwise happen in everyday life.

Directions: Use the discussion questions and activity ideas below to explore magic in literature.

Discussion

- 1. *Nanny McPhee* and *Nurse Matilda* had a magical cane that caused a wide variety of things to occur. What are some of the things that happened when she tapped her cane against the ground?
- 2. If you had this magical cane what would you want to do with it? How would you use it?
- 3. Do you believe Nanny McPhee or Nurse Matilda could have helped these kids without magic?
- 4. Think of the last naughty thing you did. How do you think Nanny McPhee would have corrected you in that situation? Think magically and creatively!

Activity Ideas

- Think of a place or situation where you'd like to be. Is it in a castle in Europe? Under the sea? In a time machine? Find a book that will magically transport you to the amazing place in your imagination.
- Write your own story about a place where you can make anything happen. Make yourself the main character of your story. Describe how you would use magical abilities in this place.
- Re-read your favorite fairy tale. Look for all the instances of magical situations. Would this story be the same without these instances? Try to rewrite the fairy tale without any magic.
- Re-read your favorite short story, one that doesn't have any magic in it at all. Then try to rewrite the story and use magic in it.

Module Two: Relationships and Overcoming Differences

Nanny McPhee Returns

Note to the Facilitator:

Nanny McPhee Returns demonstrates the difficulties that arise when learning about people from different backgrounds, environments or families. The Green's cousins from the city come to live with their family in the country. Both groups of cousins are in for a shock, but neither family necessarily deals with the new situation as well as they should. It's not until Nanny McPhee teaches them to work together that they can start to enjoy themselves on the farm as one big happy family.

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Objectives for Youth:

- Rediscover the five lessons that Nanny McPhee taught the Green children and their cousins.
- Learn to write a fable.
- Explore and relate to the difficulties in overcoming differences every day.



Section One: The Five Lessons

Nanny McPhee Returns

Section One: The Five Lessons

When Nanny McPhee arrives at the Green family's home, their mother Isabella is struggling with her unruly children who are fighting with their cousins and will not mind their mother or anyone else. Nanny McPhee arrives with a big stick and an ugly appearance, which changes slowly as the children learn different lessons.

The lessons the Green children learn are:

- Lesson #1: To stop fighting
- Lesson #2: To share
- Lesson #3: To work together
- Lesson #4: To be brave
- Lesson #5: To have faith

Directions: Use the lessons above to discuss the questions below.

Discussion

- 1. The five lessons the children learn seem simple, and are lessons everyone learns at some point in life. However, it took a bit of time for those lessons to sink in for the children. How did the children learn each lesson?
- 2. Which one of the lessons above, do you believe, was the most difficult lesson? Why?
- 3. Have you ever had to learn a difficult lesson? What was the most difficult lesson you've ever had to learn? Why?
- 4. What are some of the ways you have learned lessons in the past? Who is someone who has been important in your life, helping you learn lessons? Has this person or people taught these lessons directly to you, or have you learned from their example?
- 5. How did Nanny McPhee help the children learn the lessons that others hadn't been able to teach them? Why do you believe her methods worked where other people failed?
- 6. Each time the children learned a new lesson one of Nanny McPhee's ugly flaws would disappear. Why do you believe she became more beautiful as the children became better behaved?

Section Two: The Town Mouse and the Country Mouse

Nanny McPhee Returns

ΑCTIVITY

A fable is a type of short story that uses animals or other non-human creatures. These creatures are given human qualities in order to teach a lesson based on a problem that is occurring in the story. One of the most famous fables is called *The Town Mouse and the Country Mouse*.

Directions: Read the fable below, then explore the story in greater detail using the discussion and activity prompts on the following page.

Now you must know that a town mouse once upon a time went on a visit to his cousin in the country. He was rough and ready, this cousin, but he loved his town friend and made him heartily welcome. Beans and bacon, cheese and bread, were all he had to offer, but he offered them freely. The town mouse rather turned up his long nose at this country fare, and said, "I cannot understand, cousin, how you can put up with such poor food as this, but of course you cannot expect anything better in the country; come you with me and I will show you how to live. When you have been in town a week you will wonder how you could ever have stood a country life." No sooner said than done: The two mice set off for the town and arrived at the town mouse's residence late at night.

"You will want some refreshment after our long journey," said the polite town mouse, and took his friend into the grand dining room. There they found the remains of a fine feast, and soon the two mice were eating up jellies and cakes and all that was nice. Suddenly they heard growling and barking.

"What is that?" said the country mouse.

"It is only the dogs of the house," answered the other.

"Only," said the country mouse, "I do not like that music at my dinner!" Just at that moment the door flew open; in came two huge mastiffs; and the two mice had to scamper down and run off.

"Good-bye, cousin," said the country mouse.

"What! Going so soon?" said the other.

"Yes," he replied. "Better beans and bacon in peace than cakes and ale in fear."

Aesop's Fables.com, aesopfables.com/cgi/aesop1.cgi?srch&fabl/ TheTownMouseandtheCountryMouse2

Section Two: The Town Mouse and the Country Mouse

Nanny McPhee Returns

ACTIVITY

Directions: Use the fab on the previous page to help answer the following questions.

Discussion

- 1. What lesson is The Town Mouse and the Country Mouse trying to teach us?
- 2. In what ways do the Town Mouse and the Country Mouse remind you of the characters in Nanny McPhee Returns? In what ways are they different?

- 3. Do you live in an area that is city, country or somewhere in between? What are some ideas you have about the place you do not live? For instance, if you live in the city, what do you think the country might be like?
- 4. What are some things that you might like about the place you do not live? What are some things you wouldn't like?

Activity

Directions: Use the steps below to create your own fable.

- Keep in mind the required parts of a fable: Animals, plants or objects with human qualities (they can talk!). Fables are usually short with only 1-3 characters. Fables teach a lesson.
- 1. Use one of the following lessons to base your story around:
 - a. The early bird catches the worm.
 - b. Beauty is only skin deep.
 - c. Honesty is the best policy.
 - d. Don't judge a book by its cover.
- 2. Write your fable on the following page.
- 3. After you finish your fable, ask someone to read it and see if they can tell you what they believe is the lesson or moral of the story.
- 4. If you're happy with your story, try creating sock or sack puppets, and put on a puppet show of your fable.

Section Two: The Town Mouse and the Country Mouse

ΑCTIVITY

Nanny McPhee Returns

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Section Three: Overcoming Differences

Nanny McPhee Returns

The Green children's cousins, Cyril and Celia, come from the city to stay with their Aunt and cousins on the farm. Cyril and Celia are used to the city and a different way of life so when they arrive on the farm they have a lot of new sights, sounds and smells to deal with. Not only that, but Cyril and Celia have parents who are very different than their Aunt and Uncle Green.

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Directions: Use the questions below to help explore differences of all kinds.

Discussion

- 1. How did the two sets of parents -- Mr. and Mrs. Green and Cyril and Celia's parents raise their children differently? Do you think this had an impact on the way the cousins treated each other?
- 2. How can differences lead to confrontation?
- 3. How did Cyril, Celia and their cousins deal with these differences and the arguments and disagreements that followed? How have you dealt with disagreements caused by differences?
- 4. What are some of the differences that Cyril and Celia faced that made it difficult to fit in with their cousins? Did Nanny McPhee help them overcome all those differences, or did the children learn to overcome some of their differences on their own? How?
- 5. Think about your friends and classmates. What are some differences between each of you? What are some similarities?
- 6. What do you value about some of the differences between you and your friends? How do the differences between you and your friends open your eyes to new ideas?

Module Three: Whimsical Adventures

Nanny McPhee Returns

Note to the Facilitator:

Nanny McPhee taught the Green children and their cousins that there is so much that you can do to have a magical and wonderful time while being well-behaved. The Green children loved the country life, including working with the animals and playing out in the fields. The cousins were resistant to the messy sort of playtime the Greens so enjoyed, but opened up to it eventually. Once Cyril and Celia stopped worrying about getting dirty, they were able to enjoy lots of fun adventures. They even got to see pigs do synchronized swimming!

Objectives for Youth:

- Create your own whimsical invention.
- Take part in hilarious and wacky activities.



Section One: Rube Goldberg and His Machines

Nanny McPhee Returns

ACTIVITY

Rube Goldberg was an American cartoonist and inventor. The Rube Goldberg machine is a machine that is overly complex and over-engineered for an invention that solves a very simple task. The Green children's father is a champion of invention. He creates unique devices to perform jobs on the farm. One of the inventions featured in the film is his Scratch-O-Matic. The Scratch-O-Matic does a very simple task. It scratches and brushes the piglets. The children could easily do that by hand, but what's the fun in that?

The Green children love using their father's inventions because they are fun and help things at the farm run smoothly, but also because these inventions help keep the children feel close to their father.

Directions: Use the following activity to develop teamwork by creating a unique invention with your peers.

Activity

- 1. Form groups of four with your classmates or friends.
- 2. As a group, decide what type of invention you would most like to create. Do you want to make a device that cleans your shoes or maybe one that throws sticks to a dog? Think about some of your favorite activities, and then think about how you can make those activities even more exciting.
- 3. After you've decided on an invention, with your group, draw plans for how you could possibly create this invention. Some people might have different ideas of how to make it work, but work together as a team to try to figure out the best way. If one idea doesn't work, you can always try another.
- 4. Once your plans are drawn it's time to start building your inventions. Find some materials around you that you can use to make it. In the recycling bin you might find jugs, cans and bottles that can help in your project. You can also use paper, yarn, sticks and twigs from outside, and many other things around you. Be creative and resourceful!
- 5. Once every group has created their very own invention, gather all the groups and have each group present their idea, their drawings and their actual invention. Some will work and some won't, but it's all about getting creative and having fun!

Section Two: Wacky Activities

Nanny McPhee Returns

ACTIVITY

The Green children are used to the mess of being on the farm, but their cousins have a hard time adjusting to this new, messy life. However, as the movie progresses, Cyril and Celia learn to let loose, get dirty and have a whole lot of fun.

There are lots of activities that you can do outside. Some are messy, but some aren't at all.

Directions: Use the activity ideas below to host an Outdoor Sports Spectacular for your friends or classmates, and get everyone excited about all the exciting adventures you can have in your own backyard.

Activites

- *Treasure Hunt:* Hide objects around your backyard, and then give others a list of clues to help them find all the little treasures you have hidden.
- *Sack Races:* Give everyone an old pillow case or a cloth bag that comes up to his or her waist, and have each person step inside with both legs. Choose a starting point and an ending point, and then line everyone up in their fabric sacks for a race!
- *Spoon Races:* Your goal is to carry an egg by balancing it in a spoon, held in your mouth, across the finish line without the egg falling and breaking. It's harder than it sounds!
- Paper Airplane Competition: Give each person one sheet of paper to work with. Give everyone 15 minutes to create the best airplane he or she can. Mark a line in the grass that no one can pass while throwing their airplane and see whose airplane goes the farthest.
- *Obstacle Course:* Plan a training course to get you and your friends in shape and ready for anything that comes your way! Use what is in your yard or neighborhood park and then draw up your plan. Make sure to include the four basic obstacle components: run, crawl, jump and climb. Time each person to see who is the quickest.

Module Four: Take the Lead

Nanny McPhee Returns

Notes for the Facilitator:

The Green children, however naughty, knew that it was very important to help their mother take care of the farm while their father was away at war. Children can play a huge part in making differences in their own lives and the lives of others. Many children realize the impact they can make and are eager to be given the opportunity to help.

Objectives for Youth:

- Learn ways to help care for animals.
- Learn ways to help troops and their families who are affected by war.
- Learn ways to help your family at home.



Section One: Caring for Animals

Nanny McPhee Returns

Caring for the animals on the farm is just a portion of the chores the Green children are responsible for. The piglets have to be tended to because they need to be in the best shape to sell. The goats and cows need to be milked. The mess that the animals leave behind needs to be cleaned! Just like the animals on the Green's family farm, many animals in your own community are also in need of care.

Get Involved

1. Contact your local animal shelter or Humane Society to find out where you can volunteer to assist in the daily care of animals. The dogs, cats, rabbits and other animals all need to be cared for. They need to be fed, cleaned, played with, brushed and bathed. Animal shelters could not do all this without the support of volunteers.

Visit the National Humane Society website for information on how to get involved in your own community. They can be found online at: www.humanesociety.org.

- 2. Caring for animals is a tremendous undertaking. Unfortunately not everyone is as caring as the Green family is towards their pets or animals. The ASCPA (American Society for the Prevention of Cruelty to Animals) needs help to save animals from dangerous and unhealthy situations. The ASPCA offers many ways you can get involved in your own community to help animals. Some of these include:
 - Learn how to report animal cruelty.
 - Start a neighborhood watch program.
 - Start a pet food bank.
 - Help your neighbors help their animals.
 - Fundraise for animals.

For more ideas on how to take action in support of animals, visit the ASPCA website at: www.aspca.org

Section Two: Helping Troops and Their Families

Nanny McPhee Returns

As we saw in the movie, it was very hard for the Green family to be separated by war. It was difficult for the children and Ms. Green to have no idea if Mr. Green was in danger or if he was well. It must have also been difficult for Mr. Green to not know how life was going on the farm. They all missed each other very much.

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While we might not see it in the news every day, we have troops that are separated from their loved ones every single day. There are many ways you can help both the troops and their families.

The USO (United Services Organization) was created at the beginning of World War II through a collaboration of many different groups that were eager to help in the war effort, specifically in aiding troops and their families. The USO is still there helping troops and their families today. While there are many volunteer opportunities for people, many of them are for people over 18. However, kids and young adults can help in other ways.

Get Involved

1. One way that kids can help is by collecting resources, especially money, to help the program. The USO provides a fundraising kit on their website which can help you collect money to make a donation to this organization. This is called the USO Challenge. Have a parent or adult help you plan a Challenge event at your school with a community group. For more information on planning your event, visit the website at: www.uso.org/fundraising-toolkits.aspx.

If you'd prefer to make money in your own way (lemonade stand, bake sale, etc.) you can still make a donation of your own gift online, with the help of an adult.

2. Another way you can help families communicate with their soldier while he or she is away is by earning them calling cards. When you donate an old cell phone to Cell Phones For Soldiers, those cell phones are traded for minutes on a phone card. Soldiers can use these phone cards to contact their families back at home more often.

If you or a family member has a phone that you might otherwise throw away, think about donating it to Cell Phones for Soldiers. You can print out a pre-paid postage stamp on your printer at home from their website. You can even plan a cell phone drive to collect multiple phones that will equal lots of hours for military families.

Visit Cell Phones for Soldiers website to see the different ways you can connect families: www.cellphonesforsoldiers.com

Section Three: Helping at Home

Nanny McPhee Returns

Life can sometimes be very stressful for our parents. Poor Mrs. Green had to practically babysit Aggie at the store and then came home to a messy farm that she had very little help with, especially with her husband away at war.

It's probably very easy to think of a time when your parents or guardians have been very stressed about something. No one likes being kept busy with chores all of the time, not even adults. Here is a great way to make life a little easier on them by helping with chores, but can still be fun for you!

Get Involved

Make a cleaning game that you can play with your siblings as a surprise, or even with your parents if you'd like to clean with them.

- 1. Make little slips of paper with a chore on each one (examples. clean windows in kitchen, wash dishes and put them away, take out the trash and wipe down the trash can).
- 2. Fold up all the slips of papers and take turns drawing them out of a hat. Keep your chores a secret.
- 3. Each person draws one slip each and looks at their chore. One the count of three complete your chore (to the best of your ability) as fast as possible.
- 4. Whoever finishes first (and to the best of your ability) wins a point. At the end of the game, see who has the most points and that person wins!

Think of a prize for the winner before the game starts.

Post Program Evaluation

Nanny McPhee Returns

Dear Group Facilitator,

Please take a few moments to answer the questions in the evaluation for the *Nanny McPhee Returns* Discussion Guide at www.youthFILMproject.org and click on "Evaluations."

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We value your feedback, and your comments and stories can help inspire others and keep the F.I.L.M. Project alive.

Please visit www.youthFILMproject.org at the completion of this curriculum and tell us what you think. You can also send your stories to FILMinfo@trulymovingpictures.org.

Thank you for your support!

Sincerely yours,

the FILM team

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