

ICE AGE

Rated: PG • **Running Time:** 81 minutes

Themes: Family, bravery, friendship, redeeming past mistakes, trust, sacrifice, grief, forgiveness, caring for others

Cautions: Perilous action, slapstick violence (some creatures also meet

comical ends) and a running gag in which a prehistoric squirrel gets battered pursuing an acorn. It's implied that a human mother dies protecting her child and that a villainous tiger is skewered by falling icicles. There's some name-calling, as well as brief appearances by rhino

pals who—in one scene—subtly reflect gay stereotypes. Jokes refer to poop and Darwinism. Sid fancies himself a ladies man, sweet-talking girls in a makeshift hot tub. Animated cave paintings tell the sad tale of how humans killed Manny's family.

Story Summary

Prehistoric mammals are migrating south to escape the frigid winter and coming ice age ... with a few notable exceptions.

Manny, a grouchy woolly mammoth haunted by the loss of his family, is heading north instead. Tagging along (uninvited) is a goofy sloth named Sid. Meanwhile, hungry saber-tooth tigers are busy stalking a tribe of humans. When these ferocious felines attack, a woman flees with her infant son, pursued by a wily tiger named Diego. She escapes him by jumping into an icy river where she and her child are discovered by Manny and Sid. Manny saves the baby, but the exhausted mother disappears, lost to the frigid waters.

Sid wants to return the baby to its clan. A reluctant Manny agrees, but only after Diego slyly offers to run the errand *himself*. Suspicious of the cat, they set out to take the boy back to his father shadowed by Diego, who has a different agenda.

The trio brave ice, snow, scary caves, volcanic eruptions and ninja dodo birds along the way. But the greatest peril lurks at Half Peak. That's where Diego's fellow saber-tooths have been told to lie in wait. The tigers plan to kill and eat Manny, and do the same with the child. By the time they reach the peak, however, Diego has had a change of heart, and nearly dies protecting his new friends. They find the human tribe and, after a tense moment, give the baby back to his father. The infant offers heartfelt goodbyes to Sid and Manny, who begin their overdue trek south, joined by a resurgent Diego.

Family Activity

Diego's road to redemption begins after a wild ride through an icy cave that bonds him with Manny and Sid. After the movie, go outside and play. Choose any game or activity that burns energy and sparks a few giggles (Wiffle ball, tag, a snowball fight, etc.). Afterward, ask the kids how playing outside made them feel. How is it different from the fun they have watching television or playing video games? Help them see the value in care-free, physical play.

Talking Points

- Several jokes and sight gags allude to Darwinism. In an age-appropriate manner, talk about what some scientists believe about life's origins, and how that clashes with biblical creationism (Genesis 1-2).
- After Manny saves Diego from a volcano, he says, "That's what you do in a herd. You look out for each other." Read John 15:13 and ask your child if he or she has ever made a sacrifice for someone in need. They may not have risked life and limb, but may have risked popularity or sacrificed personal gain. Also ask, "Has anyone ever made a sacrifice like that for you?" If they don't mention Jesus, bring up John 3:16.
- Ice Age* is a funny movie, yet several characters suffer deep personal loss. Remind your child of Jesus' words in Matthew 5:4 ("Blessed are those who mourn, for they will be comforted"), and note that Manny couldn't be comforted until his friends understood his pain. Then talk about the people or pets your family has lost. Do you still feel sad when you think about them? What makes you feel better? —by Paul Asay



