



PARENTS GUIDE TO
movie messages:
Toy Story

FOCUS
ON THE FAMILY®



Toy Story

BY **PLUGGED IN STAFF**
ILLUSTRATIONS BY
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The entertainment industry bombards us with obvious and subtle messages. What's scary is that we often don't recognize them as worldviews or notice how they skew our thinking. To help you and your family identify varying worldviews in the culture, play this game of Movie Messages while watching *Toy Story*.

**GAME
BOARD**
page 3

CARDS
pages 4-6

TIME STAMPS
pages 7-8

Directions:

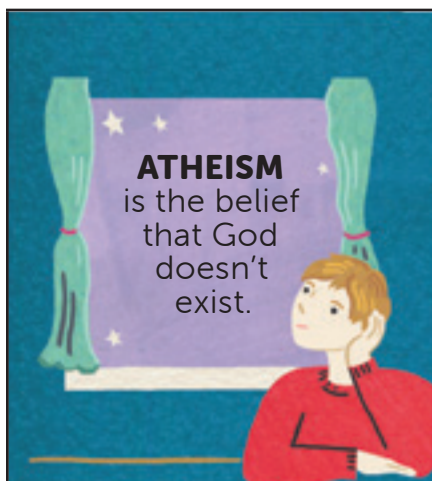
1. Give every player a set of 10 worldview cards.
2. Watch *Toy Story* until you reach an incident on the game board. Then pause the movie.
3. Each player chooses a card that matches the worldview identified in the movie and places it facedown, and then everyone turns their card over to reveal their answer.
4. Find the answers on pages 7-8. The correct cards are removed from play. The cards deemed incorrect are returned to each player, and the movie continues.
5. This board game doesn't cover every worldview in this movie.* Players who have guessed wrong can catch up by calling out the correct worldview, if it comes up again in the movie. (This can only be done with worldview cards that have been removed from play.)
6. The first player to get rid of all their cards is the winner.

***Atheism** and **collective consciousness** cards are not a part of this movie's game board. If someone plays the atheism card and wants additional information, read Romans 1:20, where the Bible says that even nature demonstrates that God is real. If someone plays the collective consciousness card and wants additional information, acknowledge that some human ideas might change over time, such as perceived beauty, but God doesn't change (Hebrews 13:8-9).

Note: For young children who aren't ready to play this game, a casual mention like, "That's ancestor worship. We pray to God, not people," is a good way to start worldview training.

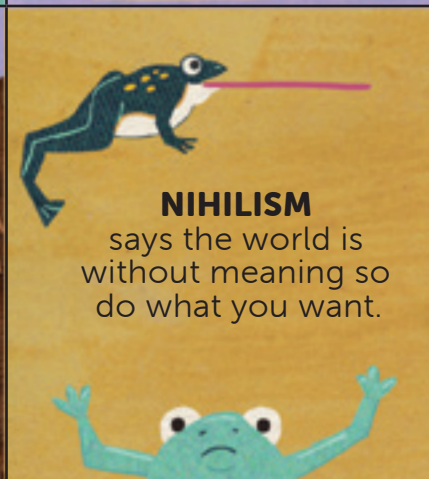
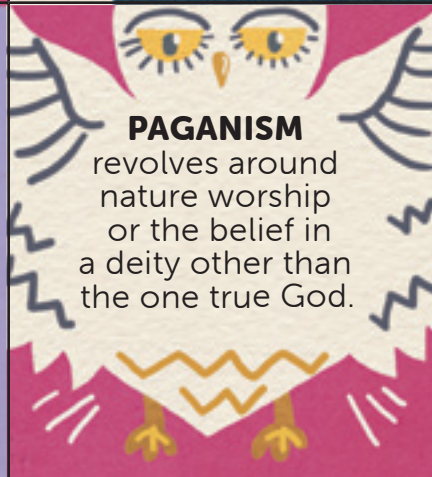
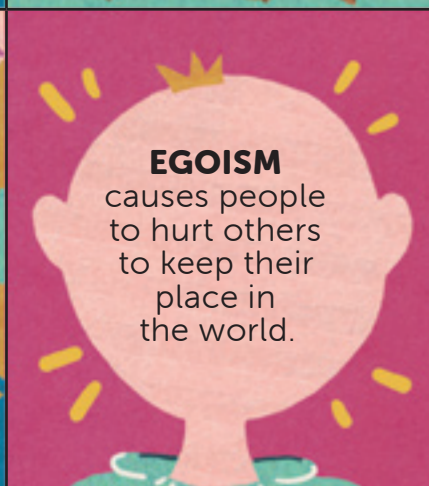
WHO CAN FIND ALL THE HIDDEN MESSAGES?





Directions:

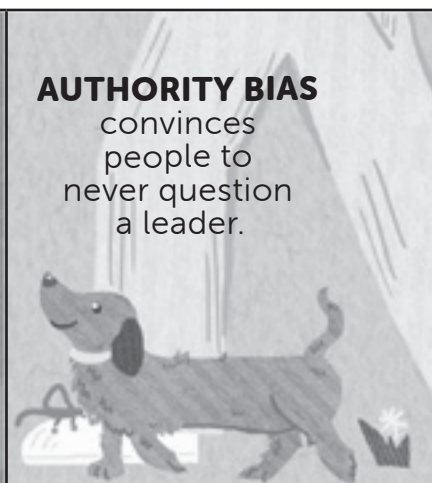
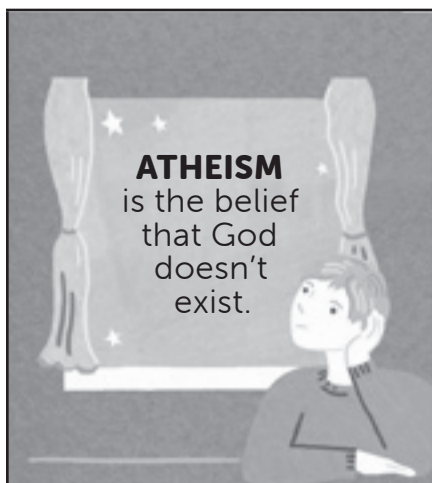
Cut out one set of either color or black-and-white cards for each player.



MOVIE REVIEWS

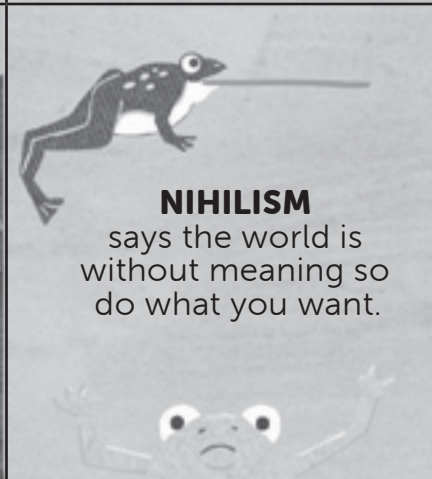
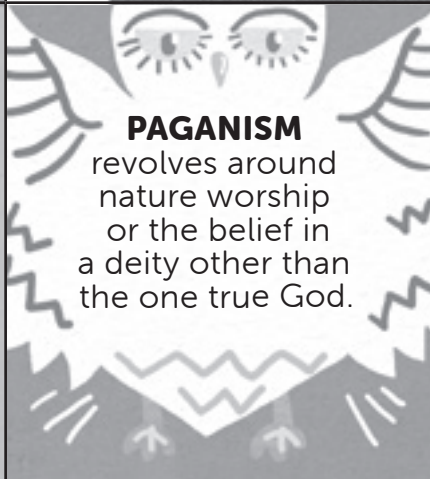
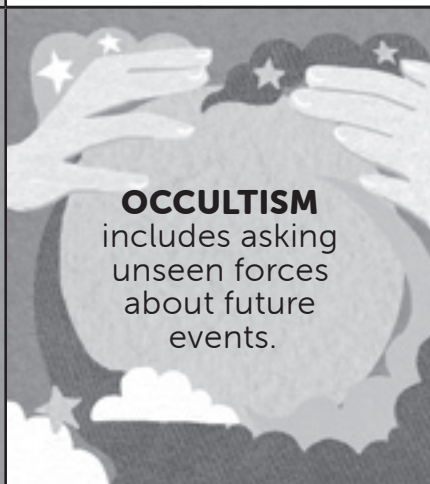
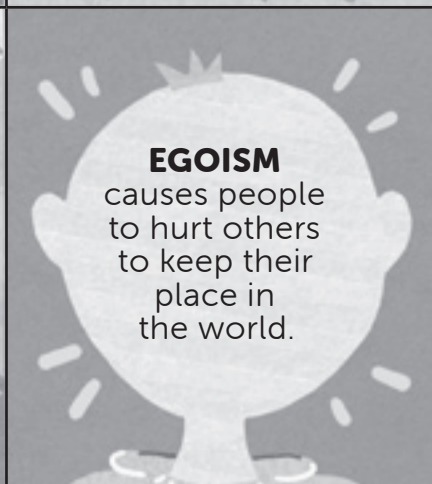
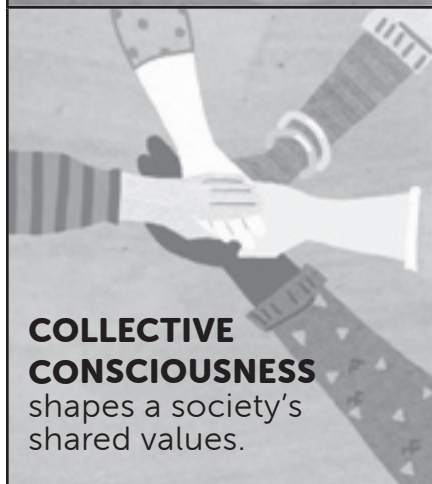
For a review of *Toy Story* and other titles, visit [PluggedIn.com](https://www.pluggedin.com), Focus on the Family's media review and discernment website.

FOCUS ON THE FAMILY'S
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Directions:

Cut out one set of either color
or black-and-white cards for
each player.



ATHEISM
is the belief that
God doesn't
exist.

AUTHORITY BIAS
convinces
people to
never question
a leader.

Directions:

Cut out one set of either color
or black-and-white cards for
each player.

**COLLECTIVE
CONSCIOUSNESS**
shapes a society's
shared values.

EGOISM
causes people
to hurt others
to keep their
place in
the world.

OCCULTISM
includes asking
unseen forces about
future events.

FATALISM
is the belief that
there's no point in
action because events
are predetermined.

MATERIALISM
involves valuing
stuff over people.

PAGANISM
revolves around
nature worship
or the belief in
a deity other than
the one true God.

**NATURAL
SELECTION**
means survival
of the fittest.

NIHILISM
says the world is
without meaning so
do what you want.

II movie messages: *Toy Story*

Movie Stop 1:07:

Andy makes Mr. Potato Head (who he's pretending is a bank robber) say, "Oooh, money, money, money!"

What it is: Materialism

Mr. Potato Head seems to value material goods more than some of the other toys. Just a few minutes later, he makes fun of a kid for giving Andy bedsheets for his birthday.

Read: 1 Timothy 6:10

"For the love of money is a root of all kinds of evils. It is through this craving that some have wandered away from the faith and pierced themselves with many pangs."

How to talk with tweens and teens:

Materialism is about valuing stuff over people. What does this lead to? How might it hurt Mr. Potato Head **over time**?

What to say to young children: Materialism involves valuing stuff over people. Our treasure is in heaven, not on earth. *These words are based on Matthew 6:19-20.*

Movie Stop 7:53:

When the other toys are worried about what Andy's friends might be bringing to his birthday party, Woody reassures them that everything will be OK. Slinky says, "If Woody says it's all right, then darn it, it's good enough for me."

What it is: Authority bias

Throughout most of the film, Slinky trusts Woody implicitly, almost blindly. And he's been mostly worthy of that trust. But there comes a time when Woody isn't very trustworthy—and Slinky is reluctant to doubt him, even when he should. Trust is a good thing, but sometimes we can trust things that haven't earned that trust. We should always be careful in putting our *unquestioning* trust in anyone or anything outside of God.

Read: Psalm 118:8

"It is better to take refuge in the LORD than to trust in man."

How to talk with tweens and teens:

Authority bias can mean that you've put your trust in someone or something untrustworthy. How do you know when to trust someone? What trouble did Slinky get into because of blind trust?

What to say to young children: Authority bias convinces people to never question a leader. God says it's OK to ask Him questions. *These words are based on Malachi 3:10.*

Movie Stop 14:03:

Andy pushes Woody off his bed to make room for Buzz Lightyear, his new toy.

What it is: Natural selection

Competition is a part of both the natural world and the manmade, consumerist world. You can think of it as "survival of the fittest," and you can see how certain entities are "selected" throughout history. Dinosaurs died out because they couldn't compete in a new world. New technology pushes out the old.

Read: 1 John 4:18

"There is no fear in love, but perfect love casts out fear. For fear has to do with punishment, and whoever fears has not been perfected in love."

How to talk with tweens and teens:

The toys in Andy's bedroom fear that Andy's going to find something "better" than what he already has and push a toy out. What does this fear do to Andy's toys? Remind your kids that while natural selection is a part of our fallen world, it's not a part of God's plan for us. He never pushes away anyone because someone smarter or prettier comes along. We always have a place in God's room.

What to say to young children: Natural selection means survival of the fittest. Instead, we are to treat others as more important than ourselves. *These words are based on Philippians 2:3.*

Movie Stop 24:53:

We see Sid for the first time, getting set to blow up a toy soldier with a firecracker strapped to his back.

What it is: Nihilism

Nihilism tells us that the world has no real meaning or value, so you might as well do what you want—even if what you want is destructive. Sid's glee of destruction may have other sources: His home life doesn't look particularly happy. But whatever worldview Sid holds would certainly lean toward nihilism.

Read: John 10:10

"The thief comes only to steal and kill and destroy. I came that they may have life and have it abundantly."

How to talk with tweens and teens:

Does it sometimes feel good to destroy things? Why? Why is it not good to break other people's things? What did Sid do wrong because of his nihilistic nature?

What to say to young children: Nihilism says the world is without meaning so do what you want. Instead, God gives us purpose. *These words are based on Psalm 57:2.*

Movie Stop 26:38:

Andy can bring one toy to Pizza Planet. Woody, worried about his place in Andy's heart now, shakes a Magic 8 Ball. "Will Andy pick me?" Woody whispers. "Don't count on it," the 8 Ball tells him.

What it is: Occultism

While it seems harmless enough, Woody is engaged in a sort of childish form of fortune-telling—asking unseen forces about future events. The Bible has loads of strong words about fortune-telling (and those that tell them).

Read: Leviticus 19:31

"Do not turn to mediums or necromancers; do not seek them out, and so make yourselves unclean by them: I am the LORD your God." ➤

II movie messages: *Toy Story*

How to talk with tweens and teens:

You can use this illustration to stress that the future is really God's alone to know. He doesn't like when we read horoscopes, have our palms read or even shake Magic 8 balls, and they shouldn't be a part of our faith.

What to say to young children: Occultism includes asking unseen forces about future events. We are to talk to and trust God for our futures. *These words are based on Isaiah 8:19.*

Movie Stop 27:00:

Woody begins to formulate a plot on how to knock Buzz behind the bed, thus earning himself a coveted ride with Andy to Pizza Planet.

What it is: Egoism

Woody reveals his own motivating worldview: the desire to preserve his place in his world, no matter the cost. He often talks about how terrible things are happening to him. And even when he and Buzz are later trapped in Sid's house and the two escape temporarily, Woody says, "I'm outta here," without giving a thought to Buzz. That ultimately changes, but for much of the movie, Woody is very self-centered.

Read: Philippians 2:3

"Do nothing from selfish ambition or conceit, but in humility count others more significant than yourselves."

How to talk with tweens and teens:

Kids are naturally self-centered when they're young. It takes time for their brains to develop enough to understand that other people have feelings and needs, too. But some people can act a little selfish. Can you think of a time when they wanted to be selfish, but decided to think about somebody else? How was Woody selfish at another time?

What to say to young children: Egoism causes people to hurt others to keep their place in the world. Instead, we should do our best to honor others. *These words are based on Romans 12:10.*

Movie Stop 37:50:

Buzz crawls inside a claw crane arcade game (where players manipulate a claw to grab a toy) and is introduced to the bevy of three-eyed toys inside. When he asks who leads them, he's told, "The claw is our master. . . . The claw decides who will go and who will stay!"

What it is: Paganism

Though the term *paganism* has been narrowed by self-described pagans to refer to a type of nature worship, the term was originally used to describe people who practiced something other than Christianity. Perhaps the residents of the arcade game would call themselves "clawists" or the like because they clearly believe that this entity hovering above them is benevolent but metes out fate that cannot be questioned. (This is illustrated by the fact that they won't allow Buzz or Woody to escape; they must submit to the claw's will.)

Read: Isaiah 44:6

"Thus says the LORD, the King of Israel and his Redeemer, the LORD of hosts: 'I am the first and I am the last; besides me there is no god.'"

How to talk with tweens and teens:

While religions based on mechanical claws are, fortunately, rare, world history is filled with religions that worshiped things like the sun or the sea. And the world is still filled with religions that celebrate natural forces and turn their faith to something other than our God. Talk about the Clawists' religion, such as how it might have come about and the main beliefs. Then talk about your children and ask how sometimes they feel they are just obeying orders instead of being in relationship with God.

What to say to young children: Paganism revolves around nature worship or the belief in a deity other than the one true God. We are called to worship the Creator, not what He created. *These words are based on John 1:3.*

Movie Stop 57:49:

Trapped in Sid's house, Buzz has recently learned that he's merely a toy. And when Woody asks for his help in escaping an overturned milk crate, Buzz refuses. "I can't help. I can't help anyone."

What it is: Fatalism

Buzz is speaking from a place of disillusionment and depression, but he's also expressing essentially a fatalistic sentiment. Fatalists believe that there's no point in being particularly active in much because events are pre-determined and inevitable. Because Buzz believes that he's only "a stupid, little, insignificant toy," he's incapable of changing fate, so he chooses to accept it. "Andy's house, Sid's house. What's the difference?" Buzz soon convinces him that being a toy is pretty great, and the two team up to save themselves and each other.

Read: 1 Corinthians 9:24

"Do you not know that in a race all the runners run, but only one receives the prize? So run that you may obtain it."

How to talk with tweens and teens:

When things don't go our way, even Christians can fall into the trap of fatalism. We can say that it's no use studying for a test because we're going to fail it anyway. There's no use trying out for basketball because we're not going to make the team. How did Buzz's attitude hurt him and others? Remind your children that God wants us to take the initiative—to try to improve ourselves and help others.

What to say to young children: Fatalism believes there's no point in action because events are predetermined. We find purpose in God. *These words are based on Ephesians 2:10.* ●

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