



## A BFI Education Essentials Resource

### **Parental guide with key questions/discussion points/activities for films on BFI Player (KS2)**

#### **The Crab that Played With the Sea (1983)**

This resource is designed for pupils at KS2 to accompany films on BFI Player. The questions and activities will work on their own or as a sequence. The activities are designed to work across KS2 but some activities may be too challenging for lower KS2; pupils should access the work at their own level/pace.

This film material has been carefully selected for a KS2 audience. Some of the films on BFI Player are unsuitable for this age group so supervision is advised.

**The Crab that Played with the Sea (1983) 11 mins**

<https://player.bfi.org.uk/free/film/watch-the-crab-that-played-with-the-sea-1983-online>

**Before you watch the film:**

- What do you think this film will be about?
- This is an animation. Have you seen any other animations? Have you ever made an animation?

Pause the film at 01:30:

- What genre/type of story do you think this is?
- How many animals in the world can you list?

**Activity:** Animals live across the world in many different habitats. Draw three different habitats (such as desert, ocean, rainforest, mountains...) and draw three animals that live in each habitat.

- Label the animals to explain why you think they are able to survive in this habitat.
- Are there any animals that can live in many different habitats? What adaptations allow them to do this?

Pause the film at 04:00:

- Can you remember where these animals lived in the story: elephant? cow? beaver?
- Why do you think the water is running up and down, flooding the river?

**Activity:** Choose an animal. Write a list of rules that you would give to this animal if you were the Eldest Magician.

- How would you make sure that they were doing the right things to help the earth and other animals around them?
- Are there any things that this animal should definitely not do?

Pause the film at 06:32:

- This is an animation. Why is it easier to make this sort of film as an animation rather than as a live-action film (using real animals and actors)?
- What do you think will happen next? What bargain will the Eldest Magician make?

Pause the film at 08:40:

- What did the scissors turn into that the little girl gave to Pau Amma, the King Crab?

**Activity:** Draw/write a paragraph describing Pau Amma as a powerful King Crab.

- Include some descriptive words to show how he thinks of himself.
- Here is the description from Kipling's original text to help get you started:

*There was nobody in the world so big as Pau Amma—for he was the King Crab of all Crabs. Not a common Crab, but a King Crab. One side of his great shell touched the beach at Sarawak; the other touched the beach at Pahang; and he was taller than the smoke of three volcanoes!*

At the end of the film:

- Did you enjoy this film? What did you find interesting about it?
- Is there a moral to the story?

**Activity:** Research how spring tides, waves, flooding and the cycle of the moon actually work. What similarities can you find with the story?

**Activity:** Read this text from the end of Kipling's story:

*From that day to this the Moon has always pulled the sea up and down and made what we call the tides. Sometimes the Fisher of the Sea pulls a little too hard, and then we get spring tides; and sometimes he pulls a little too softly, and then we get what are called neap-tides; but nearly always he is careful, because of the Eldest Magician. And Pau Amma? You can see when you go to the beach, how all Pau Amma's babies make little Pusat Taseks for themselves under every stone and bunch of weed on the sands; you can see them waving their little scissors; and in some parts of the world they truly live on the dry land and run up the palm trees and eat cocoa-nuts, exactly as the girl-daughter promised. But once a year all Pau Ammas must shake off their hard armour and be soft to remind them of what the Eldest Magician could do. And so it isn't fair to kill or hunt Pau Amma's babies just because old Pau Amma was stupidly rude a very long Game ago. Oh yes! And Pau Amma's babies hate being taken out of their little Pusat Taseks and brought home in pickle-bottles. That is why they nip you with their scissors, and it serves you right!*

- Write an alternative ending to the story. Maybe the Eldest Magician thinks of another way to teach Pau Amma a lesson? Or maybe Pau Amma doesn't accept the deal?

**Activity:** Create your own animation of a story that you have read. You can use the BFI Education Essentials guide to making an animation to help.

You might also enjoy:

How the Camel got his Hump: <https://player.bfi.org.uk/free/film/watch-how-the-camel-got-his-hump-1981-online>

How the Whale got his Throat: <https://player.bfi.org.uk/free/film/watch-how-the-whale->

