

JACK AND THE BEANSTALK

Resource Guide and Primary Source Set

Film: *Jack and the Beanstalk* (1902)

<https://www.loc.gov/item/00694228/>

Runtime: 10 minutes 52 Seconds

Scenes: 10 scenes of varying lengths

Please see scene break down on next page

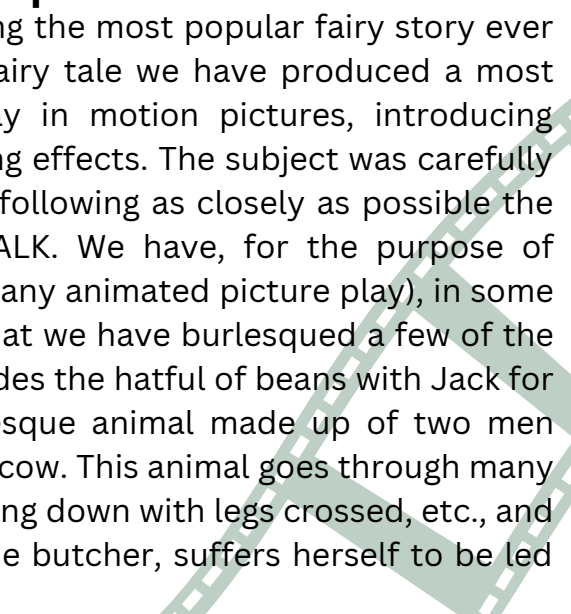
Characters: Fairy Godmother, Butcher, Jack, Milky White (cow), Jack's Mother, The Villagers, Giant's Wife, the Giant

Why This Story:

This familiar story is an excellent example of early fantasy films. It includes early special effects with detailed sets and costume design. The simplicity of the story is great for focusing on story structure and the organization of this film lends itself to creating accompanying dialogue.

Catalogue Description:

"A grand spectacular performance [...] illustrating the most popular fairy story ever written.... From this very simple and popular fairy tale we have produced a most pleasing, interesting and mirth producing play in motion pictures, introducing therein many surprising new tricks and dissolving effects. The subject was carefully studied, and every scene posed with a view to following as closely as possible the accepted version of JACK AND THE BEANSTALK. We have, for the purpose of producing comedy (which in reality is the life of any animated picture play), in some instances departed slightly from the story, in that we have burlesqued a few of the features; as, for instance, where the butcher trades the hatful of beans with Jack for his mother's cow, we have introduced a burlesque animal made up of two men covered over with the head, horns and hide of a cow. This animal goes through many ludicrous antics, such as kicking, jig dancing, sitting down with legs crossed, etc., and finally, after strenuous efforts on the part of the butcher, suffers herself to be led away."



JACK AND THE BEANSTALK

Scene by Scene Breakdown

| Scene | Time Code | Length | Scene Description | Characters | Notes |
|-------|---------------|--------|---|---|---|
| | 00:00 - 00:25 | 25s | Library Identification Cards | none | |
| 1 | 00:25 - 01:23 | 58s | The Fairy Godmother gives the Butcher a hatful of magic beans. When Jack arrives with his dancing cow, the Beans Salesman trades the beans for the cow. Jack dances away with the beans, the cow fights the Beans Salesman all the way home. | Fairy Godmother, Butcher, Jack, Milky White (cow) | Introduction scene, features dancing cow. |
| 2 | 01:23 - 02:11 | 48s | Jack skips home to his mother and shows her the beans. His mother is upset and dumps the beans in the front yard. When they go inside for the night, the Fairy Godmother appears and helps the beanstalk grow sky high. | Jack's Mother, Jack, Fairy Godmother | Another introduction scene, fairly straight forward. |
| 3 | 02:11 - 03:14 | 63s | As Jack sleeps, the Fairy Godmother puts a spell on Jack to make him dream about a magical beanstalk over flowing with bags of money, a harp, a chicken, and an egg which opens to show Jack's Mother dressed as a queen. | Fairy Godmother, Jack, Jack's mother | This is a dream scene, might be tricky for students who take concepts quite literally |
| 4 | 03:14 - 04:41 | 87s | When Jack goes outside in the morning, he is greeted with the beanstalk which has grown as high as the sky! When his mother sees the beanstalk, she is shocked! She runs inside for a moment, and when she is gone, Jack starts climbing the beanstalk. His mother returns outside and yells at him to come down. The villagers hear the commotion and comes to the beanstalk, cheering Jack on as he climbs. | Jack, Jack's Mother, The Villagers | This is a longer scene however it has a simple structure. The Villagers might be the most challenging aspect of the scene for students to grasp |
| 5 | 04:41 - 05:19 | 38s | Jack slowly climbs up the beanstalk, waving to his unseen mother and villagers below. | Jack | PROVIDED AS EXAMPLE SOUND Short scene, only shows jack climbing up the beanstalk. Could be combined with Scene 4 OR 6. |
| 6 | 05:19 - 06:23 | 64s | Jack climbs to the top and is greeted to an island oasis with a giant crescent moon and a dark sky. Jack is tired and falls asleep on the ground while the Fairy Godmother appears on the moon. The Fairy Godmother wakes Jack up and explains his quest now he's reached the top of the beanstalk. | Jack, Fairy Godmother | This includes an establishing shot for the "Fantasy World" of the Giant. It also includes special effects. |
| 7 | 06:23 - 08:30 | 127s | Jack arrives to the castle and meets the Giant's Wife. He explains to her his plans, and she is willing to help. When the Giant arrives, his wife hides Jack in a cauldron. The Giant's wife brings the Giant food, drink, bags of money, the chicken, and a harp. | Giant's wife, Jack, the Giant | Part One of Two of the Giant's scene. This is a bit long, however this scene connects Jack's dream to the Giant. |
| 8 | 08:30 - 09:09 | 39s | The Giant falls asleep after receiving his gifts. Jack takes this opportunity to climb out of the cauldron and take the Giant's riches. He almost escapes, but the Giant wakes up and begins to chase him. | Jack, The Giant, Giant's wife | Part Two of Two of the Giant's scene. Second part of scene, shorter, Jack's escape. |
| 9 | 09:09 - 10:26 | 77s | Back in Jack's front yard, his mother walks outside to check on the beanstalk. She sees Jack climbing down while he starts throwing down bags of money. When Jack gets to the bottom, he tells his mother to grab an axe and proceeds to chop down the beanstalk. The Giant proceeds to fall from the top and gets covered in beanstalk and vines on his crash down to earth. The Fairy Godmother then appears and rewards Jack by turning him into a king. | Jack, Jack's Mother, Fairy Godmother, The Giant | Grand Finale. The giant falling to his death could be disturbing, however, it is very theatrical and not confirmed that he died. |
| 10 | 10:26 - 10:40 | 14s | Jack and his mother now live in the lap of luxury! | Jack, Jack's Mother | Final 14 seconds could be included with scene 9. Very short, just shows Jack and his mother in fancy dress. |
| | 10:40 - 10:52 | 12s | Library Identification Cards | none | no |