

Some thoughts on watching films

Stories are the stuff of life. They allow us to reflect on all sorts of issues at a safe distance as we engage with the characters, cry with them, laugh with them, get cross with them and generally share their experience. How they deal with the issues they come across may frustrate us, or give us new insights; cause us to laugh or cry; result in us hurling abuse at the screen or willing there to be a happy ending. And through it all we can encounter God in all sorts of unexpected places if we only take time to look.

Questions to ask yourself

What did you think of the film? What do you like most? Least?

Which incidents made you *think* or *feel* most strongly? How well did you think the film treated those incidents?

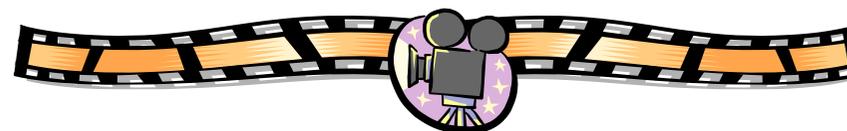
What issues did the film raise for you?

What character(s) do you most identify with and why?

Does the film have any echoes of Christian beliefs or stories from the Bible? Does it support or challenge Christian values?

Some facts about the film

- Dug's 'point' pose, where his entire tail, back, and head is in a perfectly straight line, is an homage to the identical pose that Mickey's dog, Pluto, often makes. Dug also shares a similar colour scheme to Pluto.
- The average house weighs about 55,000 kilos. If the average helium balloon can carry 4.63 grams, it would take 12,658,392 balloons to lift his house off the ground. (20,622 balloons appear on the house when it first lifts off).
- The flat mountains and waterfalls similar to Paradise Falls are actually found in Venezuela. The country's Angel Falls is the highest waterfall in the world.
- Carl Fredrickson's face and gruff personality are based on Spencer Tracy and Walter Matthau.
- All characters are based upon circles and rectangles, except for the villains who are triangles.
- Not only are Carl and Ellie based on squares and circles, but objects around them are based on their shapes, like their chairs and picture frames. When they both appear in a photograph, the frame is both circle and square.
- Charles Muntz is named after Charles Mintz, the Universal Pictures executive who in 1928 stole Walt Disney's production rights to his highly-successful "Oswald the Lucky Rabbit" cartoon series. This led Walt Disney to create Mickey Mouse, who soon eclipsed Oswald in popularity.
- Carl uses sails to propel and steer his house. Sails don't work on a balloon. The sails and the balloon are both moving at the same speed as the air mass.
- *Up* won the Oscars in 2010 for Best Animated Feature and Best Original Music Score. It was only the second animated film to be nominated for Best Picture. The first was *Beauty and the Beast* (1991).



**A chance to watch films together.
An opportunity to discuss the issues raised.
A time of friendship, food and fun.**

6th Jun	Aspects of Love IV: <i>The Road Home</i>
4th Jul	Aspects of Love V: <i>I've Loved You So Long</i>
1st Aug	<u>Up</u>
5th Sep	Doubt
10th Oct	The Soloist
7th Nov	The Reader
5th Dec	TBA

**Films start at 5:30pm
Followed by food, coffee and conversation**

**10 Bletchingdon Road
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Up

Up is a story of love and friendship set within a classic adventure tale. It tells of 78-year-old Carl Fredrickson who, by tying thousands of balloons to his home, sets out to fulfill his lifelong dream to see the wilds of South America. Right after lifting off, however, he learns he isn't alone on his journey, since Russell, a wilderness explorer 70 years his junior who is trying to get his "Assisting the Elderly" badge, has inadvertently become a stowaway on the trip. Together, they embark on an adventure, where they encounter talking dogs, an evil villain and a rare bird named Kevin.

Missed opportunities

The opening sequence of *Up* involves an unfulfilled dream. Somehow other things keep getting in the way and then, all of a sudden, it is too late. What things do you keep putting off? What are the things you really want to do in life? Imagine you only had a few months left to live—what things would be most important for you? Then remember that life is very fragile for all of us. What can you do to make those things come to fruition before it is too late?

Pursuing a dream

Carl is determined to pursue Ellie's dream and is not going to let anything get in the way. Sometimes we can be put off doing things before we even start because they seem too difficult. Yet amazing things do happen and we can help them happen by believing in them, and putting our all behind them—whether on a personal level, or with larger issues such as those of peace, poverty & justice.

Growing friendships

Initially, Carl resents Russell. He has everything organised and spurns Russell's offer of help. Yet Russell doesn't give up and over time the two develop a deep friendship. Instant friendship is a myth—deep friendships take time. Sometimes our closest relationships can be with people we originally disliked. Think of your friendships. How have they developed? What do you value about them most? Give thanks to God for them all.

Care for the environment

Kevin is a rare bird who the villain has been pursuing for many years in order to claim him as a trophy and win wide acclaim. Carl and Russell have other ideas and, although very fond of Kevin, want nothing more than to ensure his freedom and continued survival. We live in a fascinating and beautiful world, yet we can sometimes damage it simply by visiting the wrong places or by pursuing the wrong goals. On the other hand, sometimes it is necessary for us to intervene to put right the wrongs others have done before us. How do we take the care of our world seriously? And how do we balance our priorities and the costs involved in caring for our planet?

Memorable Quotes

Young Ellie	[Ellie opens her Adventure Book to reveal to Carl a "Life" magazine with Charles Muntz on the cover] You know him. [Carl gasps]
Young Ellie	Charles Muntz, explorer. When I get big, I'm going where he's going, [pulls away the magazine to reveal a map of...]
Young Ellie	South America. It's like America, but south.
Russell	Good afternoon. Are you in need of any assistance today, sir?
Carl	No.
Russell	I could help you cross the street.
Carl	No.
Russell	I could help you cross your yard.
Carl	No.
Russell	I could help you cross your porch.
Carl	No!
Charles	Adventure is out there!
Carl	Hey, let's play a game. It's called "see who can be quiet the longest."
Russell	Cool! My mom loves that game!
Carl	Tell your boss he can *have* my house.
Foreman	Really?
Carl	Yeah. When I'm dead!
Russell	But I want to help!
Carl	I don't want your help, I want you safe.
Dog	[to Carl and Russel after Muntz accepts them] I like you temporarily!
Ellie	[her last message to Carl] Thanks for the adventure. Now go have one of your own.
Young Ellie	[to a young Carl] You don't talk much.
[pause]	
Young Ellie	I like you!
Russell	Sometimes, it's the boring stuff I remember the most.