

CHAPTER IV

FINDINGS AND DISCUSSION

A. Synopsis of the Movie

In a prologue, we see King Fergus and Queen Elinor in a forested area, celebrating the birthday of their young daughter, Merida. Though Elinor happily plays with Merida, she grows perturbed when Fergus gives the little girl her own bow and set of arrows.

In a prologue, we see Lord Fergus and Lady Elinor in a forested area, celebrating the birthday of their young daughter, Merida. Though Elinor happily plays with Merida, she grows perturbed when Fergus gives the little girl her own bow and set of arrows. As Merida tries to hit a target, one of the arrows sails off into the forest nearby. Merida runs off and retrieves it, but soon encounters a glowing blue will-o-the-wisp. Going back to her parents, she tells what she saw, and her mother explains that they can lead a person to their destiny. Suddenly, the mood is broken as an enormous black bear enters the camp grounds. Merida and her mother quickly take leave as Lord Fergus and his men fight against the bear.

Time passes, and we see that Lord Fergus has lost his leg to the bear. In the time that has passed, Lady Elinor has given birth to three mischievous boys (triplets), and Merida is now a teenager. While her mother wants her to be proper, Merida is more intent on practicing archery, and journeying off in the forest.

One evening, a messenger brings word that the 3 neighboring clans have accepted the offer to fight for Merida's hand in marriage. Naturally, the young woman is not at all happy with this situation. Elinor explains to her daughter that the clans must be kept in harmony, or chaos may reign. She relates the story of how the clans were descended from four brothers, but one of them wanted more power than the others, and caused the balance of power to crumble. Even so, this does little to quell Merida's resentment of the betrothal.

The three clans soon arrive, and Lords MacGuffin, Macintosh, and Dingwall arrive with each of their sons. Per tradition, each of the first-born of the clans will fight in the event that the Princess chooses. This causes Merida to perk up, and she eagerly suggests archery. When it comes to the sport, almost none of the sons are good at the sport, but everyone is shocked when Merida appears before everyone, claiming that since she's a first-born as well, she'll be 'fighting for her own hand.' Elinor demands Merida stop, but she defies her mother, and makes a bulls-eye on each of the targets. Naturally, Elinor feels angry and humiliated at this, and both mother and daughter have a heated conversation in her room later on. Merida claims she does not want to be like her mother, and in anger, slashes a tapestry depicting the family, slicing a hole between her and her mother in the piece.

Upset by this as well, Elinor loses her temper, and throws Merida's bow in a fireplace nearby. Upset by this, Merida flees the castle. Unseen by Merida, her

mother regrets what she has done a few moments later, and manages to retrieve the bow from the fire. Merida flees to the forest, where she comes across a circle of stones, and several willo-the-wisps. Following them, she finds a small cottage inhabited by an old woman. The old woman claims she is just a wood carver, but Merida soon realizes she's actually a witch, when she notices an enchanted broom, and the woman's crow (which can talk!). Merida eagerly asks for a spell to change her mother, but the witch refuses, claiming she did a spell once before, and regretted it. However, Merida gets her to reconsider when she agrees to purchase all her wood carvings. The offer is too much to resist, and the witch brews a concoction that produces a small pie. Merida is instructed to give it to her mother, and she eagerly rushes off to do so.

Returning to the castle, King Fergus is doing his best to quell the Lords after the events of the tournament. Merida encounters her mother in the kitchen, and eagerly gives her the pie, but after one bite, Elinor claims she does not feel well. Merida happily leads her to her chambers, but soon her happiness that her mother will change turns to shock...when her mother turns into a black bear! Knowing that King Fergus will surely kill Elinor, Merida enlists the aid of her brothers to distract Fergus and the Lords, while she sneaks her mother out of the castle, and back into the forest. The two manage to find the witch's hovel, but find it is now empty.

A message left for Merida tells that the Witch has gone away until the next spring, and that the spell will become permanent within 2 sunrises. However, if Merida wants to reverse the effects, she has heeded some specific words, in regards to 'mending.' Merida is unsure just what this means, and the two sleep in the woods that evening, before having breakfast in the morning. Merida manages to catch some fish for her mother, but when her mother demands more, Merida tells her mother she will need to catch them herself. The mother and daughter bond over this method, but when her mother wanders off into the woods, Merida chases after her. However, upon finding her, her mother suddenly attempts to attack Merida, before returning to normal.

With less than 24 hours, it seems that if they do not find a way to reverse the spell, Elinor will lose her humanity, and become a bear forever! As they wander in the woods, the two come across the will-o-the-wisps again, and follow them. They are lead to a high mountain, and the ruins of a great castle.

Inside, Merida finds a stone tablet depicting 4 men, with one of them separated from the group. Soon, Merida realizes that she is in the castle in the legend her mother told her about, and soon makes the connection: The brother who attempted to seize power from his siblings went to the witch, and her spell turned him into a bear...powerful and stronger than his brothers, but he was unable to change back, and became a rampaging beast, the same one who took Lord Fergus' leg! Suddenly, the bear emerges from the darkness and attempts to

attack Merida. Elinor manages to save her daughter, and the two head back to the circle of stones.

However, Merida is now sure what needs to be done. The witch's spell mentioned mending, and Merida feels that if she can mend the tapestry she cut the day before, her mother will be saved.

B. Findings

There are two problems to be discussed in this study; they are the setting and the educational values through “Brave” movie. The descriptions of the setting and the educational values from “Brave” movie are written in the following:

1. Setting

Brave movie is an animated movie, but this movie took the setting inspired by the real place on Scotland’s landscape and history, they are Clan DunBroch castle inspired by Dunnottar castle. Initially, Merida’s DunBroch family castle was going to be set against a loch in the highlands. Yet after visiting Dunnottar castle, a stunning structure set on jutting cliff-side rocks just south of stonehaven in Aberdeenshire, the team decided to imitate its staggering surrounds by making DunBroch an outpost by the sea. Then, the standing stones at the forest inspired by Calanais standing stones and the view surround the castle like river, trees, forest inspired by Glen Affric. It is not clear from the film where in Scotland or when the film is set. The difficulty in assessing the historical setting stems from a number of anachronisms.

- a. Bears have likely been extinct in Scotland since the prehistoric era. (Whilst the main bears in the film are magical, stuffed bears are also shown.)
- b. Lord Macintosh is bedecked in Pictish woad paint, which was practised between the 1st to 3rd centuries CE. (Pictish stones are later being hinted as part of the Ancient Kingdom.)
- c. Lord Dingwall claims his son fought off an armada of 10,000 Romans. The Romans attacked Scotland, by land, during the 2nd century CE, and had left the area entirely by the 5th century CE.
- d. Lord MacGuffin and Lord Macintosh both claim to have fought off Vikings, who raided Scotland between the 7th and 11th centuries CE.
- e. Castles were not found in Scotland until the 11th century CE, but castle DunBroch appears ruined.
- f. Highland Dancing probably started in the 13th century CE.
- g. Merida's tight dress is distinctly Renaissance Italian, from the 14th century CE. Bagpipes date from the 14th century CE. Haggis was not documented until the 15th century CE.
- h. Tartan was not worn until the early 16th century CE, belted kilts not being common until the end of the century, and single kilts not until the end of the next.
- i. The formal Highland games were a Victorian invention, from the 19th Century. The welding helmet, as used by the witch, was invented in 1937.

(According to Katherine Sarafian as Film Producer, Brave is set in the 10th to 12th centuries CE.)¹

2. Educational Values

This movie has many values that contain, responsibility, discipline, respect, honest, democratic, love peace, etc. Many of dialog that shown the values clearly and there are some that hidden, sometimes there is contained in a dialog between the lines, body language or gestures.

C. Discussion

In this part the problem in the movie that discussed based on what has been analyzed, the results that have been found will be described and classified as follows:

1. Setting

There are three types of setting found in “Brave” Movie; they are the setting of place, time and culture.

a. Setting of Place

1) Location (Lc)

This relates to broad categories such as a country, state, region, city, and town, as well as to more specific locales, such as a neighborhood, street, house, school and other locales.

¹ <http://disney.wikia.com/brave> 27 September 2016 retrieved (16.05)

a) Castle

The dialog between the servant at the minutes of (00:09:21-00:09:23)

Servant I : Good day, princess

Servant II : I cannot find the salt. Where did you put it?

Servant I : *It was over there a minutes ago, the last time I looked at it.*

Servant's dialog took place at the kitchen, when they looked at the salt before they cannot find the salt and the salt always put at the kitchen. This scene happens when Merida come back to the castle and took some cake in the kitchen, when the servant said "It was over there" it refer to kitchen.

When King Fergus greeted the four clans at the minutes of (00:18:47-00:19:00)

King : *So, here we are! The four clans! Uh....gathering...uh...for...*

Queen : The presentation of the suitors

King : The presentation of the suitors

King Fergus said "*here we are*" in that scene took place at main hall, word "*here*" refer to the castle, his dialog told that the four clans have arrived at the clan DunBroch castle to the presentation of the suitors. They greeted by King, Queen and

Princess Merida in the main hall of the castle all at once presenting their sons as a suitor.

Dialog between Queen Elinor and Merida at the minutes of (00:36:42-00:36:52)

Queen : *Well, you're home now, so that's the end of it.*
Merida: *Honestly?*
Queen : *I've pacified the lords for now. You're father is out there 'entertaining' them.*

The dialog of Queen Elinor “*Well, your home now,*” that is told that Merida has arrived at the castle because their home in the castle so this scene took place at castle. And the second words “*you're father is out there*”, the word of “*out there*” told that the King is out there at the main hall of the castle to entertain the lords that angry with what Merida's done before.

The dialog between Queen Elinor and Merida at the minutes of (00:37:43-00:38:14)

Queen : *Now, why don't we go upstairs to the lords and put this whole kerfuffle to rest?*
Queen : *I'm woozy suddenly; oh my head's spinning like a drop!*
Merida : *Mom?*
Queen : *Merida! Ah! Will you take me to my room?*

The dialog of the Queen “*why don't we go upstairs*” told that the setting, they are in downstairs or kitchen and the Queen

Elinor want to go to the upstairs to the lords gathered. And then the next dialog “*will you take me to my room?*” told that the Queen still in downstairs but she cannot continue her step because her head is spinning and she asked the Merida to bring her to the Queen’s room.

The dialog of Lord Dingwall to other lords at the minutes of (00:41:43-00:41:45)

King : Everybody, follow me and keep a sharp eye.
L. Dingwall : *Here we go another hunt through the castle.*

This dialog took place at castle because Lord Dingwall said “*here we go another hunt through the castle*” the word “*castle*” is refer to setting of place. In that scene Lord Dingwall heard the King command to follow him for check something that is not right and compromising around the castle.

The dialog between Merida and her mom that have transformed become a bear at the minutes of (00:41:56-00:42:04), (00:43:10-00:43:16) and (00:43:54-00:44:01)

Merida : *Mom, you can’t go out there! Wait! What are you doing?*
Merida : *Would you listen to me? We can’t go this way. You’ll be seen. Quick this way!*
Merida : *A witch turned mom into a bear. It’s not my fault. We’ve got to get out of the castle. I need*

your help.

The first Merida's dialog "*Mom, you can't go out there*" told that her mom took the wrong way so Merida tried to stop her mother. The setting is still on the castle because word "*there*" refers to castle corridor. The second dialog "*we can't go this way, quick this way!*" Based on the scene of movie, Merida thought they can escape if take the right way, but her mom take the way in the left. This scene took place at castle corridor too. And the third dialog "*We've to get out of the castle*" this dialog told that they are still in the castle but tried to go out of the castle to escape from King's pursuit.

Dialog between the King and the lords at the minutes of (00:45:23-00:45:25)

L. MacGuffin : *You can see my house from here.*
L. Dingwall : It must have sprouted wings.
L. Macintosh : *Bear in the castle!* Doesn't make a sense. It cannot open doors. He's got big giant paws.
King : *Let's just get inside.* It's locked.

Lord Macguffin said "*from here*" mean of the word is when they were in the tower they can sees his home, and then dialog "*bear in castle*" and "*let's just get inside*" shown that they

are in the castle. So the setting when he talked is in a tower of the castle. All of the dialogs above took place at the castle tower.

Still Merida's dialog between her mother (bear) in a minutes of (01:04:01-01:04:08)

Merida : *I know! I know! But how do we get you through there and up to the tapestry with the lot of them boiling over like that?*

The word "through there and up to the tapestry..." refers to family's room where the tapestry that put and as we know at the movie in this scene they are behind the door of the castle peek everybody from outdoor and tries to find the way to go up the tapestry without detected by king and the lords.

Dialog between Merida and the Lords at the main hall at the minutes of (01:09:27-01:09:41)

Merida : *Everyone! To the cellar! Let's crack open the King's private reserves to celebrate.*
King : *Who! Who! Who, bring them tiny glasses...*

Dialog told that they should be going to cellar to celebrate their peace spontaneity from the main hall, because camouflage of her mother almost detected. In this scene Merida succeeded deceive all people to help her mother. This scene and this dialog took place at main hall of castle.

Dialog between the King and Merida at the minutes of (01:11:19-01:11:25)

Merida : No, dad! Don't hurt her!
King : *Get out of here!* Merida! No!

King's dialog "*get out of here*" told that the king asked Merida to go out from the room, because there is a danger bear and can hurt her if Merida still in that room. In this scene the King found his daughter with a bear, he worried if Merida will get hurt by the bear, King asked her to go back from that place and get ready to attack the bear without knowing the bear is his wife. This dialog took place at in front of the door of family's room in the castle.

b) Other Locales

Dialog of Merida when she told her family about what experience that she have done at the minutes of (00:10:25-00:10:33)

Merida : *I climbed the Crone's Tooth and drank from the Fire Falls.*
King : Fire falls? They say only the ancient kings were brave enough to drink the fire.

The dialog told that Merida was came to the Crone's Tooth and climbed it and then drank from the fire falls, this scene show that Merida can climbed the Crone Tooth by herself without any help. So the setting are in the Crone's Tooth and fire falls. This

scene took place at the dining room when they have dinner and in that time Merida tell what she has done just now at the forest.

The dialog when Merida following the wisp with Angus his horse and when she talk with the witch. At the minutes of (00:31:02-00:31:03), (00:32:46-00:32:48) and (00:33:04-00:33:06)

Merida : *Why would the wisp lead me here?*
Merida : *That's why the wisp led me here!*
Merida : *No, the wisps lead me here!*

Merida's dialogs "*why would the wisp lead me here?*" word "*here*" told that the situation bring Merida to the new setting of place or new location, it is refer to the cottage. Before Merida follows the wisp she stops at the ring of stone in the middle of forest. This scene took place at witch's cottage.

Merida's dialog when she tries to find witch's cottage at the minutes of (00:47:08-00:47:24)

Merida : *Where are the wisps? Come out wisps. Come on out! Lead me to witch's cottage! I'm here. Fine, don't come out now that my mom's watching!*

The dialog shows that Merida cannot find the witch's cottage and ask the wisp to appear and lead her again to the cottage. As we know in the previous scene, Merida found a wisp

that led her to the witch's cottage when Merida was in the ring of stone. This dialog took place at the ruin of stone in the forest.

Witch's dialog in cauldron with a ghostly image of the witch at the minutes of (00:49:10-00:49:35)

Witch : *Welcome to the Crafty Carver, home of bear themed carvings and novelties. I am completely out of stock at this time, but if you'd like to inquire about a portrait or wedding cake toppers, pour vial one into the cauldron. If you'd like a menu in Gaelic, vial two. If you're that red-haired lass, vial three. To speak with a live homunculus...*

The dialog of witch told that they are in the Crafty Carver, home of bear themed carvings and novelties. This scene is when Merida enters to the cottage and she and her mom can not find the witch, but the witch leave a message at the cauldron with pour the vial three. It is mean the setting in this scene inside the witch's cottage.

c) Street

Still in Merida's dialog at the minutes at (00:47:27-00:47:34)

Merida : *I was standing right here and the wisp appeared right there! Then a whole trail of them led me off into the forest.*

Merida : Does she think that I just happened upon a witch's cottage?

Merida's dialog explain that she had came to the ring of stone before and saw the wisp, it's explain in dialog "*I was standing right here and the wisp appeared right there*". In this movie Merida is not only say the dialog to show the set of place but also with body language, she pointed where the place by hand. This dialog took place at the way in ring of stone.

The Merida's dialog after Merida and her mother walking a while in the forest and stop at the minutes of (00:48:00-48:19)

Merida : *Oh, mom! I know this place. The witch's cottage is this way! Come on! Hurry!*
Merida : I can't believe it! I found it!

The scene took place at the street or way; Merida finally can remember the place and find the way to the witch's cottage. Before this scene is when Merida looking for the wisp that ever bring her to the witch's cottage but she can not find it, so Merida tries to remember the ways that she have pass through. The setting in this scene is in the forest, way to the witch's cottage.

d) Forest

Dialog between Merida and her mom (Bear Queen) at the minutes of (00:53:27-00:53:36)

Merida : *Find those by the creek, did you? They're Nightshade berries. They're poisonous.*

Merida's dialog told, the fruit (Nightshade berries) that poisonous took by her mother from the creek. Her mother took everything that she need for breakfast in the forest without knowing about poison, worm or anything and prepared it for Merida at the table on the forest.

Merida's dialog after escaping from a bear called Mor'du at the minutes of (01:02:29-01:02:40)

Merida : *Mom, we need to get back to the castle. If we don't hurry, you'll become like Mor'du! A bear! A real bear forever! Mend in the bond torn by pride. The witch gave us the answer. The tapestry!*

In Merida's dialog took place at the forest exactly in the ring of stone after escaping from the Mor'du and asked her mom to get back to the castle. In this scene Merida can escape from Mordu because of her mom, they run fastly into forest without realize that they are almost crash the stone.

e) Ruin of Throne

Merida's dialog when they walk around the ruins at the minutes of (00:59:14-00:59:27)

Merida : *Mom, look! Why did the wisps bring us here?*
Merida : *Whoever they were, they've been gone for a long long time...*

Merida's dialog "*bring us here*", word "*here*" it is mean they took place at the ruins of throne. The wisp led them to that place. In this scene, the Queen as bear interested to the wisp and Merida follow it at last they arrived in a place that they never know, the place like ruin of some building.

The Merida's dialog when she falls through the floor at the minutes of (01:00:04-01:00:29)

Merida : *It's....throne room. Do you suppose this could have been the kingdom in that story you were me? The one with the princes?*

Merida's dialog told that she fall to the hole of throne room an ancient kingdom story that has told by her mother before. The location of this scene in the ruins of throne and in that scene she fell into hole between the ruins and she realize that the place is throne from her mother story because before they enter the ruin, Merida saw the two axe symbol in the gate, it is mean the ruin is the kingdom in the story.

2) Geography (Geo)

This refers to specific aspects of water, landforms, ecosystem and topography in setting. Geography also includes climate, soil, plants, trees, rocks, minerals and soils. Geography can create obvious influences in a story like a mountain a character must climb, a swift-running river he must cross or a boreal forest he must traverse to reach safety. No matter where a story is set, whether it is a mountain village in the Swiss Alps or an opulent resort on the Florida coast, the natural world with all its geographic variations and influences must permeate the story.

a) The dialog of Merida at the forest at the minutes of (00:47:08-00:47:34)

Merida	:	Where are the wisps? Come out wisps. Come on out! Lead me to witch's cottage! I'm here. Fine, don't come out now that my mom's watching!
Merida	:	I was standing right here and the wisp appeared right there! <i>Then a whole trail of them led me off into the forest.</i>

Merida's dialog explains that in the forest, beside danger there is a magic too. The wisp is the magic that appeared in the forest, exactly at the stone of ring and there is a witch's cottage too in the depth of forest. And in that scene Merida tries to explain to her mom that she really saw the wisp at last she met the witch that gives her a spell.

b) Merida's dialog to her mother at the minutes of (00:53:27-00:00:53:30)

Merida : *Find those by the creek, did you? They're Nightshade berries. They're poisonous.*

Merida's dialog explains, the berries that found by the creek at the forest is poisonous fruit, it called nightshade berries. In this scene the Queen as a bear tries to make a breakfast for them, she took the berries from the creek without knowing it is poisonous fruit and after Merida said that the fruits is poisonous she threw up the berries.

b. Setting of Time

1) Time of Year (Ty)

The time of year is richly evocative and influential in fiction. Time of year includes the seasons, but also encompasses holidays, such as Hanukkah, Christmas, New Year's Eve, and Halloween. Significant dates can also be used, such as the anniversary of a death of a character or real person, or the anniversary of a battle, such as the attack on Pearl Harbor.

a) Dialog between Queen Elinor and young Merida at the minutes of (00:01:18-00:01:45)

Queen : Where are you, you little rascal? I'm coming to get you!

Queen : Hmm... *Where is my little birthday girl*, hmm?
I'm going to gobble her up when I find her!

Queen's dialog told, in that day is young Merida's birthday and they are playing hide and seek. This scene placed at the field in the back of castle. "Birthday" included in significant date in time of year of setting in scene.

- b) Dialog between King Fergus to his daughter Merida at the minutes of (00:01:56-00:02:07)

Merida : Can I? Can I? Can I? Can I? Please, can I?
King : Not with that. Why not use your very own?
Happy Birthday my wee darling!

King's dialog told that the King gave young Merida a gift and as we know at the scene on the movie, the gift is a bow for her. The same explanation, birthday included in setting. But more significant setting, it is time of year.

- c) In Merida's monolog when she become an adult. At the minutes of (00:05:11-00:05:15)

Merida : *The story of how my father lost a leg to the demon bear Mor'du became a legend.*

The dialog told that the story of King Fergus fight with Mor'du became a legend, while Merida monolog the scene is when her father, King Fergus practicing a sword and fight exercise in the

castle terrace, so the incident that become “legend” can include to significant date of time of year.

d) Dialog between Queen Elinor, King Fergus and Merida at the dinning room at the minutes of (00:12:03-00:12:11)

King : Merida...
Queen : *The lords are presenting their sons as suitors for your betrothal.*
Merida : What!?!

Queen’s dialog told that Merida will marriage as their tradition rule that the princess require to marry the prince from other kingdom. In this scene when the Queen conveys the meaning of letters Merida felt shocked and reject the decision of her mom. This event the betrothal included to the time of year in setting scene.

e) Dialog between Merida and Queen Elinor at the minutes of (00:12:57-00:13:08)

Merida : *Mother! Suitor! Marriage!*
Queen : Once there was an ancient Kingdom
Merida : Aaah! Mom! Ancient Kingdom!

Merida’s dialog told that Merida complain with Queen’s decision because she don’t want to marriage. In this scene when Merida washed against her sword to the bed pole to release her

vexation. The word “Marriage” included to the time of year in setting scene.

f) King’s dialog when he and Queen greeted the suitors at the minutes of (00:18:46-00:19:00)

King : So, here we are! The four clans!
Uh...gathering...uh...for..
Queen : *The presentation of suitors!*
King : *The presentation of suitors!*

This scene when King and Queen are greeting the lords and suitors at their kingdom in main hall of DunBroch Castle and each of clan presenting their sons. This even included to the time of year because this even is part of marriage.

g) Dialog of Queen with lords at the minutes of (00:22:12-00:00:22:25)

Queen : *Now then, where were we? Ah, yes. In accordance with our laws, by the rights of our heritage, only the first born of each of the great leaders may be presented as champion.*

The Queen dialog told that the Queen try to clear the situation and talked about the challenge as their laws with the rule only first born of each of the great leaders may be presented as champion, and this event is part of betrothal so this event include too in time of year of scene movie.

h) The dialog between Merida and lords at the main hall of the castle at the minutes of (01:05:20-01:05:41)

L. MacGuffin : What is this?
Merida : That kingdom fell into war and chaos and ruin.
L. Macintosh : We've all heard that tale...lost kingdom...
Merida : Aye, but it's true, I know how one selfish act can turn the fate of a kingdom.
Other Voice : Aaaaah...it's just a legend.
Merida : *Legends are lesson; they ring with the truths...*

Merida's dialog told that Merida is telling the legend story and try to make up the situation with the content of story and connect the story with their problem and their peace kingdom. The story is legend in their castle so it included in time of year in movie scene.

i) Merida's dialog between King and Lords at the minutes of (01:07:11-01:08:02)

Merida : *I decide to do what's right and...and...and...break tradition.* My mother, the Queen, feels uh, in her heart, that's...that we be free to write our own story, follow our heart and find love in our time.

Meaning of Merida's dialog "Break Tradition" the Queen agreed to change the tradition that they have obeyed for a long time ago and let the Merida choose her fate by herself. Queen Elinor gave Merida a chance to choose her fate. Their tradition is princess betrothal, so this event included in time of year.

2) Time of Day (Td)

Scenes need to play out during various times or periods during a day or night, such as dawn or dusk. Readers have clear associations with different periods of the day, making an easy way to create a visual orientation in a scene.

a) Dialog between Merida and Queen at the minutes of (00:03:21-00:03:38)

Merida : They are real
Queen : Merida! Come home, sweetheart *we're leaving now...*
Merida : I saw a wisp I saw a wisp

Queen's dialog "we're leaving now" explains that Merida should be back to her parents in that time. This scene happen after Merida saw the wisps that lead her to back to her parents and she told her parents what she saw just now directly.

b) Queen's dialog when she train Merida at the minutes of (00:06:33-00:06:36)

Queen : Doesn't stuff your gob! [At bedroom]
Queen : *Rises early!*

The dialog told that Merida wake up at the morning because she is a princess and should be like a princess. The setting of the day is when the word "rises early" shows what is happening in the

morning and in that time is before the sun raises to about 06:00 AM.

c) Dialog between King Fergus and Queen Elinor at the minutes of (00:38:42-00:38:54)

Queen : *Presently, now, if you'll excuse us*
King : Elinor looks! It's Mor'du!
King : Elinor? Are you alright dear?

Dialog of Queen told that Queen want to go to her room in that time because she woozy suddenly because a cake that Merida have given to her mother and in that time the lords ask the question about Queen's decision of the betrothal in that time but the Queen delay the decision and asked them to wait until she feel healthier and asked Merida for bring her to her room, and the setting showed in word "now" it is mean in that time exactly.

d) Merida's dialog between the Queen at the minutes of (00:51:22:00:52:19)

Merida : *We'll short it tomorrow*
Queen : Brave little girl. Hey wee lassie...I'm here. I'll always be right here.

In Merida's dialog there is sentence "we will short it tomorrow" it is mean that Merida said to her mother they will try to solve their problem tomorrow and not in that time, in the middle

of forest and it was raining. The time show when Merida said tomorrow.

- e) Dialog between Merida and her mother when she turn to a real bear at the minutes of (01:10:19-01:10:58)

Merida : Mom! Mom, not now mom! No, please, not now! Mom!
King : Elinor, dear, you'll never guess who just solve our little suitor's problem. ELINOR!!!!

In Merida's dialog "not now mom" it explain that Merida ask her mother aware of her transformation to real bear. The time show that Merida ask in that time, the time is not later or before but ongoing. In that scene, Merida tries hard to control her mother because her mother sometime change like a real bear and the King looking for the queen at her room to tell his wife that he proud of Merida that have solved suitors problem.

- f) Merida's dialog when she wanted her mother's transform to a real human at the minutes of (01:19:51-01:20:02)

Merida : *The second sunrise!*

When Merida said the second sunrise, it is mean that the word showed the time of scene. This scene when the King, lords, and Merida have killed the Mordu in that time Merida realize the second sunrise that the time limit for her mother transform become human again is coming.

3) Elapsed Time (Et)

The minutes, hours, days, weeks, and months a story encompasses must be somehow accounted for or the reader will feel confused and the story will suffer from a lack of authenticity. While scenes unfold moment by moment, there is also time to account for between scenes, when a flashback is inserted, and when a character travels a long distance.

- a) The crow's talking dialog when Merida want to pay the spell to the witch using her necklace at the minutes of (00:33:28-0033:41)

The Witch : Oh my...lovely, that is!
The Crow : *That'll set up for months*
Merida : Every carving and one spell.

Dialog told that Merida's necklace for pay the spell can be use for months. In this setting Merida persuade the witch to give her a spell with pay the witch a precious necklace and she did it, the witch excuse her. Setting of time included time of day showed in "set up for months". Word "for months" is future time so this thing included to elapsed time in setting of time.

- b) Dialog between Witch and Merida at the cottage at the minutes of (00:35:36-00:35:54)

The Witch : *Expect delivery of your purchase within a fortnight.* Oh! Oh! What was the thing about the spell?

Merida : Did you say something...about...the spell?

The witch's dialog means that Merida's purchase will delivery until 2 weeks. So, the setting of time and it showed at the word "fortnight". In this scene is when Merida wants to go back while the witch says the carving that Merida has bought is delivery within a fortnight. Fortnight is future time so this thing included to elapsed time in setting of time.

c) Dialog between Merida and the triplet at the minutes of (00:44:03-00:44:11)

Merida : *Oh! Alright! You can have my dessert for two...three weeks!*

Merida : *Okay...fine! A year!*

Merida's dialog told, for the reward of the triplet help (help Merida escape from the castle) Merida promised that the triplet can have her dessert a year. The words "two...three weeks" and "a year" showed clearly that are elapses time in setting of time.

c. Setting of Culture

1) Eras of Historical (Hi)

Important events, wars, or historical periods linked to the plot and theme might include the Civil war, World War II, medieval times, the Bubonic Plague, the gold rush in the 1800s, or the era of slavery in the South.

- a) Dialog between Queen Elinor and young Merida at the minutes of
(00:01:19-00:02:07)

Queen : Where are you, you little rascal? I'm coming to get you!
Queen : Hmm... *Where is my little birthday girl*, hmm? I'm going to gobble her up when I find her!
Merida : Can I? Can I? Can I? Can I? Please, can I?
King : Not with that. Why not use your very own? *Happy Birthday my wee darling!*

The Queen's dialog told, in that day is young Merida's birthday and they are playing hide and seek, and Merida got a gift from her father. Birthday included in important event in time of culture of setting in movie's scene.

- b) In Merida's monolog when she become an adult. At the minutes of
(00:05:10-00:05:15)

Merida : *The story of how my father lost a leg to the demon bear Mor'du became a legend.*

The dialog told that the story of King Fergus fight with Mor'du became a legend, this scene is when Merida's monolog she tell the story how her father lost his one leg when he fight with a bear Mor'du and that event become a legend. That incident can include to important event in time of culture (historical important).

c) Merida and Queen dialog at bedroom at the minutes of (00:13:03-00:13:46)

Merida : Aah! Mom! Ancient kingdom!
Queen : *Its name long forgotten, ruled by a wise and fair king who was much beloved. And when he grew old he divided the kingdom among his four sons. That they should be the pillars on which their piece of land rested. But the oldest prince wanted to rule the land for himself, he followed his own path and the kingdom fell, from war and chaos and ruin.*
Merida : That's a nice story
Queen : It's just a story, Merida. *Legends are lessons and they ring with truths!*

Queen's story is a legend in their kingdom and the Queen told it to Merida that complains about her betrothal. When Merida complains about her betrothal the Queen instead the legend story that famous in their place and everyone know about the story. The legend story can include to important event in time of culture (historical important).

d) The dialog between Merida and lords at the main hall of the castle at the minutes of (01:05:19-01:05:40)

L. MacGuffin : What is this?
Merida : That kingdom fell into war and chaos and ruin.
L. Macintosh : We've all heard that tale...lost kingdom...
Merida : Aye, but it's true, I know how one selfish act can turn the fate of a kingdom
Other Voice : Aaaaah...it's just a legend
Merida : *Legends are lesson; they ring with the truths...*

Merida's dialog told that Merida is telling the legend story and try to make up the situation with the content of story and connect the story with their problem and their peace kingdom. The story is legend in their castle so it included in important event in time of culture (historical important) in movie scene.

2) Social (Soc), Political (Pol) and Cultural (Cul)

Cultural, political, and social influences can range widely and affect characters in many ways. The social era of a story often influences characters' values, social and family roles and sensibilities.

a) When the Queen want to hold a betrothal for Merida as a princess at the minutes of (00:12:06-00:12:15)

Queen : *The lords are presenting their sons as suitors for your betrothal.*
Merida : What?
Queen : The clans have accepted!
Merida : Dad??

Queen's dialog told that as their culture they have to hold the betrothal with other clans. In that scene after the Queen accept the letters from three clans about Merida's betrothal have accepted and she explain it to Merida but Merida reject it.

b) When the Queen explain about how to do the champion at the minutes of (00:22:12-00:22:25)

Queen : Now then, where were we? Ah, yes. *In accordance with our laws, by the rights of our heritage, only the first born of each of the great leaders may be presented as champion.*

Queen's dialog told clearly the champion rules is their heritage, law and their culture. In this scene is when the lords is fighting with other clans and in the middle confusion the Queen drag the lords in the front of and tries to continue the agenda.

Table 1.3 (Table of Setting)

No	Setting	Scene	Description Scene	Dialogue
1	Place	Scene 19	Merida enter the castle by the kitchen and take some cookie	<i>It was over there a minutes ago, the last time I looked at it.</i>
2		Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his great story about fight with Mordu in dining room.	<i>I climbed the Crone's Tooth and drank from the Fire Falls.</i>
3		Scene 26	When King Fergus waiting for greet the lords in the main of castle. And the triplet cut guardian's mustache.	<i>So, here we are! The four clans! Uh...gathering...uh...for...</i>
4		Scene 30	After follows the wisp, Merida enter to the cottage and looking around inside. She meets the witch and bought a spell.	<i>Why would the wisp lead me here?</i>
5				<i>That's why the wisp led me here!</i>
6				<i>No, the wisp leads me here!</i>
7		Scene 31	At the castle, the King tries to entertain the anger lords	<i>Well, you're home now, so that's the end of it.</i>

8			because last incident in competition and Merida prepare her magic cake to her mother.	<i>You're father is out there 'entertaining' them.</i>
9				<i>Now, why don't we go upstairs to the lords and put this whole kerfuffle to rest?</i>
10				<i>Merida! Ah! Will you take me to my room?</i>
11		Scene 34	The king smells something is not true. In fully cry, King Fergus and the clans hunt the bear together	<i>Here we go another hunt through the castle.</i>
12				<i>Mom, you can't go out there! Wait! What are you doing?</i>
13				<i>Would you listen to me? We can't go this way, you'll be seen. Quick this way.</i>
14				<i>We've got to get out of the castle. I need your help.</i>
15				<i>You can see my house from here.</i>
16				<i>Bear in castle?!</i>
17				<i>Let's just get inside.</i>
18				Scene 35
19		<i>I was standing right here and the wisps appeared right here! Then a whole trail of them led me off into forest.</i>		
20		<i>Oh, mom! I know this place. The witch's cottage is this way! Come on! Hurry!</i>		
21		<i>Welcome to the Crafty Carver, home of bear themed carvings and novelties.</i>		
22		Scene 37	Merida and her mother looking for fish to the river for breakfast and when bear	<i>Find those by the creek, did you?</i>
23				<i>Mom, look! Why did the</i>

			queen go to forest because she became a whole bear and then aware, the wisps appear and lead them again to different place.	<i>wisps bring us here?</i> <i>It's....throne room.</i>
24				
		Scene 38	When her mother helps Merida to escape from Mordu, they run to the forest again and accidentally crashed into one of the ring of stone. Merida asked her mother to go to castle to repair the tapestry that she slash before, and she sure the tapestry the curse will gone and her mother can be a human again.	<i>Mom, we need to get back to the castle.</i>
25				
		Scene 40	When Merida enter to the main hall for stop the fight of lord and shift their attention so her mother can go to upstairs safely.	<i>I know! I know! But how do we get you through there and up to the tapestry with the lot of them boiling over like that?</i>
26				
				<i>Everyone! To the cellar! Let's crack open the King's private reserves to celebrate</i>
27				
		Scene 41	Merida tries to interpret the witch's enigma, they tries to sew the tapestry, but her mom become a real bear and can't be control. King Fergus go to Elinor's room, he went to check Queen Elinor in her room, but he found nothing, just find the dress of queen that all torn up and the clans hunt the bear together, because he thinks that queen Elinor eaten by a bear.	<i>Get out of here!</i>
28				
	Time	Scene 1	When young princess	<i>Where is my little birthday</i>
29				

		Merida that birthday plays hide and seek with her mother Queen Elinor at the forest.	<i>girl, hmmm? Happy birthday my wee darlin!</i>
30			
31	Scene 2	When Merida (older) monolog talked.	<i>The story of how my father lost a leg to the demon bear Mor'du became a legend.</i>
32	Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his great story in dining room.	<i>The lords are presenting their sons as suitors for your betrothal.</i>
33	Scene 21	Merida striking her sword to the bedposts and the Queen come to her room and tell the legend story about ancient kingdom.	<i>Mother! Suitor! Marriage!</i>
34		When King Fergus waiting for greet the lords in the main hall of castle. And the triplet cut guardian's mustache.	<i>The presentation of suitors! Now then, where were we? Ah, yes. In accordance with our laws, by the rights of our heritage, only the first born of each of the great leaders may be presented as champion.</i>
35	Scene 26		
36		When Merida enter to the main hall for stop the fight of lord and shift their attention so her mother can go to upstairs safely.	<i>Legends are lesson; they ring with the truths... I decide to do what's right and...and...and...break tradition.</i>
37	Scene 40		
38	Scene 1	When young princess Merida that birthday plays hide and seek with her mother Queen Elinor at the forest.	<i>We're leaving now...</i>
39	Scene 8	When the Queen waking up Merida	<i>Rises early!</i>
40	Scene 32	Merida take her mom Queen Elinor to her room	<i>Presently, now, if you'll excuse us</i>
41	Scene 37	Merida and her mother looking for fish to the river for breakfast and when bear	<i>We'll short it tomorrow</i>

			queen go to forest because she became a whole bear and then aware, the wisps appear and lead them again to different place.	
42		Scene 41	Merida tries to interpret the witch's enigma, they tries to sew the tapestry, but her mom become a real bear and can't be control. King Fergus go to Elinor's room, he went to check Queen Elinor in her room, but he found nothing, just find the dress of queen that all torn up and the clans hunt the bear together, because he thinks that queen Elinor eaten by a bear.	<i>Mom, not now mom! No, please, not now! Mom!</i>
43		Scene 45	The queen bear runs and falls in the ring of stone. And the king can chase her to that place so bear queen can not escape from them, soon Merida help her mother from them. Suddenly a real bear Mordu come and attack them all, the bear queen helps them to kill Mordu and the magic begin.	<i>The second sunrise!</i>
44		Scene 30	After follows the wisp, Merida enter to the cottage and looking around inside. She meets the witch and bought a spell.	<i>That'll set up for months</i>
45	<i>Expect delivery of your purchase within a fortnight.</i>			
46		Scene 34	The king smells something is not true. In fully cry, King Fergus and the clans hunt the bear together	<i>You can have my dessert for two...three weeks! Okay... fine! A year!</i>
47	Culture	Scene 1	When young princess	<i>Where is my little birthday</i>

			Merida that birthday plays hide and seek with her mother Queen Elinor at the forest.	<i>girl, hmm? Happy Birthday my wee darling!</i>
48				
49		Scene 2	When Merida (older) monolog talked.	<i>The story of how my father lost a leg to the demon bear Mor'du became a legend.</i>
50		Scene 21	Merida striking her sword to the bedposts and the Queen come to her room and tell the legend story about ancient kingdom.	<i>Legends are lessons and they ring with truths!</i>
51		Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his great story in dining room.	<i>The lords are presenting their sons as suitors for your betrothal.</i>

1. Educational Values

The researcher watches the movie and read the script of the movie and tried to present some educational values as they are visualized in the movie. The educational values area set of values and virtues connected with education for example respect, discipline, creative, honest, responsibility, social care, etc. the forms of educational values revealed through “Brave” movie are related to educational values they are stated below.

a. Responsibility

- 1) Dialog when the king gives Merida her birthday gift at the minutes of (00:02:09)

Queen : *A bow, Fergus? She is a lady!*

Dialog told that the Queen have responsibility as a mother, she ask the king why he gave their daughter a bow. In that scene the Queen complains to the King about why he gives a bow weapon to her daughter whereas a princess is not appropriate using a weapon.

- 2) Dialog when the Queen angry with what about Merida have done at the minutes of (00:28:16)

Queen : *Merida, you are a princess! I expect you to act line one!*

Dialog told that the Queen asked Merida to take responsibility as her position that is a princess. In that time is the scene when the Queen drag Merida from backyard to the room because she mad with Merida and in that time Merida feel angry and cut the tapestry that her mom made.

b. Discipline

- 1) Dialog when the Queen teach Merida in a minutes of (00:06:13)

Queen : *A princess must be knowledgeable about her kingdom.*

In the scene and in dialog told the Queen teach Merida, as a princess she would know everything about her kingdom. In the scene the Queen teach Merida how to be a real princess, the perfect princess one of them is knowledgeable about the kingdom.

- 2) Dialog when Merida learn geography with her mother at the minutes of (00:06:17)

Queen : *She doesn't make doodles*

The dialog told that the Queen forbids Merida to make doodles while she learns. In this scene Merida should be focus at her study, but she did not follow Queen's command with draw a doodles about her mother to convey that she is bored with the lesson.

- 3) Queen's dialog when she forbids Merida to draw something when he learns at the minutes of (00:06:30)

Queen : *Princesses don't chortle.*

The Queen's dialog showed that the Queen forbids Merida do chortle because she a princess. In the scene Merida with her father King Fergus learn to domesticated the bird, but when Merida open it eye's cover, the bird peck her father and because Merida feel that was funny, Merida burned with laugh.

- 4) Queen dialog in the dinning room with Merida at the minutes of (00:06:33)

Queen : *Doesn't stuff her gob.*

Dialog told that the Queen asked Merida eat like princess. In the scene Merida want to eat big size when she glutted the chicken and

Queen forbid her because she a princess and should be eat like a princess.

- 5) When the queen walk around with King in the castle at the minutes of (00:06:41)

Queen : *And above all, a princess strives for...well, perfection.*

Dialog told that the Queen explain that the princess should be perfect. In the scene the Queen continue her explanation about what princess to do while walk around with king in the castle and Merida watching it.

- 6) Dialog in the dinning room when they dinner at the minutes of (00:10:08)

Queen : *Merida, a princess does not place her weapon on the table*

Queen : *A princess should not have weapon in my opinion.*

Again, the Queen forbid Merida put the weapon on the table, because it is not a princess's attitude. In this scene the Queen forbid Merida to put the weapon on the table, and she said that a princess should not have weapon.

- 7) When the Queen chew out the Merida's voice volume at the minutes of (00:12:30)

Queen : *A princess does not raise her voice.*

The Queen's dialog told that she forbid Merida to raise her voice as a princess. In that scene, Merida complain that she don't want to get married or do betrothal to her mother without realize she raise her voice and the Queen forbid her to do that as a princess.

- 8) Dialog between Merida and her mom at the family's room at the minutes of (00:27:36)

Queen : *I am the Queen! You listen to me!*

In the scene the Queen and Merida are debating about the problem that Merida made and her mother anger in family's room, so the dialog told that the Queen talked about her dominance in the kingdom as a Queen, so the princess must be listen to her.

c. Respect

- 1) Queen's dialog when she accepted the letters by Maudie at the minute of (00:11:04)

Queen : *Thank you...Maudie...*

The Queen felt thankful to the Maudie that bring her some letters with said "thank you, Maudie". In the middle of dinner Maudie as their servant bring the Queen some letter from Lord MacGuffin, Lord Dingwall and Lord Macintosh.

d. Teamwork

- 1) King's dialog when he smell something is not true at the minutes of (00:41:37)

King : *Everybody, follow me and keep a sharp eye.*

The dialog told that the king want to invite his friend's clans to check something that suspiciously. In this scene the King commands the lords to follow him for check the situation around the castle because she heard a noise like a bear growl loomed.

e. Religious

- 1) When Merida told her parents that she saw a will-o-the-wisps at the minutes of (00:03:54)

Queen : *Your father doesn't believe magic!*

Merida : *Well, he should, because that's true.*

Merida : *Why would the wisp lead me here?*

Merida : *That's why the wisp leads me here!*

The dialog told that they all believed in magic, wisp, witch or something like that, but the King didn't believe it. This thing included to religious because this story is about a kingdom and an animated movie that didn't talk about religious but talk about their credence.

f. Honest

- 1) Merida's dialog in dinning room with her family at the minutes of (00:10:24)

Merida : *I climbed the Crone's Tooth and drank from the Fire Falls.*

When Merida told the dialog, it really happen before she talked about it, so it included in value of honesty. In this scene Merida told what she did just now before she back to the castle, she climbed the Crone's tooth an escarpment and drank from the Fire Falls a water fall.

- 2) Dialog between the Queen and Merida at the dinning room at the minutes of (00:12:29)

Queen : *Honestly, Merida! I don't know why you're acting this way.*

Merida : *I will not go through with it! You can not force me!*

In the Queen's dialog, showed clearly that she said honestly don't know about Merida's reaction, but in Merida's dialog implied that she reject the decision of her mother and said the truth about her feeling. This scene when the King, Queen and Merida dinner.

- 3) Dialog at the Merida's bedroom at the minutes of (00:27:24)

Queen : *I don't believe you! I have just about had enough of you, lass!*

The dialog told that the Queen really mad of Merida and don't believe Merida have make that problem. In this scene the Queen really mad with Merida, her action is really uncontrolled and makes all of people ashamed because she broke over the rule.

- 4) When Merida and the witch dealing the carves and spell at the minutes of (00:33:12)

Merida : *I'll buy it all! Every carving!*

Merida : *I want a spell to change my mom. That will change my fate.*

In the dialog, Merida told the witch her aim to the spell and really wants to buy every carving with her necklace. In this scene Merida convey her purpose to change her mom in order that her fate be change too, so she persuade the witch with bought every carving and a spell that she want.

- 5) While the Witch makes the spell, she tells that there is someone asked the same thing a spell at the minutes of (00:34:09)

The Witch : *The last time I did this was for a prince.*

The Witch tells the true story, because someone that asks the spell is the prince from lost kingdom in their legend story and it was real. While the witch makes a spell she told Merida that someone (a prince) ever did the same thing like she did right now, that is bought a spell.

- 6) When the Queen asked about Merida's gown that dirty at the minutes of (00:36:39)

Merida : *Angus threw me. But, I am not hurt*

In the dialog that Merida said she threw by Angus but nothing happen to her. In the scene, Merida has turned to the castle and she met her mother, the Queen really worried about Merida and asked what happen with her gown that dirty. Merida old her mom she really threw by Angus to the ground at the middle ring of stone.

- 7) Merida's dialog to her mother when she showed how she went to the witch's cottage, and how the wisps lead her at the minutes of (00:47:26)

Merida : *I was standing right here and the wisp appeared right there! Then a whole trail of them led me off into the forest*

Merida's dialog told that she really saw the wisp, and the wisps lad her to the witch's cottage. In this scene Merida told her mom how she saw the wisp at first and where she saw it and where the wisps appeared and at last she enter to witch's cottage and bought a spell. The value of honesty in this dialog is Merida quite right happen to her, she didn't bat out the story.

- 8) When the Queen as a bear want to speak Merida using her growls at the minutes of (00:53:04)

Merida : *Sorry, I don't speak bear.*

The dialog told that Merida doesn't understand what her mother means because she talked with growls or with bear language and as a

human Merida tell the truth. In this scene the Queen as a bear try to talk “no weapon in the table” with bear language (growls) to Merida but Merida did not understand bear language.

9) Merida’s dialog to the lord in the main hall at the minutes of (01:06:28)

Merida : The story of this kingdom is a powerful one. My dad rallied your forces and you made him your king. It was an alliance forged in bravery and friendship and it lives to this day. But, *I have been selfish. I tore a great rift in our kingdom. There is no one to blame but me, and I now that I need amend my mistake and mend our bond. And so, there is matter of my betrothal...*

Merida’s speech is her true confession about her mistake and causing that awkward situation. Beside of that Merida use the legend story to make up the situation. In this scene Merida talks between the lords that fight before and she wan to calm the situation.

10) When Merida tries to explain to her father that the bear is her mother at the minutes of (01:12:03)

Merida : *It is your wife, Elinor!*
Merida : *Listen, you can’t! It’s your wife, Elinor!*
Merida : *Get back! That is my mother!*

In the dialog above told that Merida said that the bear is her mother, wife from King Fergus but the king didn’t believe it because he guess that Elinor the Queen is die because of bear attack.

11) When Merida regret her mistake and admit it because she make her mom become a bear in a minutes of (01:20:49)

Merida : *Oh! Mum, I'm sorry. This is my all fault. I did this to you, to us. You have always been there for me. You have never given up on me.*
Queen : *Oh, darling, we both have.*

Merida admits that she is doing the wrong thing that cause something that fatal to her mom, she crying and regretting her fault. In the scene Merida felt sorry to her mom, she crying and regretting because she make the problem for her mother and now she can not solve it.

g. Tolerance

1) When the King and Queen greeting the suitors clan at the minutes of (00:18:46)

King : *So, here we are! The four clans!
Uh...gathering...uh...for...*
Queen : *The presentation of the suitors*

The dialog told that the King and the Queen greeted the suitors its mean, they have attitude and actions that respects differences of clans and it included to value of tolerance. The scene when all the clans have arrived to the castle and the King accept them at the main hall of castle.

2) When the Queen asked the King and Merida to go the harbor for wave the clans of at the minutes of (01:23:23)

Queen : *They are off! Come on! We have got to wave them off! Come along!*

This dialog showed the tolerance to other clans, they wave the clans off at the harbor because they want to go back to their each place. This scene happen when the lords will turn back to their home and Queen asked Merida and the King to wave them off in the harbor of castle.

h. Democratic

- 1) When the Queen forbid Merida to put her bow at the table at the minutes of (00:10:11)

Merida : *Mum...it's just my bow.*

King : *Let her be! Princess or not, learning to fight is essential.*

Merida and King explain their different opinion to the Queen that a princess is essential to learning fight and use the weapon. This scene is when the Queen forbid Merida to put the weapon on the table then Merida said that she just put a bow and then the King supported her opinion with saying learning to fight is essential.

i. Social Care

- 1) When Mor'du came to attack them in the forest at the minutes of (00:04:01)

King : *Mor'du! Elinor Hide!*

The King helps his child and his wife from the bear it called Mor'du with asked they to hide. This scene happen after the King and the Queen celebrate the Merida's birthday in the forest, when they want to turned back to castle, there is a Mor'du want to attack the Queen and Merida, directly the King asked Queen Elinor to hide.

- 2) Dialog between Merida and the Lords in the main hall of the castle at the minutes of (01:06:05)

Merida : *Lord MacGuffin, my dad saved your life stopping an arrow as you ran to Dingwall's aid.*

Merida : *And Lord Macinthos, you save my dad when you charged in on heavy horse and held off the advance.*

Merida : *And we all know how Lord Dingwall broke the enemy line.*

Merida's dialog told that each the clans is interdependence to each other, they fought together to defend their land. In this scene Merida made bold to stop the fight of lords like the Queen did before with steady walk, elegant and tries clear speech.

- 3) When the King dialog told Merida to keep away from the bear at the minutes of (01:11:11)

King : *Merida, get back!*

King : *Mor'du or not, I'll avenge your mother! I'll not risk losing you!*

The King tries to protect Merida from the bear and want to kill it before he knows the bear is his wife Queen Elinor. In this scene the King saw that his daughter in danger because she close with the bear, directly he asked Merida to get back and he unsheathe his sword to the bear.

j. Friendly/Communication

- 1) When Merida back to the castle and meet the servant in the kitchen at the minutes of (00:09:19)

Servant I : *Good day, Princess...*

Servant's dialog showed the servant is friendly person with accosts the princess. In the scene Merida have turned back to castle from explore the forest and enter to the kitchen to dinning room. While she takes some cakes, a servant accosts her with say "good day, princess".

- 2) When the Witch welcome to the Merida at the cottage at the minutes of (00:49:11)

The Witch : *Welcome to the crafty carver, home of bear theme carving...*

The dialog told that Merida got welcome mat from the witch when she and her mother tries to solve the problem. In this scene, after Merida and her mom finally find the witch's cottage and they know

how to use the cauldron and vial, the ghost message witch welcome is appear.

- 3) Dialog when the King and the Queen greeted the suitors clans in the main hall of castle at the minutes of (00:18:46)

King : *So, here we are! The four clans!
Uh...gathering...uh...for...*
Queen : *The presentation of the suitors*

Dialog told that the King and the Queen welcome the suitors in their castle to presenting of the suitors. In this scene is shown the warm welcome from the King and Queen when they greeted all of clans and suitors in their castle.

- 4) Dialog after the Queen stopped the free fight at the minutes of (00:22:12)

Queen : *Now then, where were we? Ah, yes in accordance with our laws...*

Queen's dialog told that she wants to continue the greeting and explaining the champion qualifies. This scene happen when the queen successes to stop their fight between lords and tries to continue the agenda and the explanation about the rules how the champion to do.

k. Environmental Care

- 1) Dialog when the King asked the lord to follow him at the minutes of (00:41:43)

L. Dingwall : *Here we go another hunt through the castle.*

Dingwall said that they would go to hunt through the castle as King's command to check the castle saves. This scene when the King asked the people follow him to around the castle to check something and Lord Dingwall understand what the King want.

- 2) When Merida peek in the gate in the front of main hall at the minutes of (01:03:56)

Merida : There're going to murder each other. *You have to stop them before it's too late.*

Dialog when Merida asked her mother to stop the clan's enmity before they kill each other. In this scene Merida confuse how to bring her mom to the upstairs and take the tapestry whereas at the main hall all the lords are in red or anger and try to fight with each other clans.

1. Rewarding Achievement

- 1) When the King gives Merida a birthday gift at the minutes of (00:02:00)

King : Not with that. *Why not use your very own? Happy Birthday my wee darlin'!*

The dialog told Merida got a gift that is a bow in her birthday and reward because she like to archery. In that scene Merida want to tries her father's bow that too big for her and make her fell down, but in that time the King gives Merida her own bow as her birthday gift.

- 2) Dialog between Merida and her brothers the triplet at the minutes of (00:44:04)

Merida : Oh, alright! *You can have my dessert for two...three weeks! Okay...fine a year!*
Merida : *Now, I'll be back soon. Go on and help yourself to anything you want, as a reward.*

Merida's dialog told that she wants to give reward for her brother if they can help Merida escape from the castle. In this scene happen when Merida tries to explain why the Queen changes to be a bear to her brothers the triplet. She asked the triplet help to get out from the castle to help their mother but her brother ask the appropriate reward for them and Merida agreed it.

- 3) Merida's dialog when she want to shift their attention to her mother's camouflage at the minutes of (01:09:28)

Merida : *Everyone! To the stellar! Let's crack open the King's private reserves to celebrate!*

Merida's dialog told that she asked everyone to the stellar and enjoy the King's private reserves because they deserve it after making peace as a reward. In that scene Merida tries to help mother, because her mother camouflage almost detected.

m. Love Peace

- 1) Dialog between Merida and the lords at the minutes of (01:05:37)

Merida : Legend are lessons, they ring with truth. Our kingdom is young; our stories are not yet legend. But in them, our bond was struck, our

clans were once enemies. *But when invaders threatened us from the sea you join together to defend our lands. You fought for each other; you risked everything for each other.*

In this dialog, Merida called up their memory when invaders threatened them from the sea they join together to defend their lands. They fought for each other and risked everything for each other.

2) Merida's dialog when she admit her mistake at the minutes of (01:06:29)

Merida : The story of this kingdom is a powerful one. *My Dad rallied your forces and you made him your king. It was an alliance forged in bravery and friendship and it lives to this day.* But, I have been selfish. I tore a great rift in our kingdom. There is no one to blame but me, and I now that I need amend my mistake and mend our bond. And so, there is matter of my betrothal...

The dialog told that Merida admit her mistake and mend the bond and she jog they memory about how the King rallied their forces and they made him their king. It was an alliance forged in bravery and friendship and it lives to this day. Merida does not want to there are any enmity more.

Table 1.4 (Table of Educational Values)

No	Educational Value	Scene	Description Scene	Dialogue
1	Responsibility	Scene 1	When young princess Merida that birthday plays hide and seek with her mother Queen Elinor at the forest.	<i>A bow, Fergus? She is a lady!</i>
2		Scene 28	Queen Elinor bring Merida to her room and she got warmed up because Merida. The Queen spontaneous throw Merida's bow to the fire after Merida slashes the tapestry.	<i>Merida, you are a princess! I expect you to act line one!</i>
3	Discipline	Scene 4	When the Queen teach Merida about Geography knowledge.	<i>A princess must be knowledgeable about her kingdom.</i>
4				<i>She doesn't make doodles.</i>
5		Scene 6	When the King teach Merida how to play with a bird and the bird peck the King.	<i>Princesses don't chortle</i>
6		Scene 7	When Merida tries to stuff chicken into her mouth.	<i>Doesn't stuff her gob</i>
7		Scene 13	When the Queen still give an explanation of a princess to Merida.	<i>And above all, a princess strives for...well, perfection.</i>
8		Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his great story in dining room.	<i>Merida, a princess does not place her weapon on the table</i>
9				<i>A princess should not have weapon in my opinion</i>
10		Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his	<i>A princess does not raise her voice.</i>

			great story in dining room.	
11		Scene 28	Queen Elinor bring Merida to her room and she got warmed up because Merida. The Queen spontaneous throw Merida's bow to the fire after Merida slashes the tapestry.	<i>I am the Queen! You listen to me!</i>
12	Respect	Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his great story in dining room.	<i>Thank you...Maudie...</i>
13	Teamwork	Scene 34	The king smells something is not true. In fully cry, King Fergus and the clans hunt the bear together	<i>Everybody, follow me and keep a sharp eye.</i>
14	Religious	Scene 1	When young princess Merida that birthday plays hide and seek with her mother Queen Elinor at the forest.	<i>Your father doesn't believe magic!</i>
15	Honest	Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling his great story in dining room.	<i>I climbed the Crone's Tooth and drank from the Fire Falls.</i>
16				<i>Honestly, Merida! I don't know why you're acting this way</i>
17				<i>I will not go through with it! You can not force me!</i>
18				<i>I don't believe you! I have just about had enough of you, lass!</i>

19		Scene 30	After follows the wisp, Merida enter to the cottage and looking around inside. She meets the witch and bought a spell.	<i>I'll buy it all! Every carving!</i>
20				<i>I want a spell to change my mom. That will change my fate.</i>
21				<i>The last time I did this was for a prince.</i>
22		Scene 31	At the castle, the King tries to entertain the anger lords because last incident in competition and Merida prepare her magic cake to her mother.	<i>Angus threw me. But, I am not hurt.</i>
23		Scene 35	Merida and her mom that a bear arrive to the forest and looking for wisp to show them the witch's cottage; finally they found the witch's cottage by Merida's memory. Merida and her mom enter to the cottage and find the way how to change her mother become a human again.	<i>I was standing right here and the wisp appeared right there! Then a whole trail of them led me off into the forest.</i>
24		Scene 37	Merida and her mother looking for fish to the river for breakfast and when bear queen go to forest because she became a whole bear and then aware, the wisps appear and lead them again to different place.	<i>Sorry, I don't speak bear.</i>
25	Scene 41	Merida tries to interpret the witch's enigma, they tries to sew the tapestry, but her mom become a real bear and	<i>I have been selfish. I tore a great rift in our kingdom. There is no one to blame but me, and I now that I need amend</i>	

			can't be control. King Fergus go to Elinor's room, he went to check Queen Elinor in her room, but he found nothing, just find the dress of queen that all torn up and the clans hunt the bear together, because he thinks that queen Elinor eaten by a bear.	<i>my mistake and mend our bond. And so, there is matter of my betrothal...</i>
26		Scene 37	Merida and her mother looking for fish to the river for breakfast and when bear queen go to forest because she became a whole bear and then aware, the wisps appear and lead them again to different place.	<i>It is your wife, Elinor!</i>
27	<i>Listen, you can't! It's your wife, Elinor!</i>			
28	<i>Get back! That is my mother!</i>			
29		Scene 45	The queen bear runs and falls in the ring of stone. And the king can chase her to that place so bear queen can not escape from them, soon Merida help her mother from them. Suddenly a real bear Mordu come and attack them all, the bear queen helps them to kill Mordu and the magic begin.	<i>Oh! Mum, I'm sorry. This is my all fault. I did this to you, to us. You have always been there for me. You have never given up on me.</i>
30				<i>Oh, darling, we both have.</i>
31	Tolerance	Scene 26	When King Fergus waiting for greet the lords in the main hall of castle. And the triplet cut guardian's mustache.	<i>So, here we are! The four clans! Uh...gathering...uh...for ...</i>
32		Scene 46	The King Fergus	<i>They are off! Come on!</i>

			playing with the triplet, Merida and the queen have finished their new tapestry. The king asked them to meet the lords because they're off soon.	<i>We have got to wave them off! Come along!</i>
33	Creative	Scene 25	Queen Elinor dresses Merida in horribly uncomfortable and tight formal dress	-
34		Scene 34	The king smells something is not true. In fully cry, King Fergus and the clans hunt the bear together, the Triplet idea that can help Merida escape from castle.	
35		Scene 37	Merida and her mother looking for fish to the river for breakfast and when bear queen go to forest because she became a whole bear and then aware, the wisps appear and lead them again to different place.	
36		Scene 43	While the king chase the queen bear, the triplet try to take Merida out from the room and take the key from Maudie a servant on the castle.	
37		Scene 46	The King Fergus playing with the triplet, Merida and the queen have finished their new tapestry. The king asked them to meet the	

			lords because they're off soon.	
38	Democratic	Scene 20	When King Fergus, Queen Elinor, the triplet Prince eating and the King telling the his great story in dining room.	<i>Mum...it's just my bow.</i>
39				<i>Let her be! Princess or not, learning to fight is essential.</i>
40	Social Care	Scene 1	When young princess Merida that birthday plays hide and seek with her mother Queen Elinor at the forest.	<i>Mor'du! Elinor Hide!</i>
41		Scene 40	When Merida enter to the main hall for stop the fight of lord and shift their attention so her mother can go to upstairs safely.	<i>Lord MacGuffin, my dad saved your life stopping an arrow as you ran to Dingwall's aid.</i>
42				<i>And Lord Macinthos, you save my dad when you charged in on heavy horse and held off the advance</i>
43				<i>And we all know how Lord Dingwall broke the enemy line</i>
44				<i>Merida, get back!</i>
45		Scene 41	Merida tries to interpret the witch's enigma, they tries to sew the tapestry, but her mom become a real bear and can't be control. King Fergus go to Elinor's room, he went to check Queen Elinor in her room, but he found nothing, just find the dress of queen that all torn up and the clans hunt the bear together, because he thinks that queen Elinor eaten by a bear.	<i>Mor'du or not, I'll avenge your mother! I'll not risk losing you!</i>

		Scene 19	Merida enter the castle by the kitchen and take some cookie	<i>Good day, Princess...</i>
46	Friendly	Scene 35	Merida and her mom that a bear arrive to the forest and looking for wisp to show them the witch's cottage; finally they found the witch's cottage by Merida's memory. Merida and her mom enter to the cottage and find the way how to change her mother become a human again.	<i>Welcome to the crafty carver, home of bear theme carving...</i>
47		Scene 26	When King Fergus waiting for greet the lords in the main hall of castle. And the triplet cut guardian's mustache.	<i>So, here we are! The four clans! Uh...gathering...uh...for ...</i>
48				<i>Now then, where were we? Ah, yes in accordance with our laws...</i>
49	Env. Care	Scene 34	The king smells something is not true. In fully cry, King Fergus and the clans hunt the bear together	<i>Here we go another hunt through the castle.</i>
50		Scene 39	Merida and her mother try to thread way trough the castle.	<i>You have to stop them before it's too late.</i>
51	Rewarding Achievement	Scene 1	When young princess Merida that birthday plays hide and seek with her mother Queen Elinor.	<i>Not with that. Why not use your very own? Happy Birthday my wee darlin'!</i>
52		Scene 34	The king smells something is not true. In fully cry, King Fergus and the clans hunt the bear together	<i>Oh, alright! You can have my dessert for two...three weeks! Okay...fine a year!</i>
53				

				<i>Go on and help yourself to anything you want, as a reward.</i>
54		Scene 40	When Merida enter to the main hall for stop the fight of lord and shift their attention so her mother can go to upstairs safely.	<i>Everyone! To the stellar! Let's crack open the King's private reserves to celebrate!</i>
55	Love Peace/ National Spirit	Scene 40	When Merida enter to the main hall for stop the fight of lord and shift their attention so her mother can go to upstairs safely.	<i>But when invaders threatened us from the sea you join together to defend our lands. You fought for each other; you risked everything for each other.</i>
56				<i>My Dad rallied your forces and you made him your king. It was an alliance forged in bravery and friendship and it lives to this day.</i>
57	Joy of Reading	-	-	-