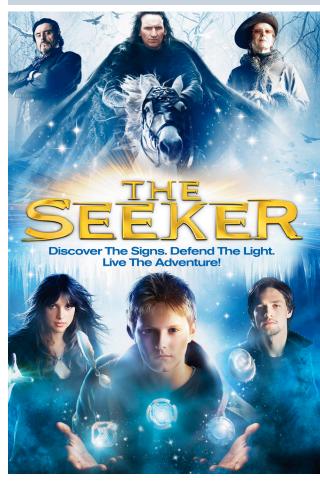


THE SEEKER:

Find your Destiny

A facilitator's discussion guide for youth leaders, educators and families to accompany the movie The Seeker



Ages 11-15

The Seeker official website: http://www.seekthesigns.com





Dear Group Facilitator:

Drawing on the timeless tale of good versus evil depicted in the award winning novel *The Dark is Rising* by Susan Cooper, the feature film from 20th Century Fox and Walden Media, The Seeker tells the coming of age of a boy whose destiny is to become a warrior of Light against the forces of Dark and save the world. Important themes are explored and include the importance of understanding who we are, where we come from and our potential for the future, the critical lessons of history, facing our fears, avoiding temptations, the weight of responsibility and family difficulties.

Amidst his adjustment to moving to England from America, turning the awkward age of fourteen and the everyday chaos of being in a family of seven children, Will Stanton learns that he is the last of a group of warriors called the Old Ones, who have dedicated their lives to fighting the forces of the Dark. Guided by his newfound mentors, Will embarks on a challenging journey, traveling back and forth through time, discovering a series of six signs—signs that were hidden long ago by Old Ones of the Light. Each sign is endowed with the power of the Light and are signs that only Will can find because it is his destiny to be The Seeker and rejoin each of them. It is a journey which leads him into a showdown with forces of unimaginable power as the Dark begins rising once again, using betrayal, deceit and fear to distract Will from his destiny. It is a story of how he overcomes his fears to fulfill his destiny and defeat the Dark.

The Seeker: Find your Destiny is an activity guide structured for use after viewing the movie on DVD. The guide offers discussion topics for youth ages 11-15.

This activity guide is provided by Heartland Truly Moving Pictures, a non-profit organization that seeks to recognize and honor filmmakers whose work explores the human journey by expressing hope and emphasizing the best of the human spirit. In the development of this guide and other F.I.L.M. projects, Heartland Truly Moving Pictures has partnered with the National Collaboration for Youth, an organization which provides a unified voice for its coalition of more than 50 national, nonprofit, youth development organizations. The 30-year-old organization concentrates on improving the conditions of youth in the United States and enabling youth to realize their full capabilities. As a result, youth empowerment and development play a central role in the discussion guide for The Seeker.







Steps for Youth to Take with the *The Seeker: Find Your Destiny* Program

OBJECTIVES

- Youth will engage in thought-provoking group discussions that allow them to explore ways to find their own life signs, the importance of learning from history, life roles in family/ friendships and the world, and facing fears.
- Youth will have the opportunity to extend their learning through several activities that address the discussion themes.
- Youth will design and implement a service project that looks at history in their community and encourages them to work to keep lessons of the past alive.

Step 1) See the Film

THE SEEKER, a 20th Century Fox and Walden Media film, opened worldwide in theaters in October of 2007. It will be available on DVD, starting March 18, 2008.

Step 2) Participate

Take part in meaningful discussions and activities that address themes such as:

- Finding your own life signs
- Facing your fears
- Finding your own clues in history
- Learning about your dreams from those who have gone before
- The importance of believing in yourself
- The importance of a mentor
- Planning now to shape your future
- Realizing the roles you have in life
- Planning your destiny

Step 3) Take the Lead to Help Others

Young people are urged to learn to take on responsibility in partnership with adults by designing and conducting a service project. Will learns that he is a part of a much bigger picture than just his family and his school. Using this idea that we all have a place in this bigger picture and that we can all make a difference, young people are urged to explore their local history for clues to their future and help preserve it so it will be around to help others!

Use the free, downloadable service-learning supplement to assist in the planning and managing of The Seeker service projects. Please visit www.youthfilmproject.org to download the supplement and to gain more information on the film and program.

Table of Contents

1	Notes for the Facilitator
4	Exploring the Inspiration
7	Module 2: Discussion
8	Defining You
9	Defining Your Past to Change Your Future
11	Defining Your Dreams
12	Facing Your Fears
14	Module 3: Activities
15	Conduct an Interview
17	Venn Diagram Comparison
18	Defining Your Roles
19	Planning Your Destiny and Writing Your Own Story
21	Additional Activity Ideas
22	Module 4: Service Take the Lead
25	Post Program Evaluation



Module 1: Exploring the inspiration

Note to the Facilitator:

Exploring the Inspiration is designed to encourage youth to think critically about the differences between the book and the movie and to determine why those differences might be there.

On the following page you will find explanations for many of the differences between the book and the movie. Read each of the differences out loud and have your youth try to come up with reasons for the differences between the book and movie, in groups or individually. Alternatively, you can create flash cards with the differences written on them and divide your youth into groups to discuss. After small group discussion, have your youth regroup and discuss the reasons they came up with.

OBJECTIVE

• Youth will gain insight into how books are adapted into movies

Module 1: Exploring the inspiration

The book that inspired THE SEEKER is called <u>The Dark is Rising</u> by Susan Cooper. Creating a movie from a book is always a challenge. To take the almost three hundred pages of the novel and condense it into a two hour movie can be daunting at best and involves a process known as adaptation. To better understand this process, check out some of the differences listed below and see if you can figure out why it was done!

- #1: In the book, Will's family has always lived in England. In the film, he's just moved there from America.
- Adaptation: This concept is known as a "fish out of water" approach where the main character is thrust into a brand new setting and allows the audience to learn about the new setting (in this case, England) through the character's eyes.
- #2: The book is set loosely in the past, somewhere in the fifties or sixties; in the film, it is present day.
- Adaptation: Sometimes a story is much easier to relate to when the setting is present day. It takes less time to explain to the audience when everything is modern, and saving time is crucial in a film adaptation.
- #3: In the book, the signs Will gathers and the process used to defeat the Rider are steeped in English/Welsh history, in the film, he faces off with the Rider directly using his own soul as the sixth sign.
- Adaptation: Some of the English folklore and legend used in the book may not have been as familiar to a worldwide audience. It saves time to center the battle on a character we are already familiar with and care about, already developed in the film.
- #4: In the book, Miss Greythorne and a mysteriously powerful woman, known simply as The Lady, are two separate characters with separate roles; in the film they are combined into one, Miss Greythorne.
- Adaptation: Multiple characters take more time to develop that is simply not available in film so they are combined to allow the audience the ease of following just one character but still getting the full impact of the story.

Module 1: Exploring the inspiration

#5: In the book, Will's twin brother never appears in the story. He simply died shortly after birth. In the film, he is a major driving force of the story and a source of redemption at the end for Will's family, particularly his father.

Adaptation: In the process of directing the story to film, occasionally it is deemed necessary to add completely new story lines to drive the critical aspects of the character for the brief two hour telling. This technique of adaptation also allows the audience to focus on Will as the hero and have a more personal victory at the end, in addition to the larger goal of saving the world.

Discussion: Was it surprising to find that sometimes the book is very different from the movie? Do you think this makes it easier to understand Will's world if it looks just like yours? Do you understand how these changes to the story makes it easier for movie audiences? What changes do you like or dislike? Does this reminder of how much detail books can provide make you want to read the series?

Connecting with ALL the books in the SERIES!

<u>The Dark is Rising</u> is simply the second of five books in an amazing series by the same title, all penned by author Susan Cooper. They are incredible, award winning titles which explore the full battle between the Light and Dark and give deep backgrounds into all the Old Ones and their "Things of Power!" Titles include:

- Over Sea, Under Stone
- The Dark Is Rising
- Greenwitch
- The Grey King
- Silver on the Tree



MODULE 2: DISCUSSION

Notes for the Facilitator:

The discussion questions in this guide are designed to encourage youth to think deeply about the themes and messages that are a part of The Seeker. The discussion questions and activity ideas are arranged according to theme and provide children with an open forum to express their thoughts and engage in constructive dialogue with their peers.

Please tailor the discussion questions to the life circumstances of the youth in your group. Many of us have experienced the feeling of inadequacy and awkwardness that Will experiences as a fourteen year-old-trying to figure out his place in the world. But even with amazing powers, it still takes Will time to accept his worth, find his destiny and accept his responsibility. Meeting your youth where they are at in this journey and practicing patience will be the keys. It is our hope this guide will be of assistance to you in that process.

OBJECTIVE

- Youth will examine their personal history to help them learn about the path they wish to follow in the future.
- Youth will explore overcoming the ways in which they face obstacles, fears and challenges



Courtesy Fox Home Entertainment

Module 2: Discussion

Life Signs in the Present: Defining You

Link to the film

The majority of the signs Will Stanton must find are represented by elements that make up his everyday world but are hidden in extraordinary ways. These signs are wood, iron, fire, water, stone, and his own soul! Will is drawn to each of the signs and when collected all together in this story they have the power to save the world.

The start of your destiny is right now. What defines you at this point in your life? What catches your attention? If we look closely at our own lives, sometimes we can find "signs" that can teach us a lot about ourselves, our interests and even our dreams. Looking at where we spend our time, what we like to do and the people we would like to be around—or the opposites—we can find clues. In the movie, one of Will's big breaks as the sign Seeker is when he realizes that each of the signs is marked by a "Fractal," a naturally occurring phenomenon, only recently duplicated by science. In the script, it plays out this way:

WILL
It's a "fractal.' It's physics,
my Dad teaches this stuff.
The same pattern repeats to infinity.
It's like a hiding place that goes on
forever. It's part of nature,
they're everywhere.

MERRIMAN A clue, hidden in plain sight.

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What we do with our time can provide clues "hidden in plain sight" that will help us better determine what to change in the future so that we end our journey at the desired destination—or, at least closer to it—than if we had just proceeded at random.

Module 2: Discussion

Life Signs In The Past: Defining Your Past to Change Your Future

Link to the film

Sometimes to look forward we have to look back! As part of his journey to find the Signs, Will Stanton must use his power to travel through time. Drawn by the Signs to the age of the Vikings or to a Church in the late 19th century or to an old pub, Will must explore the places he is drawn to and locate the Signs, which turns out to not always be an easy task! Each of the Signs was carefully placed by the Old Ones for Will to find. In a similar way, you can use your interests to look into history and discover what those who have gone before have left for you so that you can find clues to help you shape your future.

Discussion Questions

- 1. Your Ancestors To better understand his calling as The Seeker, Will had to better understand the journey of his ancestor Tom Stanton who had forged the signs for him to find. Have you ever looked into your ancestors or your family tree? Is there a relative you feel particularly drawn to because they have similar interests? Did they make the journey to America from a foreign country? Would you have the courage to leave what is comfortable and start life all over in a new land? How would you overcome the natural feelings such as loneliness, fear of the unknown or the sometimes slow process of making friends?
 - Television One of the most familiar everyday things we have is television. What are some things you like to watch on television regularly? What is it you like about those shows? Are they police shows? Mysteries? Are they action or love stories? Are you drawn to documentaries or sports features? Why do you like them? Do they represent your dreams?
 - BOOKS AND MUSIC Are there certain types of books you like to read or ones you would enjoy reading a second time? What drew you to the story? Do you find yourself consistently drawn to the same types of ideas such as adventure, mystery or perhaps even the same author? What about the music you listen to? Are there themes or styles you feel drawn to such as standing up to challenges or facing fears?
 - ACTIVITIES Perhaps you are more of an activity person. What are the top two or three activities in which you like to be involved? Is there a profession that would put you in or around that activity full time? Which part of your favorite activities do you like the best? It could be such things as adventure, challenge or working on a team.

Module 2: Discussion

- 2. Exploring your interests Key to the story of The Seeker is that Will Stanton is the last of the Old Ones, the last of the warriors of the Light to be born. Many Old Ones had gone before Will and thanks to the presence of Merriman, Miss Greythorne and others who had great experience in that role, Will had a better understanding of what to do and what not to do in his role as a servant of the Light. Based on the interests you explored earlier, who are some of the pioneers in the areas or activities that interest you? Are you interested in Law? Who was the first lawyer on record? Who started the New York Stock Exchange and why? Do you enjoy sports? Who are some coaches and players you admire? Do some research to determine what drew them to their profession? What characteristics draw you to them? Consider such options as integrity, determination, skill level, courage or intelligence.
- 3. Overcoming Obstacles Will Stanton faced many obstacles in The Seeker, both physical and mental. As you look at some historical examples, what obstacles did people face to be true to their calling and to define their destiny? Do you face some of these same obstacles? Were there obstacles such as a lack of money or lack of expertise? Were they, perhaps, the smallest on the football team or simply the least likely to succeed? How did your examples of historic figures overcome those obstacles? What can you learn from their struggles? What can you learn from their victories?

NOTE: If you are not familiar with history, it is easier than ever to explore it! Check out these sites for more information:

- For U.S. History check out the great options at Kid Port, http://www.kidport.com/RefLib/UsaHistory/UsaHistoryIndex.htm
- A fun way to explore the past is with the interactive map at Digital History, http://www.digitalhistory.uh.edu/timeline/timelineo.cfm. Simply pick a year with the gold bar at the bottom and roll your mouse over the different shapes marking significant events in the United States and even some around the world!

Module 2: Discussion

Life Signs of the Future: Defining Your Dreams

Link to the Film

When Will starts his journey, he simply doesn't understand his power and feels like nothing can happen. He consistently tells Merriman, "You've got the wrong guy...I'm still a zero!" But when Will understands the plan, he becomes a powerful force to help his family, find the signs and save the world. Understanding the plan, focusing his efforts and having direction help him come to a place where he feels anything can happen! It is at that point that Will starts making his own history.

- 1. FEELING LOST In the beginning, Will desires to stand out but feels lost in his new school, his large family and in the whole idea of being involved in a battle. Have you ever experienced that feeling of being lost? Have you ever been overwhelmed by a situation such as a move to a new city, or maybe just to a new school? How did you handle it or how would you? Have you ever had to adapt to a new role in your family? How did that make you feel? Describe some struggles within your own family. How can you work to resolve them?
- 2. Facing Challenges During these times of questioning, Merriman encourages Will to "Simply face them as you are." What do you think that means? If you are faced with a challenge such as a big exam or a big athletic competition, do you think it's better to not run if you can't be perfect or to face it "as you are" so you can learn from it for future challenges? In Will's case, he faced his insecurity and came out winning—maybe you can do the same!
- 3. FOLLOWING YOUR DREAMS Will has the simple but scary experience of having someone TELL him his destiny. Most of us have the freedom, and responsibility, of deciding what our dreams are and how we will go after them. Do you have dreams such as being a top athlete, graduating high in your class, or going to a specific college that you would like to see come true? Have you ever shied away from them because, like Will, you felt "like a zero?" Have you ever shared those dreams with someone or written them down? Why or why not?

Module 2: Discussion

Facing Your Fears

Link to the Film

It has been said that "Without fear, there is no courage." Throughout Will Stanton's quest, he is forced to come face to face with his fears. But despite being hunted by The Rider through time, arrested by creepy Mall Security Guards and thrust into an eternal battle between Light and Dark, it is a question that most haunts Will for the much of the story. The question becomes clear when Will is faced with the reality that with great power, comes great responsibility. This quote is from the shooting script:

WILL

It's only going to get harder, isn't it?

Merriman just looks to him, trying to comfort, not warn.

WILL

...what if I can't do this?

MERRIMAN

Trust that you can. Even the smallest light can shine in the darkness.

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Discussion Questions

1. FINDING A MENTOR - Merriman Lyons and Miss Greythorne serve as invaluable mentors for an overwhelmed Will, guiding him into the world and power of the Light. Are there people around you right now that are involved in activities in which you would like to participate? Could you make a list of questions for them to help you understand what they do—and how they got there? Would you feel comfortable asking for help? Could you explain why or why not?

Module 2: Discussion

- 2. FACING FEARS Fear almost defeated Will several times. What were some of the ways he found the strength to face his fear? What would you have done in Will's shoes as the Viking came charging or the Rider loomed over you? Could you use these same methods in your own life when facing situations that frighten you, such as trying out for a new sport or encountering a brand new group of people? Why is it so hard to face challenges like this? Do you think it gets easier as you practice doing it?
- 3. STANDING OUT Merriman makes the comment that, "Even the smallest light can shine in the darkness." What does that mean to you? Are there places where you can be that small "light" even if you are not the star player or student? What are those places?



Courtesy Fox Home Entertainment



Module 3: Activities

Notes for the Facilitator:

The following activities are designed to help youth explore the details of their lives in greater detail. These are introspective activities to help youth think critically about those components in their lives that have made them who they are and can help lead them on the path they want to follow in the future.

OBJECTIVES

- Youth will examine roles they play in everyday life and explore steps to take to fill these roles to the best of their ability
- Youth will utilize knowledge of their likes and dislikes as well as their dreams and fears in order to determine the path they wish to follow to their future



Courtesy Fox Home Entertainment

Module 3: Activities

Have you ever had the opportunity to speak with an older relative or friend about their life? Maybe you could start with people that are closest to you such as your parents, or a grandparents. However, you can also branch out to other sources of wisdom such as a someone who works in a career you would like to be a part of, or even some of the residents of a retirement home. Most older people welcome the opportunity to speak with those younger and share what they've experienced or learned. You might be surprised what you find out!

Find a friend or relative who you would like to interview and call in advance to schedule an interview with him or her, allotting 30 minutes. Make certain to bring a pencil and pad of paper to record their answers. You may even want to bring a tape recorder or a video camera as well as a friend to help tape the interviews. Be certain to ask the interviewee for permission to share his or her responses with others in your group or school so that you can share their wisdom with others.

INTERVIEW STARTER SHEET

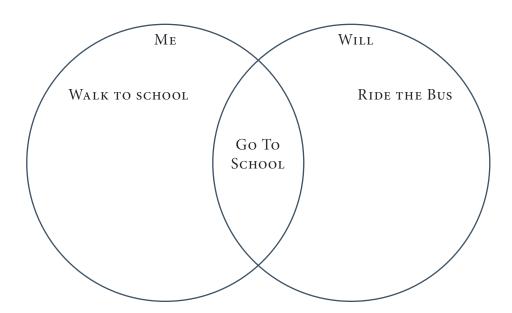
Module 3: Activities

Module 3: Activities

Venn Diagram Comparison

Venn Diagrams are not only used in mathematics, they are also used to graphically compare and organize knowledge. Below are two Venn Diagrams that can be filled out in order to further explore similarities and differences in The Seeker and real life.

DIAGRAM ONE: Take time to compare your life to Will Stanton's life. In the circle on the left list some activities and objects in your own life, in the right circle list activities and objects in Will's life, and in the center list all of those activities and objects that overlap. An example is started for you. How many other differences and similarities can you find? You might learn that your life and Will's aren't that different!



Module 3: Activities

Defining Your Role(s)

Will comes to understand that he plays many roles in his life, from brother to son and, from student to teacher. During the story, he goes from being an observer in his family and his life to being very intentional about his roles and relationships. He protects his sister from the Viking, he talks his brother Max through his pain of failing college, helps his father sort out the tragic loss of Will's twin brother and, ultimately, learns to embrace being a warrior of the Light. Much of this change is thanks to the encouragement of his mentors and his better understanding that despite feeling like a "zero" he had an important destiny, starting with his every day roles.

Now, try to list what roles you play during a typical week (as a student, son/daughter, athlete, brother/sister, friend, musician, etc.) using the chart below. If it's only one role, that's okay. If you have more, then feel free to list them out! Then, try to look at how you could do better and list one way you might try to improve in the next week.

Perhaps you are a son who doesn't remember Mother's Day very well. Could you go the extra step next time and buy a card? Or possibly you have a role as a brother or a friend who doesn't share very often. Next time you have the chance, would you try to be more giving? It could be as simple as being a better friend by listening more attentively. If you are filling these roles the best you can, write it down! It's important to see when you are doing things well!

	What am I doing right?	What can I improve?	Steps to try this week.
Role #1			
Role #2			
Role #3			
Role #4			
Role #5			

What I've learned in the past:

Module 3: Activities

Planning your Destiny, and Writing Your Own Story!

With help from others and through many adventures, questions and exciting but sometimes fearful moments, Will comes to a much better understanding of who he is, who he wants to be and where he wants to go. Based on discussions in this guide, think about things you have learned about yourself. Try writing some of them down so you don't forget and can stay focused when things seem impossible, overwhelming or scary!

Three things I loved (such as a sport, a book, a vacation):
1.
2.
3.
Three things I don't want to repeat (such as a mistake, a school class, an activity):
1.
2.
3.
What I know about my present: Three places I love to spend my time (such as the football field, the library, an afterschool club):
<u>1.</u>
2.
3.

Module 3: Activities

Three things I would change about life right now (such as procrastination, stress):
1.
2.
3.
What I think about my future: Three things I dream of (such as a specific career, a dream vacation spot, a fitness goal):
<u>1.</u>
2.
3.
Three things I fear (such as people's opinion, failure, being a "zero"):
1.
2.
3.
Finally, looking at what you have just written, write three things you can do in the next year to help you build on the past, take advantage of today and move beyond your fears, closer to your dreams! (such as taking a class, being okay with learning through failure or asking others how they got to where they are).
1.
2.
3.

Module 3: Activities

Additional Activity Ideas

- Read a biography! History is full of people who have struggled to find their place in time. Find a person that interests you and read how they got to where they are. You might be surprised at how much they had to overcome, and inspired that you can do it, too!
- Will learns that he has several powers such as being able to move objects, travel through time, start fires, etc. Take time to write a comic strip or illustrate a storyboard about the powers you would most like to have, such as walking on water, being invisible, etc.
- Write an imaginative continuation of The Seeker story. What would happen if Will had not discovered all six signs? What will happen now that Tom is part of the family? What are additional signs that Will must discover if the darkness returns? These stories can even be acted out as skits.
- Have a fear of Physics? In the movie, Will uses "fractals," to find the different signs. But math doesn't have to be scary! Check out these sites and you may even find it's fun!
 - 1. http://math.rice.edu/~lanius/frac/
 - 2. http://www.coolmath.com/fractals/gallery.htm





Module 4: Take the Lead

This section allows youth to explore actions they can take as individuals and in groups to reach out to others in need of support. The activities are designed to heighten youth awareness of how they can have immediate as well as a lasting positive impact on the recipients of their generosity.

As children develop, they benefit greatly from experiencing their own personal power, capabilities and talents. Parents, educators, youth leaders and child development specialists know that the best way for youth to learn responsibility is to take on responsibility.

Will Stanton came to understand this idea of taking responsibility well as he embraced his destiny as The Seeker to find the signs of the Light and save the world from the Dark. Will's responsibility came with numerous obstacles and sacrifices but he persevered through resistance and made the ultimate difference!

Module 4: Take the Lead

Service Projects to Promote the Preservation of History

DEAR YOUNG PEOPLE:

Think about a service project that your group would like to do that addresses the Preservation of History. Will Stanton came to respect the others that had gone before him. It was because of their efforts securing the power of the light and guarding the secret of the signs for one thousand years that allowed him to travel through time, find the signs and fulfill his destiny. You may not be able to travel through time, but you and others in your school and community may be able to help preserve history so future generations can learn from it, as well. You never know, the historical "sign" you help save, may be the one meant for you!

Spend some time thinking about how you can help others appreciate and learn from history because as best selling American author, Alexander Stille, states, "Knowing where you have come from is important to forming an idea of where you want to go."

- Plan and conduct your project with the guidance and support of an adult partner.
- Read some of the tips for working well with adults below.
- Have your adult partner(s) read the tips for adults.
- Brainstorm your project ideas and plan the steps to carry it out. Use the F.I.L.M. service-learning supplement, available at www.youthfilmproject.org
- Then, get to work!

Module 4: Take the Lead

Look for Ways to Work in Cooperation with Adults.

3 Tips for kids working with adults:

- 1. Most adults have good intentions. Remember, they are simply not used to working in partnership with young people.
- 2. When adults criticize you, it doesn't necessarily mean they are putting you down or don't value your contribution, it may mean the adult is treating you the same way he/she would another adult.
- 3. Adults may not be aware of the capabilities of young people. Show them what you know.

3 Tips for adults working with kids:

- 1. Share the responsibility of leadership. Provide guidance, but avoid total control. Be sure to share decision-making.
- 2. Listen carefully to youth and try to understand their perspectives, without interrupting or reinterpreting.
- 3. Share all work activities, even the tedious ones.

According to The American Association for State and Local History, there are many resources to get involved with preserving history locally. They include contacting your:

- County historical society
- Local Historic House Museum
- Local Museum

Ideas could include:

- Volunteering at a local museum
- Offering time to help restore a national monument
- Organizing a group to travel to a local park and help clean the monuments that are close to you
- Writing a report on a local project and submitting it to your school paper so you can share with others its importance

Visit www.YouthFilmProject.org to download the free service-learning supplement!

Post Program Evaluation

Post Program Evaluation

Please take a few moments to answer the questions below. It should only take about 5 minutes. Once you have submitted the survey you will be entered to win a copy of the DVD, a book and an Activity Guide.

City/State:
Contact Name:
Contact Email:
Organization Web site:
Approximately how many individuals does your organization serve?
How do you classify your organization?
 □ School Based □ Library or Museum □ Faith Based □ Child Care □ After School
Approximately how many individuals completed one or more steps in The Seeker program? Steps include: See the movie and read a corresponding piece of literature, participate in activites from the Activity Guide, complete a service project.
What age range participated in the program?
Please rate your overall impression of the Activity Guide. Useful and appropriate for my organization (5) Moderately useful (3) Not at all useful or appropriate for my organization (1)
Comments:
Please give us any additional feedback and/or suggestions you have to help us improve our future F.I.L.M. programs.
May we contact you for additional information? Yes No If yes, what is the best way to contact you?
Return to: F.I.L.M. Evaluation

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Or fax to (317)464.9409