AN ANALYSIS OF IDIOM IN THE SCRIPT "TOY STORY 4" MOVIE PRODUCED BY PIXAR ANIMATION STUDIOS

THESIS

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ABSTRACT

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Language is a component of human interaction and conversation. People can learn language from many sources, especially learning English. People know language from movies, textbooks, and others. A limited vocabulary is one of the challenges students encounter when studying English. Humans occasionally use words or phrases that do not have a literal sense when using language. Idioms are the names for these expressions. In some movies, the idiomatic expression is often shown in the conversation. Additionally, idioms' meanings, as seen in the context of language and their intended uses, can be differentiated based on many factors and viewpoints. Therefore, based on the explanation of the above phenomena, the researcher wants to analyze the idiom in the script "Toy Story 4" movie.

The purposes of this study are to discover the types and meanings of idioms in the script "Toy Story 4" movie and to find out the dominant type of idiom in the script "Toy Story 4" movie. The researcher only focuses on the information about using types of phrases and their meanings through Felicity O'Dell and Michael McCarthy's theory.

The research design used in this study was descriptive qualitative research. The researcher used documentation techniques to collect the data. The researcher analyzes 60 idiomatic expressions. The idiomatic expression was found in the script "Toy Story 4" movie. After all the data had been collected, the researcher analyzed the data by using Creswell's theory.

From the research results, it can be concluded that idiomatic expressions were used in the script "Toy Story 4" movie are binomials, proverbs, cliches, and fixed statements. The researcher found 60 idiomatic expressions: 3 binomials, 2 proverbs, and 3 cliches, and 52 fixed statements. The most dominant type of idiom in the script "Toy Story 4" movie is fixed statements with a total of 52 data (86,67%).
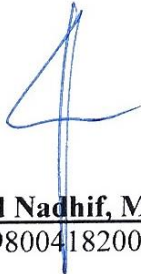
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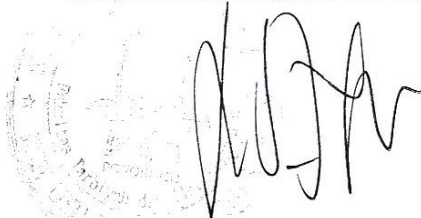
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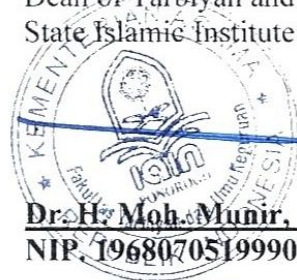
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I, hereby declare that the submitted thesis is entirely my original work. Any assistance and sources used in the preparation of this thesis hae been acknowledged and appropriately cited.

I confirm that this thesis, in whole or in part, has not been submitted for assessment to any other degree or diploma in any other institution or university. Furthermore, I declare that this work has not been published or submitted for publication elsewhere.

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Thank you for your attention to this matter.

Ponorogo, 27ᵗʰ September 2023

Sincerely,

Galuh Sayekti

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CHAPTER I
INTRODUCTION

A. Background of the Study

Language is a component of human interaction and conversation. People use language to communicate with one another and to convey their ideas.[1] Because people cannot exist in a vacuum from society and the world and still require other people, language, organization, and human beings can all impact one another. We can sum up by saying that language is a form of conversation.[2] Language is used to build and sustain relationships with others and as a tool for informational exchange. If they can use their expressions or utterances to convey their message, people can interact with each other effectively.

A limited vocabulary is one of the challenges students encounter when studying English.[3] We frequently encounter problems when translating a sentence or text into another language because many expressions local speakers use cannot be translated word for word. Whether in phrases or sentences, these words have specific meanings that grammar theory cannot account for. English is a particular language because of its use of idioms. Idioms are popular expressions or figurative language whose meaning deviates from the words' literature interpretation.

Humans occasionally use words or phrases that do not have a literal sense when using language. Idioms are the names for these expressions. Idioms are phrases with a meaning hidden from the words themselves.[4] Sometimes, people are hard to understand the meaning of words.It implies that idioms have nonliteral meanings rather than literal ones. Idioms are best understood by glancing at the contents. For example, "drive

[1] Peter Trudgill, *An Introduction to Language and Society*, Fourth (England: Penguin Group, 2000).

[2] William Downess, *Language and Society* (Cambridge: Cambridge University Press, 2005).

[3] Khusnul Khotimah, *"An Analysis of Idiomatic Expression In 'Lock and Key' Novel by Sarah Dessen"* (Tulungagung: IAIN Tulungagung, 2015).

[4] Leonardus Winarto & Sufriati Tanjung, "*An Analysis Of English Idiomatic Expressions In Transformers III-Dark Of The Moon, The Translation Strategies And Their Degrees Of Meaning Equivalence*'," International Journal of English Language and Linguistic Research, 1, no. 1 (2015): 25.

somebody" is an idiom that "makes somebody angry or frustrated." Idioms are words or phrases that, when interpreted, have a meaning that differs from the words' original intentions.[5] So, People have to learn about idioms instead of translating each word. Its because in learning language especially English, we need to understand word by word said or written in some medias.

The English language can be acquired from various media, including books, movies, music, and other forms of communication. It should be kept because of its grammatical design and potential word effects.[6] The expression is used in contact and different contexts, such as movies. The video is a famous piece of art and a helpful tool for learning foreign languages. The movie is a collection of multiple images that are mechanically projected one after the other through the projector lens to create the illusion of the concept happening on the screen.[7] People frequently view the movie, a literary work, for both entertainment and information. Movies serve as a public information intermediary, just like other written works do. People learn new knowledge and expertise from a movie's genre and theme. Movies can also convey spiritual lessons that are simple to comprehend.[8] Additionally, watching a movie makes understanding it more accessible than reading a book.

The movie has assimilated into everyday living. The world without is difficult to fathom.[9] The movie serves as a very effective communication instrument. Viewing a movie, you can inadvertently pick up on the language's idioms and other features. It cannot be easy to know and comprehend the idiom's meaning. The expression is

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[5] Khusnul Khotimah, *"An Analysis of Idiomatic Expression In 'Lock and Key' Novel by Sarah Dessen." (*Tulungagung: IAIN Tulungagung, 2015).*"*

[6] Khairunnisa, *"A Pragmatic Analysis of Speech Acts in Hillary Clinton's Concession Speech on November 9th , 2016"* (Banjarmasin: Antasari State Islamic University, 2017).

[7] David Brodwewll and Kristin Thomson, *An Introduction Movie Art* (New York, 2018).

[8] Vivi Rohani and Nirmana Hasibuan, "*An Analysis of Idiomatic Expressions Found in ' A Dog ' s Journey ' Movie Script,*" no. 2019 (2020): 68–72.

[9] Stephen Mulhall, *On Movie*, 3rd ed. (New York: Routledge, 2016).

challenging because it cannot be rendered word for word. [10] Understanding every presentation that pops up in a movie's dialogue or discussion is one of the challenges that many viewers encounter.

Additionally, idioms' meanings, as seen in the context of language and their intended uses, can be differentiated based on many factors and viewpoints. Inaccuracies in comprehending conversational idioms contribute to misinterpretations of spoken conversations in the movie.[11] Because the passage's author used so many terms or phrases with alternate meanings, such as "giving up," "hanging out," "juggling frogs," etc., misinterpretations or misconceptions can occur. That makes reading and comprehending English passages extremely difficult, particularly for non-native speakers unaware of the idiom.

Therefore, based on the explanation of the above phenomena, the researcher intends to analyze the idiom in the script "Toy Story 4" movie. In addition, the researchers also want to research the type of idiom found in writing "Toy Story 4" movie and the meaning of idioms in the script "Toy Story 4" movie. Because the researcher thinks that this movie is full of expressions that are very difficult to understand. Besides, "Toy Story 4" movie also one of family movie that re always watched by some people in different age. In teaching and learning, idiom becomes one of the hardest material when students learn about language. So, the researcher needs to analyze the idiomatic expressions to help the teacher using it as the media to teach language. "Toy Story 4" movie is a movie that's created by Pixar animation studio. Pixar animation studio is one of the biggest animation studio in America. As a result, this research can help people who do not master English well to read the script and watch that movie. English idiom is one of the most challenging aspects of knowing the text's real meaning (movie script).

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[10] Revaldo. Abidona, *"A Pragmatic Analysis of Conversational Implicature in Knives Out Movie."* (Surakarta: Raden Intan State Islamic University, 2022).

[11] Sasa Rosialia, "An Analysis of Idioms in 'Guardian of the Galaxy Vo. 2' Movie," *Professional Journal of English Education* 2, no. 4 (2018): 32–36.

B. Research Focus

In this research, the researcher found and analyzed the idiom in the "Toy Story 4" movie script using Felicity O'Dell and Michael McCarthy's theory. The researcher only focuses on the information about using types of phrases and their meanings. It is because there are many idioms that people don't understand when they watch the movie "Toy Story 4".

C. Statement of the Problems

Based on the background of the study above, the researcher proposes the problems of the study are as follows:

1. What are the types of idiomatic expressions used in the script "Toy Story 4" movie?
2. What is the dominant type of idiom in the script "Toy Story 4" movie?

D. Objectives of the Study

Based on the problem statement in this study, the objectives of this study are as follows:

1. To discover the types of idioms in the script "Toy Story 4" movie.
2. To find out the dominant type of idiom in the script "Toy Story 4" movie.

E. Significances of the Study

The result of this research is expected to contribute to some significance for the readers. The consequences are as follows:

1. Theoretically, this research is expected to provide information about which idioms are presented in the "Toy Story 4" movie script directed by Josh Cooley.

2. This research will be a form of dedication, applying the knowledge gained and providing new experiences.

3. This research can give information and description about the importance of idioms to understanding and speaking natural English.

4. This research is an enriching literacy source of the IAIN Ponorogo's library.

5. This research is expected to add references regarding the importance of learning about the types and meanings of idioms.

F. Organization of the Study

The organization of the study is to make the readers know and understand the research content efficiently. Those are:

Chapter I is an introduction and confirms the background of the study, research focus, statement of the problems, the objectives of the problem, significances of the study, and the organization of the study.

Chapter II is about the literature review describing the research focused on the problem. It's almost the same but remains different. The explanation of the theory is based on titles like idioms, types of expressions, meaning, script, and movie. It also describes previous research findings.

Chapter III is a research method consists of the research design, data, data source, data collection technique, and data analysis method.

Chapter IV is the findings and discussion. In this chapter, the researcher discusses the data presentation and research findings. This chapter is important because the researchers will analyze the data obtained and describe the related data it has to find results.

Chapter V is closing. This chapter consists of the conclusion of the research and suggestions for the study's betterment and continuing future research.

CHAPTER II
LITERATURE REVIEW

A. Theoretical Framework

1. Idiom

a. Definitions of Idiom

Idioms are collections of words whose significance cannot be inferred from the importance of the individual words that make them up.[12] A group of words can understand idioms. Idioms are expressions with a purpose not evident from the individual words. For example: "once in a blue moon" means impossible. People can't know and understand it if they translate those phrases from each word. In other words, an idiom can be just one or a group of words whose meaning is not excluded from the detonation of terms comprising the expression.

An idiom is a sentence whose meaning cannot always be inferred from the significance of the individual words it includes.[13] An idiom is not the sum of a particular word. Idioms are expressions whose meaning cannot be inferred from the hidden word.[14] a term used in a language that is unique to it, either because it has a meaning that cannot be inferred from the meanings of its constituent parts together or both. It implies that idioms have non-literal meanings and do not have literal meanings. Idioms are best understood by looking at the contents.

An idiom is a phrase unique to a language and cannot be easily understood from its grammar or the meaning of its constituent parts, such as to put up with.[15]

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[12] Michael Mccarthy and Felicity O Dell, *English Idioms In Use Intermediate*, second edition (Cambridge University Press, 2017).

[13] Mccarthy and O Dell, *English Idioms In Use Intermediate* (Cambridge University Press, 2017).

[14] Felicity O'dell and Michael McCarthy, *English Idioms In Use Advanced*, Second (Cambridge: Cambridge University Press, 2017).

[15] Tanjung, "'An Analysis Of English Idiomatic Expressions In Transformers III-Dark Of The Moon, The Translation Strategies And Their Degrees Of Meaning Equivalence' (*International Journal Of English Language and Linguistic Research,* 1, no. 1 (2015): 25.)"

Idioms are words that don't have a clear literal meaning but stand in for specific phrases they infer. Those who enjoy reading English-language books or literature may already know this word. Idioms are found in practically all languages, including Indonesian. They are not just well-known in English. That assertion makes the argument that idioms are exempt from grammatical rules. Native speakers have a behavior like this. Therefore, it makes sense that international students have trouble grasping an idiom's meaning.

From all the opinions before, it can be concluded that the idiom is a phrase with a pattern whose meaning varies from its constituent elements. Variations of idiomatic expressions are often found in the term rather than in the word. The meaning of idiomatic expressions also varies based on the context of their usage. The idiomatic expression has its fixed meaning. Thus, an idiom is a phrase or expression whose meaning can't be understood from the ordinary meaning of words.

b. Types of Idioms

According to Felicity O'Dell and Michael McCarthy in the book Idioms In Use Advanced, there are 5 types of idioms:

1) Similes

Similes are comparison expressions that always contain the words as or like. A simile is a figure of speech in which two completely unrelated things or ideas are directly contrasted using "like" or "as." With the aid of like or as, which are linguistic constructions that show equivalency, a simile is employed as a literary device to assert likeness. A proper simile makes an explicit comparison between two things that are sufficiently dissimilar from one another to make it seem unlikely that they could be compared. You can

use similes to enhance the color and impact of your English in both oral and written communication.[16] For example:

Rifah is **as** *thin as a rake*.

It means extremely thin.

2) Binomials

A conjunction (also known as a linking word) connects two words to form an idiom known as a binomial, usually and. It's compounded by the prepositions such as and, or and by.. In language studies, a pair of words (for example, loud and clear) customarily joined by a conjunction (usually and) or a preposition is called a binomial. The order of the two terms is fixed.[17] Binomials usually called a binomen (plural binomina) or binominal name. A binomial pair contains two words joined by a conjunction (usually *and* and *or*). The word order of a binomial couple is generally fixed. In this research, the combination used in binomial type is two and one *or*.

For example, *rough and ready.*

The word expression *fierce and ready* means crude and lacking sophistication.

Managing climate change isn't a black-and-white issue, as we constantly say, not white and black.

My sister took a lot of *blood, sweat, and tears* to get a high score in the examination.

The words blood, sweat, and tears mean hard work.

The year after it's $100, *give or take* a year.

The words give or take means approximately

3) Proverbs

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[16] O'dell and McCarthy, *English Idioms In Use Advanced* (Cambridge University Press, 2017).
[17] *Ibid.*

Proverbs are brief statements that offer counsel or caution and refer to an event that most people have had. Like idioms, their structure is set, and it is not always easy to infer the meaning from the words alone. [18] Knowing proverbs is essential because it broadens your vocabulary and improves social skills. Proverbs frequently appear in questions for various competitive exams, so becoming familiar with them and their meanings should be a key component of your preparation. Proverbs are short, well-known sayings frequently used to illustrate a particular point, usually in the form of a phrase. It includes positive and negative situations. For example:

Where *there's a will, there's a way*.

It means if we want to achieve something, we will and can.

Every could has a silver lining.

It means that every difficult or sad situation has a comforting or more helpful aspect.

4) Cliche

A cliche is a statement that is commonly used in certain common, daily situations. It is not unique because it is a remark that most people have heard before. [19] Cliches are widely employed in ordinary speech, newspaper headlines, and commercial slogans. Today, "cliché" is often used to describe something hackneyed, such as an overused or overly commonplace phrase, topic, or sentiment. For example:

Take it easy.

It means to calm down and be relaxed.

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[18] O'dell and McCarthy, *English Idioms In Use Advanced* (Cambridge University Press, 2017).
[19] O'dell and McCarthy, *English Idioms In Use Advanced* (Cambridge University Press, 2017).

So far, So good.

It means everything is alright.

5) Fixed statement

Fixed statement is the phrase that have specific meaning and cannot be replaced with other terms. A pointer to a moveable variable is declared in a fixed statement, which also prevents the garbage collector from moving it.[20] A fixed or pinned variable's address remains constant while the information is executed. Only the associated fixed statement may use the declared pointer. For example:

Hold on a moment.

It means waiting.

It's up to you.

Leaving the decision to be determined by others.

6) Other languages

Language is a set of common spoken, manual (signed), or written symbols that people use to communicate as members of a social group and members of that group's culture. Language serves various purposes: communication, identity, play, creative expression, and emotional release. English has many terms from multiple languages, as you are already aware. All of the idiomatic phrases in this unit are either Latin or French.[21] For example,

Their list of demands seemed to go on *ad infinitum.*

The word ad infinitum means without end, forever.

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[20] *Ibid.*

[21] O'dell and McCarthy, *English Idioms In Use Advanced* (Cambridge University Press, 2017)*s* .

c. Characteristic of Idioms

Idioms have their characteristics. A characteristic that categorizes identifiable objects. Those idiom characteristics help the learners identify a phrase or expression in a sentence. According to Nunberg, Ivan, and Wasow:

1) Conventionality: Idioms are now widely accepted. Based on an understanding of the unique principles that control the application of their constituents when they appear separately, their meaning or application cannot be predicted, at least not entirely.[22] Idioms differ from most phrases in two key respects. In an idiom, words have non-canonical meanings first. Second, including additional comments in the idiom determines the noncanonical interpretations of individual terms. Linguistic theories diverge on whether these characteristics are interdependent and whether a particular theoretical framework is required to account for idioms. For example :

   Give a look

   Do a favor

2) Inflexibility: The trait of being fixed and resolutely unmovable. Idioms, unlike freely constructed sentences, only appear in a small number of syntactic frames or structures. Strong winds were present.[23] For example :

   Give the breast

   Start a family

3) Figuration: The practically universal propensity to see metaphors and other tropes as having two distinct meanings—literal and one figurative—has been a significant cause of misunderstandin. [24] Metaphors, metonymies,

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[22] Thomas Nunberg, Geoffey, A. Ivan, Wasow, "Idiom," *Language Circle: Journal of Language and Literature* 70 (1994): 03.

[23] Thomas Nunberg, Geoffey, A. Ivan, Wasow, "Idiom," *Language Circle: Journal of Language and Literature* 70 (1994): 03.

[24] *Ibid.*

hyperboles, and other forms of figuration are frequently used in idioms. For example :

Grab the bull by the horn.

Lend a hand.

Not worth the paper it's written on.

4) Proverbiality: Idioms usually describe a recurrent social situation.[25] Regularly or traditionally referred to, especially as an illustration of oddity, quality, etc. A recurring social state of interest is commonly described and implicitly explained using idioms. For example :

A bird in the hand is worth two in the bush.

A stcitch in time saves nine.

5) Informality: a behavior that downplays the importance of rituals and forms.[26] Idioms are typically associated with informal or colloquial registers, well-known speeches, and oral culture, just like other proverbial terms. For example :

Hang in there.

Come on.

6) Affect: Idioms are frequently employed to convey a specific evaluation or emotional response to the goods they provide.[27] A language does not typically utilize idioms to share neutral events, such as purchasing tickets or reading a book. However, one could theoretically envision a community where such behaviors were sufficiently fraught with social significance to demand idiomatic allusion. For example :

Red herring

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[25] *Ibid.*

[26] *Ibid.*

[27]Thomas Nunberg, Geoffey, A. Ivan, Wasow, "Idiom," *Language Circle: Journal of Language and Literature* 70 (1994): 03

Dead line

Linguists claim that these are the properties of idioms. Using these idiomatic qualities, we can identify whether a phrase or statement in a sentence is idiomatic.

2. Movie

In this research, the researcher found the definition and genre of the movie as the literature.

a. Definition of Movie

The movie is the informal language of the movie. The movie is a motion picture technology capable of capturing life-like video-style images.[28] Initially, The only place to watch movies was at a local theatre. People can still watch movies in various areas, including their homes, laptops, and even phones. A movie can explore a visual style and aural texture and develop an idea.[29] A movie is a thing that delivers information and opinion.

The movie is a photographic process involving the effects of lighting and chemicals on sensitive paper.[30] In other opinions, a movie is a motion picture. The motion picture is a series of images viewed in sufficiently rapid succession to create the illusion of motion and continuity.[31] A movie is a tale captured in a collection of celluloid strips on which the images that make up motion pictures were captured, edited, and projected in the first place. [32] People can learn something and gain new inspiration by watching the movie. So, a movie can help people to imagine a world.

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[28] Rohrbach et al., "*Movie Description*." *International Journal of Computer Vision* 123, no. 1 (2017): 94–120).

[29] David Brodwewll and Kristin Thomson, *An Introduction Movie Art"* (New York, 2018).

[30] Robert Hopkins, *What Do We See In Movie ?*(2008 *International Journal of Computer Vision* 123, no. 1 (2017): 94–120.

[31] Mulhall, *On Movie (*New York: Routledge, 2016).

[32] Richard Barsam and Dave Monahan, *Looking at Movies : An Introduction to Movie 3rd Edition* (New York: W. W. Norton and Company, 2010).

The movie is enjoyed in some places, such as in theatres, at home, in offices, in transportation, and others. Now the movie is easy to access. It can be rented from stores and mail services such as Netflix and through downloadable computer files that could be downloaded legally. The movie is entertainment to give the audience a different effect and imagination.[33] All traditions that emerged were telling fictional stories, recording actual events, animating objects or pictures, and experimenting with pure form to give viewers experiences they couldn't get from other media.

Besides entertainment, a movie can also be helpful as a teaching tool. Each scene typically includes a message or a sentence. In teaching and learning, movies can be used as a visual aid.[34] Besides, movies and movies can teach people about history, science, human behavior, and other topics and languages. In English, the teacher can use the movie as their media/tool to deliver the material as an example.[35] One of the materials that the students can learn is idiom expression.

According to the above definition, a movie is a tale or event captured by a camera as a series of moving images and broadcast on television as a motion picture. The movie entertains the audience and contains a new language style, such as style language, accents, and contemporary idioms. Since "action" is a broad genre and concept, we tried to include representation from every action movie era, style, and movement.

b. **Genre of Movie**

[33] David Brodwewll and Kristin Thomson, *An Introduction Movie Art* (New York, 2018).

[34] Putri Anggraeni, Januarius Mujiyanto and Ahmad Sofwan, "*The Implementation of Transposition Translation Procedures in English-Indonesian Translation of Epic Movie Subtitle*," English Education, 2018, 3.

[35] O'dell and McCarthy, *English Idioms In Use Advanced* (Canada: Nelson Education, 2010).

Genre is a simple idea that gets highly complicated as soon as you start to think about it.[36] Genre is a type or classification of movies with the same pattern as the characteristic or setting/background, content, and subject of the story, theme, story structure, actions or events, periods, styles, situations, icons, mood, and character. [37] Any kind or type of communication that follows socially accepted standards over time is referred to as a genre. This includes written, spoken, digital, creative, etc. forms of communication. When used in everyday speech, it typically designates a group of works of art or entertainment, whether spoken, written, aural, or visual, based on a set of aesthetic standards. Aesthetic, rhetorical, communicative, or practical genres are all possible. According to Prasista, there are several genres of movies as follows:

1) Action

   Action flicks are TV series that feature thrilling, suspenseful, and dangerous moments with quick pacing. [38] Most action movie sets feature shootouts, fights, races, explosions, chases, and other exciting physical acts. Compared to different genres, the action genre is one of the most adaptable. This generation's genres can coexist: adventure, thriller, criminal, science fiction, drama, comedy, war, and disaster.

   The protagonist of an action movie is usually thrown into a succession of violent or physically demanding situations. The genre typically depicts a largely tenacious hero battling enormous obstacles, such as dangerous circumstances, a frightening antagonist, or a pursuit that usually results in the hero's success.

2) Drama

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[36] Rohrbach et al., "Movie Description." *International Journal of Computer Vision* 123, no. 1 (2017): 94–120)"

[37] James Cateridge, *Movie Studies for Dummies* (Oxford: Oxford Brookes University, 2015).

[38] Barsam and Monahan, *Looking at Movies : An Introduction to Film 3rd Edition (New York, 2010).*

Due to the great variety of stories that can be conveyed, drama movies are a genre that is frequently produced. Dramatic movies typically connect to the environment, narrative topics, characters, and mood surrounding actual life.[39] Conflict can be influenced by the outside world, you, or even nature. The stories frequently have dramatic endings and are tear-jerking in the heart.

Drama is a subgenre of narrative fiction (or semi-fiction) meant to have a more somber tone than comedic ones in cinema and television.[40] sThe words "police crime drama," "political drama," "legal drama," "historical drama," "domestic drama," "teen drama," and "comedy-drama" are frequently used to describe the specific super-genre, macro-genre, or micro-genre that this type of drama falls within. These names either denote a particular location or subject matter or mix a drama's typically serious tone with components that stimulate various emotions. To achieve these goals, the emergence of conflict, emotional, social, or otherwise, and its resolution during the plot constitute a fundamental component of drama.

Dramatic presentations or stories depict realistic characters in conflict with themselves, others, or natural forces in practical locations or situations. A gripping movie displays the best, worst, and everything in between of human nature.[41] The theatrical plots for each of the subject-matter topics come in a variety of forms. The most significant movie genre is undoubtedly drama, which includes many movies. Other genres that have emerged from the dramatic genre include criminal movies, courtroom dramas, melodramas, epics (historical dramas), biopics (biographical), and romantic ones.

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[39] Barsam and Monahan *Looking at Movies : An Introduction to Film 3rd Edition (New York, 2010)*.

[40] Stevani Likasari Tarigan et al., "*English Indonesian Translation of Idiomatic Expressions in Pirates of The Caribbean: The Dead Man's Chest Movie Script*," 2021, 45–53.

[41] Barsam and Monahan, *Looking at Movies : An Introduction to Film 3rd Edition (New York, 2010)*.

Current events, societal ills, and issues like racial prejudice, religious intolerance (like anti-Semitism), drug addiction, poverty, political unrest, the corruption of power, alcoholism, class divisions, sexual inequality, mental illness, corrupt societal institutions, violence against women, or other explosive issues of the time are frequent themes in dramas. These movies have successfully drawn attention to the problems by utilizing the subject's current appeal. Although dramatic movies have frequently dealt openly and realistically with social issues, Hollywood tends to defend institutions and society while placing the blame for issues on an individual who, more often than not, will be held accountable for their wrongdoings, especially during earlier periods of censorship.

3) History

In general, history movies include a theme of the past (history) with the background of a kingdom's story, key events, or characters who have inspired myths, legends, or biblical tales. Massive (colossal) movies are frequently presented in opulent style.[42] They involve hundreds to thousands of extras, numerous costumes with distinctive accessories, and various war-related props, including swords, shields, spears, helmets, carriages driven by horses, arrows, etc.

Movie, media, history, and many other scholars have access to historical movies as a unique platform for examining how a country interacts with its past.[43] A fascinating case study for how successive generations rewrite cultural memory and understandings of how the past impacts the present is how cinema deals with the past, whether it be recent or distant. Historical

[42] Dameria Purba et al., "Sociolinguistics Analysis on Language Style Form at the Movie Script of Papillon," *Social Sciences and Humanities* 1 (2021): 37–45, https://doi.org/10.31586/ujssh.2021.110.

[43] Selviana, "*An Analysis of Slang Words Used In 'Toy Story 4' Movie Script*," English Education, 2021.

movies can reveal obscure or opposing histories that either contradict or support mainstream narratives and reliable versions of the past, provoking the audience to ponder how many records have impacted the present rather than just one. Historical movies also offer novel interpretations of the past, which results in novel interpretations of the present.

4) Horror

The main goal of crafting horror movies is to frighten, startle, and terrorize audiences to make an impression on their hearts. A horror movie's story typically follows characters as they struggle to overcome forces of evil that are either connected to the supernatural or the darker aspects of human nature. The antagonist (non-human) characters in this horror movie are typically those who are physically terrified of terrorists who take the guise of people, supernatural creatures, monsters, or aliens.

For entertainment value, the horror movie genre aims to arouse terror or disgust in its audience. Horror movies frequently explore sinister ideas and may cover obscene subjects. Monsters, apocalyptic situations, and religious or folk beliefs are broad themes. Horror movies have been produced for over a century.[44] Folklore, spiritual practices, superstitions of various cultures, and Gothic and horror literature by authors like Edgar Allan Poe, Bram Stoker, and Mary Shelley served as early influences before the birth of movie. Horror had its roots in silent movies and German Expressionism, and it was not until Dracula (1931) came out that it was formally categorized as a genre.

5) Comedy

Comedy is a form of movie that seeks to make the audience laugh so that it can entertain them, making comedy movies the most popular genre among

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[44] Abidona, *"A Pragmatic Analysis of Conversational Implicature in Knives Out Movie" (Surakarta, 2022).*

all other movie genres.[45] Light dramas with exaggerated actions, events, language, and characters are frequently found in comedic movies. Comedy movies also always have pleasant conclusions.

A comedy movie falls within the category of movie that emphasizes humor. These flicks aim to amuse the audience by making them laugh. Movies in this genre typically have a cheerful conclusion, with dark comedies being the exception. One of the oldest movie genres is comedy, which has its roots in traditional comedies performed on stage. Some of the first silent movies were comedies, particularly slapstick comedies, which frequently relied on visual humor and pratfalls to be enjoyed without sound. Live music was performed by pianos, organs, and other instruments in time, with the action on screen to add drama and excitement to silent movies.

6) Criminals

Crime is the deliberate performance of an act generally regarded as socially destructive or dangerous and is expressly banned by and subject to, criminal sanctions.[46] The majority of nations have codified their criminal laws, but English law—the foundation of many other criminal-law systems—has not been codified.

A code's definitions of specific offenses must be read in the context of various principles, some of which may not be explicitly stated in the code. For instance, several legal frameworks consider the accused's mental condition when the claimed crime was committed.[47] Most legal systems also categorize crimes to assign cases to various courts. New criminal laws are frequently adopted, and older ones are rendered obsolete due to social developments.

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[45] Febi Rosella Wijaya and Jauhar Helmie, "*An Analysis Of Directive Speech Acts In The Fault In Our" 7* (2019).
[46] Rohrbach et al., "Movie Description. " *International Journal of Computer Vision* 123, no. 1 (2017): 94–120)"
[47] Rosialia, "An Analysis of Idioms in 'Guardian of the Galaxy Vo. 2' Movie."

This crime and gangster movie discusses various illegal activities, including bank robberies, theft, extortion, gambling, murder, rivalry between groups, and activities of clandestine organizations that operate outside the law. These kinds of movies are primarily motivated by true accounts of notorious criminals' lives that have gained widespread attention. Additionally, these crime and gangster movies differ from action movies, frequently featuring cruel acts of violence.

The genre of crime movies, in its broadest definition, is akin to and inspired by the literary genre of crime fiction. This genre of cinema frequently explores various facets of crime and its detection. The genre is classified into several sub-genres, such as mystery, suspense, and noir, and stylistically, it may overlap and merge with many other genres, such as drama or gangster movie, but also incorporate comedy.

7) Musical

A musically themed movie incorporates song, dance, choreography, and other musical elements into the narrative. The storyline portrayed in the movie is supported by the use of music and lyrics that fit with the theme.[48] Movies in musical genres typically feature universal, lighthearted themes that many individuals, such as romance, success, and fame, experience. The target demographic for this musical movie is primarily families, kids, and teenagers.

A musical movie is a type of movie in which the characters' songs are weaved into the story and occasionally accompanied by dancing. The songs typically advance the plot or, further, the people in the movie, although sometimes they merely act as narrative pauses, frequently taking the form of exquisite "production numbers." Following the invention of sound movie

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[48] Putri Anggraeni, Januarius Mujiyanto and Sofwan, "*The Implementation of Transposition Translation Procedures in English-Indonesian Translation of Epic Movie Subtitle.*"

technology, the musical movie was a logical progression from the theatrical musical. Using opulent background scenery and impossible locales in a theatre is typically the main distinction between stage musicals and those in motion pictures.

8) Adventure

Movies in the adventure genre tell tales of travel, the discovery of a tourist attraction, or an expedition to a previously unexplored location. [49] This adventure movie offers a wide-angle view of exotic landscapes like the rainforest, the mountains, the savanna, the desert, the ocean, and the far-off islands.

An adventure movie falls under the category of adventure fiction. Adventure movie subgenres include swashbuckler, pirate, and survival movies. Action, comedy, drama, fantasy, science fiction, family, horror, war, and animation are all possible combinations of adventure movies.

The mystery, romance, adventure, danger, and dread of the unknown are typically highlighted in adventure movies. Typical environments include a desert or a forest. The classic perils include vicious man-eating mammals and reptiles, hostile locals, lethal diseases, lost cities and crumbling temples, torrential rivers, waterfalls, whirlpools, quicksand bogs, damsels in distress, evil emirs and treacherous tribal chieftains, and despicable white adventurers from the civilized world intent on the exploitation of the jungle, its creatures, treasures, resources, and primitive native peoples. Adventure movies may straddle multiple genres, including horror, romance, crime, and conflict.

9) Exorcist

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[49] Dieter Van Rijsselbergen et al., "*Movie Script Markup Language Categories and Subject Descriptors,*" n.d., 161–70, https://doi.org/10.1145/1600193.1600231.

An exorcist is someone who has the skill to cleanse or exorcise demons, monsters, and ghosts by releasing those who inhabit people, locations (houses, buildings, etc.), cars, and other objects; in some cases, their expulsion necessitates exceptional stamina and patience in its execution.[50] Exorcism is a procedure used to expel demonic spirits from people under the power of Satan or other wicked entities. When referring to this, charismatic individuals frequently use the terms "spiritual battle" or "liberation."

The Exorcist is a 1970s horror novel by William Peter Blatty that served as the basis for a 1973 movie version and numerous prequels and sequels. The Exorcist is an American media franchise. These episodes all center on fictitious narratives of persons possessed by Pazuzu, the series' primary antagonist, and the actions taken by religious leaders to prevent this possession.

10) Animation

In stop-frame cinematography, individual sketches, paints, or illustrations are captured frame by frame in animated movies. When boundaries are displayed rapidly at a frame rate of 24 frames per second, each structure typically differs somewhat from the one before it, creating the appearance of movement. The first animated movies in cinema were drawn by hand, frame by frame. Animals and other inanimate items could take on heroic or villainous roles when mixed with action, bringing the illustrator's two-dimensional static imagery to life.

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[50] Khusnul Khotimah, *"An Analysis of Idiomatic Expression In 'Lock and Key' Novel by Sarah Dessen."*

Animation is the process through which still images are changed to produce moving images, and it spans a wide range of moviemaking techniques. [51] Traditional animation involves hand-painting or drawing pictures on transparent celluloid sheets, which are then captured and shown on movie. Particularly in the entertainment sector, animation has gained recognition as a creative medium. Computer animations created with computer-generated imagery (CGI) are standard. Alongside these other mediums, stop motion animation, particularly claymation, has persisted.

The practise of giving the appearance of motion to inanimate objects. An artistic impulse that predates movies is animation. The earliest known animator in history is Pygmalion from Greek and Roman mythology, a sculptor who fell in love with a woman he had sculpted and pleaded with Venus to make her come to life. Modern movie animation has some of the same elements of magic, mystery, and transgression, making it a popular medium for examining childhood's overpowering, frequently perplexing emotions that were formerly the subject of folktales.

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[51] Rohani and Hasibuan, "*An Analysis of Idiomatic Expressions Found in ' A Dog ' s Journey ' (2019) Movie Script.*"

3. Script

Script is is written form of a play, film, or broadcast. Script is the framework that still written by hand by someone as the work proceeds, the news materials prepared in a set. [52] Script is a written version of a play or movie. If you're auditioning for a movie, you'll get the *script* to practice a scene or two. *Script* comes from the Latin *scrībĕre*, meaning "to write," and all its meanings have to do with something written.[53] Your handwriting is your script. The written version of what you're supposed to say, whether for a wedding toast or a play, is a script.

Script is the words of a film , play, broadcast, or speech.The way people are expected to behavior the way a situation expected to be.[54] It is a set of letters used for writing a particular language. The function of script is to write the words of a film, play, broadcast or speech. In a movie, usually script help the reader to know word by word from what the artist saying.

A movie script is a written screenplay that describes every aspect of the story and the images in a feature-length or short film. [55] This page is formatted with extremely precise elements, such as action paragraphs, discussion between characters, and occasionally visual and auditory signals. Throughout the filming process, the director, producers, crew, and actors use movie screenplays as a guide to maintain their unity under a single creative vision.

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[52] Feby Rosella Wijaya and Jauhar Helmie, "*An Analysis of Directive Speech Acts in the Fault in Our Stars Movie Script,*" *Jurnal JOEPALLT (Journal of English Pedagogy, Linguistics, Literature, and Teaching)* 7, no. 1 (2019), https://doi.org/10.35194/jj.v7i1.300.

[53] Stephen B Karpman, "Fairy Tales and Script Drama Analysis," *Transactional Analysis Bulletin* 7, no. 26 (1968): 39–43, http://www.karpmandramatriangle.com/pdf/DramaTriangle.pdf.

[54] Kurban Ubul et al., "*Script Identification of Multi-Script Documents: A Survey,*" *IEEE Access* 5 (2017): 6546–59, https://doi.org/10.1109/ACCESS.2017.2689159.

[55] Adinda Srimulya Rahayu, Trisnendri Syahrizal, and Irma Savitri Sadikin, "*Speech Act Analysis of 'Frozen' the Movie Script,*" *PROJECT (Professional Journal of English Education)* 2, no. 5 (2019): 692, https://doi.org/10.22460/project.v2i5.p692-699.

4. Movie "Toy Story 4"

The movie "Toy Story 4" is one of the popular animated movies. A 2019 American computer-animated comedy movie titled Toy Story 4 was made by Pixar Animation Studios and distributed by Walt Disney Pictures. It is the follow-up to Toy Story 3 (2010) and the fourth entry in Pixar's Toy Story series. Andrew Stanton and Stephany Folsom wrote its screenplay, and the three of them, along with John Lasseter, Rashida Jones, Will McCormack, Valerie LaPointe, and Martin Hynes, conceptualized the tale. Josh Cooley (in his feature-directing debut) directed it. Characters from the first three movies are reprised by Tom Hanks, Tim Allen, Annie Potts, Joan Cusack, Don Rickles (through archive recordings), Wallace Shawn, John Ratzenberger, Estelle Harris, Blake Clark, Bonnie Hunt, Jeff Garlin, Kristen Schaal, and Timothy Dalton. Jordan, Keegan-Michael Key, Tony Hale, Jordan Peele, Cristina Hendricks, Keanu Reeves, and Ally Maki voice the new characters.[56]

The movie immediately follows Toy Story 3, in which Sheriff Woody, Buzz Lightyear, and the other toy characters live with Bonnie and discover new affection for one another. They set out on a road trip adventure with Forky, a spork that Bonnie has turned into a toy. The movie honors Rickles and Adam Burke, an animator who passed away on April 6, 2017, and October 8, 2018, respectively.[57] The movie is a memorable memory.

Toy Story 4 premiered in Los Angeles on June 11, 2019, and was released in the United States on June 21, 2019, in RealD 3D, 4DX, Dolby Cinema, IMAX, and IMAX 3D. During its theatrical run, it made $1.073 billion worldwide, becoming the franchise's highest-grossing installment, the eighth-highest-grossing movie of 2019, and the fifth-highest-grossing animated movie ever. The movie garnered positive

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[56] Mariana Galindo et al., "Recreating BoPeep for Toy Story 4," n.d., 1–2, https://doi.org/10.1145/3306307.3328188.

[57] Tom Clark, "Dordt Digital Collections Movie Review : Toy Story 4 Movie Review : Toy Story 4," 2019.

reviews from critics, who praised the plot, humor, emotion, musical soundtrack, animation, and vocal performances. It received the Producers Guild of America Award for Best Animated Motion Picture and the Critics' Choice Movie Award for Best Animated Feature. It was up for Best Original Song at the 92nd Academy Awards, where it won Best Animated Feature, becoming the first franchise to do it twice.[58] Toy Story became one of the most famous animated movies in 2019.

Toy story become one of the famous movie that was creadt by Pixar. Motion picture company Pixar, which became a fully owned subsidiary of the Disney Company in 2006, played a significant role in the creation and release of computer-animated films in the late 20th and early 21st centuries.[59] Pixar's feature-length films were praised for their clever and poignant storytelling in addition to their innovative visuals, and they regularly enjoyed global commercial success. The company's main office is in Emeryville, California.

Ed Catmull and other computer scientists worked at the New York Institute of Technology (NYIT) in the 1970s, helping to pioneer the field of computer graphics. This is where Pixar got its start. A number of Catmull's NYIT colleagues followed him when he was appointed in 1979 to head the computer division of George Lucas's production firm, Lucasfilm Ltd., which is situated in California.[60] With the goal of advancing graphics technology, the division created the Pixar Image Computer, which could produce colour visuals with high resolution that could be used for purposes outside of the film business. (The word "Pixar" was originally intended to be a fake Spanish term that meant "to make pictures.") John Lasseter, a former Disney animator, was employed by Lucasfilm in 1984. He used the company's

[58] Galindo et al., "Recreating BoPeep for Toy Story 4." https://doi.org/10.1145/3306307.3328188.
[59] Clark, "Dordt Digital Collections Movie Review : Toy Story 4 Movie Review : Toy Story 4."
[60] Rania Abdel and Baky Allam, "Assessing Three Audiovisual Translated Versions of Toy Story 1 : A Functional Approach" 62 (2016).

technology advancements to his advantage to produce brief computer-animated shorts.

A division of the Walt Disney Studios, Pixar Animation Studios is an American computer animation film studio with its headquarters located in Emeryville, California. The studio has received numerous honours and recognitions, including 27 Academy Awards, 8 Golden Globes, 3 Grammys, and many more. Its CGI-animated feature films are most well-known for having been produced using PhotoRealistic RenderMan, an in-house version of the industry-standard RenderMan image-rendering application programming interface that produces high-quality visuals. Before Pixar was purchased by Steve Jobs, the founder of Apple Computer, in 1986, it was known as the Graphics Group and was a component of Lucasfilm's Computer Division in 1979.

B. Previous Research Findings

In this researcher, the researcher analyzed the idiomatic expression based on Felicity O'Dell and Michael McCarthy's theory. This research is to identify the type of idiomatic expression in the script "Toy Story 4" movie. Some of previous researches have some similarities and differences. The similarity is focus on the type of idiomatic expression based on some theory. Then some of differences from previous research are the technique, the method and the purpose of each research. It will be explained below. Several scientific works on the subjects under study by researchers are based on observations, including:

The first thesis is "An Analysis of English Idiomatic Expressions in Transformers III Dark of The Moon." Leonardus Winarto conducted this research from the Linguistik Terapan Study Program at Yogyakarta State University. The objectives of this study were to (1) describe the different kinds of idiomatic expressions used in the English-language

version of Transformers III: Dark of the Moon, (2) clarify the translation techniques employed, and (3) assess the degree of meaning equivalence of the translated idioms.[61] With supporting quantitative data, this study adopted a descriptive-qualitative approach.

The second thesis is "An Analysis of Idiomatic Expression Found on American Sniper Movie." Muhammad Ilham Subkhan conducted this research from the Education and Teacher Training Faculty at Walisongo State Islamic University Semarang. This research aimed to discuss (1) the types of idiomatic expressions found in American Sniper movies and (2) the idiomatic expressions' meanings found in the American Sniper movie.[62] This research analyzed the idiomatic phrases in American Sniper movies and then explained how to get a colloquial term from a movie. The idiomatic expression in the movie was also categorized depending on the type in this study. Additionally, this study provided English lecturers and teachers with extra information regarding idiomatic idioms and an explanation of their significance.

The third thesis, "Contextual Meaning on The Idiomatic Expression In Parent Trap Script Movie." Suci Syuhada conducted this research from the Faculty of Teacher Training and Education at the University of Muhammadiyah of Sumatra Utara. This study showed the idiomatic expressions in Parent Trap script movies. The researcher is interested in analyzing the contextual meaning of the idiomatic expression in the Parent Trap movie script.[63] The movie script contains a lot of idioms, both American and British. The comments and interactions in the movie are significantly influenced by cultural knowledge. Therefore, they require a contextual explanation to understand their meaning. In the Parent Trap movie, colloquial terms were used 32 times. More specifically, there are 13 idioms with verbs, three phrases with nouns, four idioms with

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[61] Tanjung, "'An Analysis Of English Idiomatic Expressions In Transformers III-Dark Of The Moon, The Translation Strategies And Their Degrees Of Meaning Equivalence', (2015)."

[62] M. Ilham Subkhan, "An Analysis of Idiomatic Expression Found on American Sniper Movie," *Walisongo Repository*, 2018, 261, http://eprints.walisongo.ac.id/id/eprint/9285.

[63] Suci Syuhada, *Contextual Meaning on the Idiomatic Expression in Parent Trap Script Film* (Sumatra Utara, 2017).

verbs, and nine adverbial sayings. This study focused only on the idiomatic expression in the Parent Trap script movie.

The other research is the first journal, "An Analysis of Idiomatic Expressions Found in 'A Dog's Journey' (2019) Movie Script". This research was conducted by Herman, Vivi Rohani Nirmana Hasibuan from the English Education Department, Faculty of Teacher Training and Education, Universitas HKBP Nommensen, Indonesia Faculty of Teacher Training and Education University of Muhammadiyah of Sumatra Utara. This research aims to identify types of idiomatic expressions. The researchers used Lim's theory (2004).[64] The methodology used in this research was qualitative research, which refers to the document content analysis method. Collecting the data was searching the movie, downloading, watching, and understanding the whole movie.

The second journal, "An Analysis of Idioms in Guardian of the Galaxy Vol.2 Movie". Sasa Rosalia, Siti Noerazizah, and Anita Anggraeni from IKIP Siliwangi conducted this research. This study aims to identify the idiom categories used in the Guardian of the Galaxy Vol. 2 movie. The qualitative method was applied by the author in this study. The author used a movie script downloaded from the internet to gather data. Then, they used O'Dell & McCarthy's hypothesis to analyze it.[65] According to O'Dell and McCarthy, there are six categories of idioms: similes, binomials, proverbs, euphemisms, cliches and fixed statements, and other languages. The analysis of the data revealed that just three types of idioms, simile (4), binomial (6), and fixed statement (9), out of a total of six appear in this movie.

Based on some research mentioned before, this research differs from previous research used by the researcher and the research focus. The researcher analyzed the types

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[64] Rohani and Hasibuan, "An Analysis of Idiomatic Expressions Found in ' A Dog ' s Journey ' (2019) Movie Script."

[65] Rosialia, "An Analysis of Idioms in 'Guardian of the Galaxy Vo. 2' Movie. (2018)"

and the real meaning of the idiomatic expression in a movie titled "Toy Story 4". It is

focused on. The research will be presented in a narrative form.

CHAPTER III
RESEARCH METHOD

A. Research Design

To analyze the subject, the researcher employed a descriptive qualitative design. In its broadest definition, descriptive research is referred to as qualitative research.[66] The scholar combined a qualitative approach with a descriptive analysis for this study. It refers to the methodology's description of the facts and characteristics of the study data.[67] The study's methodology was a document or text analysis. A research technique is used to find specific elements of written or visual materials. Textbooks, newspapers, websites, speeches, motion pictures, commercials, musical compositions, and documents are among the sources examined.

In descriptive research, the facts and characteristics of a population or an area of interest are recorded methodically, precisely, and factually.[68] The literal use of describing situations or occurrences is one of the characteristics of descriptive analysis through this approach. The researcher wants to gather, discover, and examine the idioms mentioned in the "Toy Story 4" movie. The scholar used to document or content analysis to explore the idiomatic expressions. Identification of written or visual data is accomplished through document or content analysis. This study uses content analysis to examine the kinds and meanings of idiomatic expressions in the "Toy Story 4" movie script.

This research is categorized into qualitative research. To better comprehend ideas, opinions, or experiences, qualitative research entails gathering and analyzing non-numerical data (such as text, video, or audio). It can be utilized to uncover intricate details about a situation or to spark fresh study concepts. Quantitative research, which

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[66] Steven J. Taylor, Robert Bogdan, and Marjorie L. DeVault, *Introduction to Qualitative Research Method*, Fourth (Canada: United States Copyright Act, 2016).

[67] John W. Creswell, "Research Design_ Qualitative, Quantitative, and Mixed Method Approaches" (Los Angel: SAGE Publications, 2014).

[68] Taylor, Bogdan, and DeVault, *Introduction to Qualitative Research Method,* (Canada: SAGE Publications, 2016), 12.

involves gathering and analyzing numerical data for statistical analysis, is the antithesis of qualitative research. The humanities and social sciences frequently employ qualitative research in fields like anthropology, sociology, education, health sciences, history, etc.

In the broadest sense, research that generates descriptive data is called qualitative research.[69] Because it produces idioms with a thorough description type, it is the most relevant one to analyze and appropriate for this research. The phrase "qualitative description" (QD) is frequently used to refer to qualitative investigations of nursing and health care-related phenomena. There are, however, few QD-related discussions in the literature at this time. In the conclusion, the researcher used references to describe the kinds of idioms and their meanings as they were used in the script of the "Toy Story 4" movie.

B. Data and Data Resources

Success stories, anecdotes, traits, technological features, emerging trends, or data's effects on society, organizations, and business procedures can all represent data " implicitly.[70] Information that must be processed to be meaningful is produced by a sensing device or organ and comprises both helpful and unnecessary or redundant information. Data are gathered from a source known as the data source. The study's subjects, from whom the data can be gleaned, are the study's data source, in Arikunto's opinion. Because it is written material, the document was chosen as the data source in this study. The data source is dialogue transcripts/script in the script "Toy Story 4" movie, obtained from the internet.

Meanwhile, the dialogue transcripts/script is downloaded from https://deadline.com/2019/12. "Toy Story 4" Movie was chosen because the movie was

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[69] Creswell, "Research Design_ Qualitative, Quantitative, and Mixed Method Approaches., (Los Angel: SAGE Publication, 2014), 17."

[70] Andrea De Mauro, Marco Greco, and Michele Grimaldi, "What Is Big Data ? A Consensual Definition and a Review of Key Research Topics What Is Big Data ? A Consensual Definition and a Review of Key Research Topics," *Jurnal AIP* 97 (2015), https://doi.org/10.1063/1.4907823.

nominated for five Academy Awards, winning two for Best Original Song and Best Animated Feature Movie. A movie script is a written document that describes every aspect of the story and visuals for a long or short movie. This document's structure includes action paragraphs, character dialogue, and occasionally visual and audible signals. Throughout a movie's production, the director, producers, crew, and cast use the script as a road map to keep everyone on the same creative page. In addition, idioms of all kinds are used frequently in character discourse. Additionally, this study will collect secondary data from idiom-related journals and articles.

C. Data Collection Technique

Managing the data needed to address the research challenge can be done by collecting data.[71] In conducting this research, the technique of collecting the data in this analysis involves several steps:

1. Searching the movie and the "Toy Story 4" movie script.

2. Downloading the movie and the script of "Toy Story 4" movie from the internet. The dialogue transcripts/script is downloaded from https://deadline.com/2019/12. Then, the movie is downloaded from https://tv3.lk21official.wiki/toy-story-42019/

3. Watching and listening to the dialogue of the movie "Toy Story 4" to comprehend the whole story.

4. Reading and understanding all script of the "Toy Story 4" movie, which was transcribed by John Lasseter, Andrew Stanton, and Lee Unkrich.

5. The researcher analyzed the idioms that appeared in the script of the "Toy Story 4" movie. Then, the data were identified and classified based on the types of those idioms.

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[71] Donald, *Introduction to Research on Education (*Canada: Nelson Education, 2010).

6. The researcher describes the real meaning of the idiom in the script "Toy Story 4" movie.

D. Data Analysis Technique

The researcher analyzed the data when it had all been gathered. The researcher was determined to find a solution to the issue. To analyze the data, the researcher employed a qualitative approach. In qualitative research, data analysis is a continuous process during the investigation rather than at the end.[72] The scholar examined the data after gathering it. Data analysis is the systematic study and organization of the data.[73] Data analysis in qualitative research comprises preparing and organizing the data (text data, like transcripts, or image data, like images) for analysis, then distilling and reducing the data into themes. The data is then represented in figures, tables, or a discussion.[74] The researcher analyzed the data based on Creswell's theory. There are 6 steps of data analysis techniques of this research are[75]:

1. Organizing and Preparing the Data for Analysis

The researcher acquired the "Toy Story 4" Movie screenplay and dialogue transcript. While watching the movie, the researcher concentrated on reading the dialogue screenplay. The first thing that researcher do is downloading the script movie then reading it. After that, the researcher preparing the data before coding and identifying the data. The researcher found one by one the idiomatic expressions on script movie.

2. Reading or Looking at Data

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[72] Sugiono, *Metode Penelitian Kuantitatif Kualitatif Dan R&D.* (Bandung: Alfabeta Press, 2014).

[73] Tanjung, "'An Analysis Of English Idiomatic Expressions In Transformers III-Dark Of The Moon, The Translation Strategies And Their Degrees Of Meaning Equivalence' (*International Journal Of English Language and Linguistic Research,* 1, no. 1 (2015): 25.)"

[74] John W. Creswell., *Qualitative Inquiry and Research Design Choosing Among Five Approaches.* (California: SAGE Publication, 2007).

[75] Creswell, "Research Design_ Qualitative, Quantitative, and Mixed Method Approaches. (Los Angel: SAGE Publications, 2014)."

3. Starting Coding All of the Data

       Based on O'Dell & McCarthy's theory, the writer discovered the phrase in the "Toy Story 4" movie's script and dialogue. The author created a list of idioms in the "Toy Story 4" movie script. [76] Based on the categories of those idioms, the researcher starts coding all of the datas.

       Alayzing the data which contains six types of idiom by coding. The researcher used the code below:

[D1-P1-BI]

Bonnie's dad: "Let's go! *Rise and shine!*".

Code information:

D1 : Datum 1

P1 : Page of transcript

SI   : Simile Idiom

BI : Binomial Idiom

PI : Proverb Idiom

CI : Cliches Idiom

FSI : Fixed Statement Idiom

4. Using the Coding Process to Generate a Description of the Setting or People as Well as Categories

5. Advancing how the description in qualitative narrative

       The result of previous step will be arranged as detail and well structuring based on the qualitative design.

6. Making an Interpretation in Qualitative Research of the Findings or Results

       The researcher presented the idioms found in the script of the "Toy Story 4" Movie. The researcher analyzed the type of those idioms.

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[76] *See Appendix 2*

CHAPTER IV
FINDINGS AND DISCUSSION

A. The Types and Meanings of Idiomatic Expressions

1. Binomials

A conjunction (also known as a linking word) connects two words to form an idiom known as a binomial, usually and. It is compounded by the terms + and + comment. In language studies, a pair of words (for example, loud and clear) customarily joined by a conjunction (usually and) or a preposition is called a binomial. The order of the two terms is fixed. [77] In a sort of idiom known as binomials, a conjunction (or "linking word") typically connects two words. It compounds some prepositions such as and, or, and by. The order of the two terms is fixed. [78] The researcher discovered three idiomatic utterances labeled as binomial types in this analysis. The information the researcher found in the movie script is listed below:

[D1-P23-BI]

Bonnie's dad: "Let's go! *Rise and shine!*".

Rise means an increase in an amount, a number, or a level. *Shine* means the bright quality that something has when light reflects on it. In this expression, "*Rise and shine!*" does not mean showing and splendid something. It shows the meaning *"Let's get up"*. In this scene, the intersection used is "*and.*" It collects the word rise and shine. Bonnie's dad wakes Bonnie up because it is the morning time. In this scene, Bonnie's dad reminds and invites Bonnie to escape her evil. It also reminds them to do the following activity because they will visit some places that day.

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[77] Felicity O'dell and Michael McCarthy, *English Idioms In Use Advanced*, Second (Cambridge: Cambridge University Press, 2017).

[78] Felicity O'dell and Michael McCarthy, *English Idioms In Use Advanced*, Second (Cambridge: Cambridge University Press, 2017) .

[D2-P26-BI]

Hamm: "5,32 miles, *give or take*."

Give means handing something to somebody so they can look at it, use it, or keep it for a time. *Take* means carrying or moving something from one place to another. The idiomatic expression "*give or take*" does not mean giving and taking simultaneously. It means "*approximately*". In this scene, the intersection used is "*or.*" It collected the words, give or take. Hamm tells his friend about how far they must take to reach her destination. In this scene, all the toys are in the car, and Hamm estimates the road from the car's rooftop. So, Hamm only gives the information in doubt because he does not feel sure about the distance.

[D3-P93-BI]

Gabby: "You've been there through all their *ups and downs*... Please. Be honest with me – was it as wonderful as it sounds?"

Up tells towards a higher position. *Downs* means to or at a lower place or position. The idiomatic expression "*ups and downs*" does not mean something about ups and downs. In this context, the idiom accompanies "*someone in every condition.*" In this scene, the intersection used is "*and.*" It collects the words ups and the word downs. Gabby is curious about how Andy feels about having many friends and being loved by others. Andy has accompanied his friend in many situations, both in happy and sad cases. Gabby feels lonely because she has no friends.

The analysis shows three idiomatic expressions in the script are classified into binomial types. Binomials usually called a binomen (plural binomina) or binominal name. A binomial pair contains two words joined by a conjunction (usually *and* and *or*). The word order of a binomial couple is generally fixed. In this research, the combination used in binomial type is two and one *or.*

2. Proverbs

Proverbs are brief statements that offer counsel or caution and refer to an event that most people have had. Like idioms, their structure is set, and it is not always easy to infer the meaning from the words alone.[79] Knowing proverbs is essential because it broadens your vocabulary and improves social skills. Proverbs frequently appear in questions for various competitive exams, so becoming familiar with them and their meanings should be a key component of your preparation. Proverbs are short, well-known sayings frequently used to illustrate a particular point, usually in the form of a phrase. It includes positive and negative situations. It has positive and negative problems. The researcher found 2 examples of idiomatic expressions classified into Proverbs type in this analysis. Below is the data that the researcher found in the movie script:

[D4-P91-PI]

Woody: "*Not now, Not Ever*."

Now means at present. The word *Ever* is used in negative sentences and questions or sentences with if to point at any time. The idiomatic expression "*Not now. Not ever*" does not mean the time now and some activities that ever do. It is about the opportunity to do something. The type of this idiom is "Proverb" because it is a statement that offer counsel or caution. It means "*Now or Never*." In this scene, Buzz converses with Woody about finding and helping Forky. Buzz is unsure to help Woody because it is too risky for them. Buzz reminds and invites Woody to return to their place to be saved. But Woody just straight on his plan. He wants to help Forky no matter what the situation is. If he does not do it now, he will lose Forky forever. It iss now or never.

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[79] Felicity O'dell and Michael McCarthy, *English Idioms In Use Advanced*, Second (Cambridge: Cambridge University Press, 2017).

[D5-P96-PI]

Buzz Voicebox: "***To infinity and beyond.***"

Infinity means the state of having no end or limit. ***Beyond*** means on or to the other side of something. The idiomatic expression **"*To infinity and beyond*"** does not mean something infinity. Beyond also does not mean passing something. Bonny says their motto is that nothing is impossible to do in his life. The type of this idiom is "proverbs" because it is a statement that offer counsel or caution. It is and advice that means "*It is a limitless possibility.*" In this scene, Buzz has the inner voice that always supports him to do something good. That idiomatic expression becomes the punch line, and Buzz quotes to help himself or other toys to be more confident in facing everything in the world. The idiomatic expression also means that nothing can limit our life in exploring new things.

There are 2 idiomatic expressions found in the script that are classified into proverb types. The proverb is a simple, insightful, traditional saying that expresses a perceived truth based on common sense or experience. Proverbs are often metaphorical and use formulaic language. Some idiomatic expressions use some prepositions. Those are *in, out, up*, *down,* and others.

3. **Cliches**

A cliche is a remark frequently made in specific everyday, routine circumstances. It is not unique because it is a remark that most people have heard before.[80] Cliches are widely employed in ordinary speech, newspaper headlines, and commercial slogans. Today, "cliché" is often used to describe something hackneyed, such as an overused or overly commonplace phrase, topic, or sentiment. A cliche is a comment often used in certain common, everyday situations. It is a comment that

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[80] O'dell and McCarthy, *English Idioms In Use Advanced* (Cambridge University Press, 2017).

most people are familiar with and is, therefore, not original.[81] Cliches are often used in everyday conversation and frequently played in advertising slogans and newspaper headlines. In this analysis, the researcher found 3 examples of idiomatic expressions that classified Cliches types. Below is the data that the researcher found in the movie script:

[D6-P16-CI]

Kindergarten Teacher: "Okay, class, let's all *find a seat at a table* to start craft time."

Find means to discover somebody/ something unexpectedly or by chance. *Seat* means a place where you can sit. The idiomatic expression "*Find a seat at a table*" does not tell people they need to find a home and then sit down at the table. It means the phrase, "*Please sit down*". In this scene, the kindergarten teacher orders or pleases all students to sit together. She orders all students to prepare for the class because the class will begin. The students must put their bags in place and then look for a chair and a table to put their things on. Based on the situation, the researcher concludes that the idiomatic expression *"find a seat at a table"* is categorized into Cliches because it is a comment expression. It is a polite language to say *"please sit down"* from teacher to students.

[D7-P67-CI]

Buzz: "*That's quite a jump*."

Quite means the most significant possible degree. Article is used before countable or singular nouns referring to people or things that have not already been mentioned. *Jump* refers to the physical action of jumping. The idiomatic expression "*That's quite a jump*" does not mean people jump from one place to another. Woody asked Boo about the situation about how they wanted to reach something. The type of this idiom is "Cliches" because it is a common expression in English to say "*So far*."

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[81] O'dell and McCarthy, *English Idioms In Use Advanced*, Second (Cambridge: Cambridge University Press, 2017).

In this scene, Bo shows the road she needs to go. They need to jump from one place to another place to find Forky. Bo realizes that small toys without jumping experience and skill can't reach the target carefully. They consider jumping carefully. Buzz tries to guess the distance between two places. Then, he realizes it is too far to jump.

[D8-P81-CI]
Bo: "Aw, Sheriff. *You're selling yourself short*."

Sell means giving something to somebody in exchange for money. *Yourself* is a pronoun used when the person or people being spoken to cause and are affected by an action: s*hort* measuring or covering a small length or distance, or a smaller length or distance than usual. The idiomatic expression "*You're selling yourself short*" does not mean selling herself. It also does not mean that the toys are short. It is praise to Boo. The type of this idiom is "Cliches" because it is a common expression in English to say "*Don't praise too much*." In this scene, Woody asks about Bo's condition during many years they are separated. Bo looks better than Woody, though. Woody feels that Bo has a better life than she lives in the antique store. Woody praises too much about Bo's condition. Finally, Bo feels shy about what is said by Woody. Woody is just too much in facing some conditions based on Bo's opinion.

The script contains 3 idiomatic expressions of cliches types. Cliches that are so overused and overused that they lack any genuine influence on the text are considered cliches. Cliches that are so overused and overused that they lack any genuine influence on the text are considered cliches.

4.   **Fixed Statements**

Fixed statement is the phrase that has specific meaning and can not be replaced with other terms. The fixed statement declares a pointer to a moveable variable and stops the garbage collector from moving it. A fixed or pinned variable's

address remains constant while the information is executed. Only the associated fixed statement may use the declared pointer.

In this analysis, the researcher found 52 examples of idiomatic expressions that classified Fixed Statements types. Below is the data that the researcher found in the movie script:

[D9-P1-FSI]
Jessie: "*Heads Up!* Andy's coming!"

Head means a part of the body on top of the neck containing the eyes, nose, mouth, and brain. *Up* means to or in a higher position somewhere. The idiomatic expression "*Heads up!*" does not mean that the head of people has to face up in the air. Jessie reminds her friend that Andy will come. In this scene, Jessie calls her friends to be careful. Andy comes with a breakneck speed. Andy will crass them by riding the car. So, Jessie asks her friend to move from their place and try to give away to be safe. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"be careful"*.

[D10-P2-FSI]
Woody: "The rest of you, *stay put*."

Stay means to remain in a particular place for some time without moving away. *Put* means moving something into a specific area or position. The idiomatic expression "*stay put*" does not mean people stay while putting something. In this scene, Woody reminds his friend and calls her friends to stay at their place. Woody will go to the next duty/ project, but she does not want to be followed by others. She will go alone, so she orders her friend to keep silent in the first place. It is an instruction to run Woody's team's plan. This idiomatic expression is categorized as a

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"fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"do not move"*.

[D11-P6-FSI]

Woody: "And the box gets *taken away*."

Take means carrying or moving something from one place to another. *Away* means to or at a distance from somebody/something in space or time. The idiomatic expression "*taken away*" does not mean the box is taken from a distant place. Woody tells the truth to his friend if somebody throws the boxes. The box is the place to save their toys. But long by long, the toys' will be forgotten. The boxes are forgotten and then are thrown away by the owner. Someday, those losing boxes will be taken by the stranger. In this scene, this idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"throw something"*.

[D12-P7-FSI]

Andy's mom: "Oh, good. Come on and *get inside*."

Get means receiving something. *Inside* means on or to the inner part of something/ somebody, within something/ somebody. The idiomatic expression "*get inside*" does not mean people will get something inside the house. It means "*to go inside or come in*." In this scene, Andy's mother orders Andy to go to the house because it is raining. Then Andy followed her mother to go into the house. Andy didn't realize he had forgotten about the boxes he had brought. The box is going to be wet because of the rain. In a few minutes, the package is getting flooded. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"come in"*.

[D13-P9-FSI]

Woody: **"**Deep breaths, Jessie. Deep breaths. (to Slink's back-end) Settle down, Slink. Sit, good boy. *Settle down*, Slink."

Settle means to put an end to an argument or a disagreement. *Down* means to or at a lower place or position. The idiomatic expression "*Settle down*" does not mean people need to be under something. In this scene, Andy reminds his friend to be calm. Settle down here means please be quiet. Jessie orders her sheep to be silent because of facing Woody. The sheep had never met Woody before. They feel strange and not safe. The sheep want to save Jessie from any stranger. They want to start a fight. So, Woody reminds others to be calm. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"be calm"*.

[D14-Page 9]
Woody: "No, no. My guys are veterans. They'll *hang in* there."

Hang means attaching something to be connected at the top so that the lower part is free or loose at a point within an area or a space. The word *In* means at a point within a place or a room. The idiomatic expression "*hang in*" does not mean depending on something. The idiom says, "*We must be strong to keep doing something.*" The type of this idiom is "Fixed Statement" because it is a common expression in English to change the word "*survive.*" Fixed statement also can't be translated word by word that can bring different meaning. In this scene, Woody reminds others to endure in facing the situation. Although the cupboard is small until they can't take a breath clearly, Woody tries to improve the situation and calm his friend. Finally, they survive for a few minutes in the cupboard together.

[D15-P11-FSI]
Woody: "I don't know. I don't *keep count*."

Keep means to stay in a particular condition or position, to make somebody/ something do this. *Count* means calculating the number of people, things, etc. The

idiomatic expression "***Keep count***" does not mean to keep something's quantity. The toys discuss how many times Bonnie takes and plays them sometime. For some reason, Bonnie never plays Woody anymore. Other toys have counted about Woody's turn. Andy feels mass because he has never gotten the turn. Then, he just said that they never counted his turn. In this scene, Andy calls his friend to depend on when Bonnie plays him. Keeping count here means doing the count for so many times. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"be attention"*.

> **[D16-P14-FSI]**
>
> Dolly: "Woody, can't you see I'm threatening everyone? ***Go back*** to the closet!"

Go means moving or traveling from one place to another. ***Back*** means located behind or at the back of something. The idiomatic expression "***Go back***" does not mean ordering someone to go to the place in the back. It means going to the last place. In this scene, Dolly tells Andy to go to the first place he shows up. Dolly and Woody are hiding from Bonnie because she will go to her room again after breakfast to take her bag before school. Dolly worries that Bonnie will see and catch Woody because they go around and try to enter Bonnie's bag. Dolly orders Woody to enter again in the cupboard. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"walk behind"*.

> **[D17-P20-FSI]**
>
> Woody: "Come on. Let's ***get out*** of there. You got this. Good, Good."

Get means getting something to receive something. ***Out*** means away from the interior of a structure or object. The idiomatic expression "***Get out***" does not mean people get something out of business. It means "*going out or going to another*

location." In this scene, Woody orders or invites Forky to show himself in front of other toys. Forky is hiding in the Bonnie's bag. He feels shy because he starts being created as a toy by Bonnie. He feels shy because he is only made from the trash in the class. But, long by long, Woody convinces him to be okay and not to feel nervous in front of other toys. Woody tries to make sure that they are the same. All of them are Bonnie's friends. Moreover, at that time, Forky became her favorite toy Bonnie had. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"go to another place"*.

[D18-P25-FSI]

Woody: "No, no. I need to do this. That little voice inside me would never leave me alone if I *gave up*."

Give means to hand something to somebody so they can look at it, use it, or keep it for a time. *Up* means to or in a higher position somewhere. The idiomatic expression "*gave up*" does not mean people give something up in the air. It means "*feeling down or losing hope*." In this scene, Woody says he will never feel hopeless in reaching something. Woody feels his heart speaks to him that he has to help others. He has no reason to help. He wants to survive for himself or others. He wants to try again and again. He does not want to feel surrender. He worries when he does not follow his heart. He will feel disappointed, and his spirit will blame him for not doing something. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"lose hope"*.

[D19-P42-FSI]

Star Adventurer Carnie: "*Step right up*, put your money down, get yourself a real Buzz Lightyear, hey, hey..."

Step means to lift your foot and move it in a particular direction or put it on or in something to drive a short distance. **Right** represents the right side or approach. **Up** means to or in a higher position somewhere. The idiomatic expression "**Step right up**" does not mean stepping to another area/ stepping on the right side. It means "*allowing others to try something/ please*." In this scene, Star Adventurer Carnie says he allows someone to try playing the game. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"try it"*.

> **[D20-P42-FSI]**
> Star Adventurer Carnie: "Step right up, **put your money down**, get yourself a real Buzz Lightyear, hey, hey..."

Put means moving something into a particular place or position. **Money** represents the things you earn by working or selling and use to buy things. **Down** means to or at a lower home or job. The idiomatic expression "**Put your money down**" does not mean putting money/ something in a quiet place. It means *"Buying something and trying the games."* In this scene, Star Adventurer Carnie says that he offers the play and orders someone to pay before playing. They allow other people to buy something. They promoted their product and games. Those who want to play the game to get the doll have to pay some money for it. They also promote cute dolls to make people interested in the game. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"buy something"*.

> **[D21-P44-FSI]**
> Bo: "Skunk, skunk, skunk! **Watch out**!"

A watch means looking at somebody/ something for a time, paying attention to what happens. **Out** indicates a direction away from a location or object's interior. The idiomatic expression "**Watch out**!" does not mean watching something out of the

area. It means "*move a bit*". In this scene, Bo reminds Woody to be careful. The words watch out tell an order to move to another area because skunks ride the car passing their way. Bo orders Woody to move and hold his hand to jump together to avoid the skunk. Bo also means to others to be more attention. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"move a bit"*.

[D22-P49-FSI]
Bo: "Whoa, *steer clear* of that weirdo."

Steering means controlling something in the direction in which a boat, car, etc. *Explicit* means easy to understand and not cause any confusion. The idiomatic expression "*Steer clear*" does not mean steering something clear. It is a reminder not to have a relationship with Gabby. It means "*to stay away*". In this scene, Bo reminds Woody to keep a distance from Gabby. Bo orders Woody to get away from Gabby because Gabby is a very dangerous doll she has met. Gabby also has army dolls to save her from other toys. That is why all toys must stay away or keep a distance from her. In this scene, Woody tries to show up in front of Gabby. Then, Bo tries to save Woody. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"stay away"*.

[D23-P59-FSI]
Bo: "Giggle, *count us down*."

Count means saying numbers in the correct order. *Down* means to or at a lower place or position. The idiomatic expression "*Count us down*" does not mean counting under something. It is an order to measure from the big to the small number. In this scene, Bo orders Giggle to count their action from the significant number. It means that Giggle needs their activities to start from small to big numbers. Start from

one to the more substantial number. It is not discussing how to count something from the lower place. Just counting something from the very beginning to the end. Bo orders Giggle to start counting because they will jump from one place to another. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"count from one"*.

[D24-P60-FSI]
Buzz Voicebox: "Meteor shower! *Look out*!"

Look means turning eyes in a particular direction. *Out* means away from the inside of a place or thing. The idiomatic expression "*Look out*" does not mean looking at something outside. It is ordering "to be careful". In this scene, Buzz Voicebox reminds Buzz to be careful about something above him. It is a Meteor shower. When Buzz feels confused, he tries to hear his inner voice. Then, the inner voice orders him to see the sky above his head. The inner voice from Buzz's voice box said to look out, meaning that Buzz needed to see the other side while being careful because of a meteor. It falls from the sky. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"be careful"*.

[D25-P63-FSI]
Mr Potato Head: "Hey! *Watch it*, buddy!"

A watch means looking at somebody/ something for a time, paying attention to what happens. *It* is a pronoun that refers to an animal or something already mentioned or discussed. The idiomatic expression "*Watch it*" does not mean watching something. It is "*reminding to be careful*". In this scene, Mr. Potato Head reminds others to be careful because part of his body is falling. Rex is going to be confused and panic. Rex hits Mr. Potato Head's body. It makes Mr. Potato Head's

eyes drop from its place. Because of this, Mr. Potato Head feels angry and reminds others to be careful, although they are panicking. It just makes the problem worse. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"be careful"*.

[D26-P64-FSI]

Bonnie's mom: "Okay... Daddy's going to use some words. How about we go to the carnival? Or maybe ***check out*** some of those shops in town?"

Check means examining something to see if it is correct, safe, or acceptable. ***Out*** means away from the interior of something or somewhere. The idiomatic expression "***Check out***" does not mean checking something out of town. It is "*suggesting to choose and buy something.*" In this scene, Bonnie's mom tells Bonnie to see and buy something in the store. Bonnie's mom invites Bonnie to go somewhere to look around. Bonny's father feels frustrated because of the flat tire. The car is not going to run well. So, Bonny's mother tries to distance Bonni from her father to do what he can to make the car work. Then, after finding something interesting in the store, they will try to see and buy the things. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"buy something"*.

[D27-P67-FSI]

Woody: So, how do you propose we ***get up*** there?

Get means receiving something. ***Up*** means standards towards or in a higher position. The idiomatic expression "***get up***" does not mean getting something up or waking up from sleep. It is suggesting to pass over the air or. In this scene, Woody tells Bo to jump through the air. After seeing another doll being attacked by a cat, Bunny and Ducky are afraid of being attacked. They look at the material inside their

body when it is being bitten. They try to discuss how to move to another place. They want to run to save themselves from the cat. So, when Woody says about how to get up here, it does not mean they want to wake up from their sleep. They often think they can go away and run from their place. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"pass over the air"*.

[D28-P98-FSI]

Boo: "(waits) On your mark...*get set*... (crouches to run)

Get means receiving something. *A set* means a group of similar things that belong together in some ways. The idiomatic expression "*get set*" does not mean getting something ready or having a good set of items. It is a suggestion "*to prepare before starting the journey*." In this scene, Boo contains her friend to prepare before starting the next journey. Bunny and other toys come back to sit down in Bo's car. It is a reminder from Bo to train others to sit down carefully and use their seat belt well. Bo wants to start the journey at a very high speed to begin the journey. Bo wants to come to their destination as fast as possible. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"prepare something well"*.

[D29-P111-FSI]

Police officer (over speaker): "*Pull Over*."

Pull means holding something firmly and using force or trying to move it toward yourself. *Over* means downwards and away from a vertical position. The idiomatic expression "*Pull over*" does not mean pulling something over others. It is an order from the police to Bonnie's dad to move beside the road or stop. In this scene, Bonnie's dad has to follow the police officer's order. The car that the toys are controlling Bonny's family rides. So, Bonnie's dad feels confused about it. He cannot

control the machine. The vehicle hits other transportation, making the traffic crowded. Because of this accident, the police officer orders Bonnie's dad to move beside the road. Pulling over here also means taking a brake carefully. This idiomatic expression is categorized as a "fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"move"*.

[D30-P1-FSI]

Jessie: "Whoa, *it is raining cats and dogs* out there! I hope they make it back alright..."

Rain means water that falls from the sky in separate drops. *A cat* is a small animal with soft fur that people often keep as a pet. *Dog* means an animal with four legs and a tail, often kept as a pet or trained for work, for example, hunting or guarding buildings. The idiomatic expression "*it is raining cats and dogs*" does not mean the rain is full of cats and dogs. The situation tells that "Outside the home, there was rain." The type of this idiom is "Fixed Statement" because it is a phrase that has its won meaning than translate it word by word. This expression is used to say "*heavy rain.*" Jessie reminds others to enter the house in this scene because the rain is weighty. Others try to close and lock the window so the water does not come.

[D31-P8-FSI]

Trixie: "It is *getting hot* in here…"

Get means getting something to receive something. *Hot* means having temperature, producing heat. The idiomatic expression "*getting hot*" does not mean people get something hot in their situation. They complain that they don't feel comfortable in that situation. The type of this idiom is "Fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English when they complain about the "*hot weather.*" In this scene, Trixie and other toys are in the cupboard. As long as Bonnie does not use

them, they are forgotten and stay in the closet without getting some air. So, they feel hot because of the small place they visit. They have to share their space for all toys. Then some toys complain because they can't stand in the hot air anymore.

[D32-P22-FSI]

Woody: "*Just a second*, Jessie. So, we all have to make sure nothing happens to him."

The word means precisely or only. The article is *an* indefinite article that has singular/ countable meaning. *Second*, it means a unit for measuring time. There are 60 seconds in one minute. The idiomatic expression "*Just a second*" does not mean the time is only a second. Woody tells others to be quiet for a moment. The type of this idiom is "Fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It means a "*short time.*" In this scene, Woody tries to tell other toys to help him. He wants all the toys to save Forky together. Because, at that time, Bonny's favorite toy was Forky. Forky always wants to jump in the rubbish. That is why Woody said just a second to remind others.

[D33-P24-FSI]

Bonnie's dad: "Come on. Let's eat some breakfast and *hit the road*!"

Hit means bringing your hand, or an object you are holding, against somebody/ something quickly and with force. *A road* means a thoroughfare, route, or way on land between two places that has been proved or otherwise improved to allow by some conveyance. The idiomatic expression "*hit the road*" does not mean people will strike or punch the road. It means starting the trip. Bonnie's dad invites Bonnie to eat breakfast and then begins the journey. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. The idiomatic expression to say "*begin the trip.*" In this scene, Bonnie's dad has tried to check everything before continuing the journey. Bonnie's dad invites his

family to have breakfast together. Then, after all has set, the word hit the road means begin the trip.

[D34-P24-FSI]

Woody: "We'll just be stuck in an RV. He can't *get far*. I got this! I got it."

Get means receiving something. *Far* means a long distance away. The idiomatic expression "*get far*" does not mean reaching something in a far place. The idiom tells about someone who cannot go so far. As we know, idiomatic cannot be translated word by word, so we can conclude that this sentence is an idiom. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to change the word "*Go far away*." In this scene, Woody feels worried about Forky. Forky is a toy that cannot go far from their location. Woody wants to help Forky to be saved. It was so. It was getting far, which meant that Forky could not go so far away from the very first location.

[D35-P27-FSI]

Buzz: "Woody, *hold on a minute*."

Hold means carrying something, having somebody/ something in your hands, arms, etc. The proposition *on* standards in or into a position covering, touching, or forming part of a surface. Article *A* tells something countable/singular. *Minute* means the 60 components of an hour equals 60 seconds. The idiomatic expression "*Hold on a minute*" does not mean holding something for only one minute. It means a "*short time*". Buzz informed Woody to stop and wait for something in a moment. The type of this idiom is "Fixed statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*wait for a moment*." In this scene, Buzz feels worried about Woody. Woody just left

other toys to find Forky. When Woody wants to jump in the road from the window, Buzz reminds him to think before jumping. Buzz orders Woody to wait for a minute by saying hold on.

[D36-P52-FSI]

Forky: "*Wait a second*, she took Woody!"

Wait means staying where you are or delaying doing something until somebody/ something comes or something happens. The word for means showing who intends to have or use something or where something wants to be put. Article *A* tells something countable/singular. The word *Second* means a unit for measuring time. There are 60 seconds in one minute. The idiomatic expression "*Wait a second*" does not mean waiting for something in only one second. Forky informed Gabby Gabby to stop and wait for something in a moment. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*wait for a moment*." In this scene, Harmony brings Woody to play with her. Forky realizes that there is something wrong with that situation. So, he needs time to think for a moment. Waiting a second here means that Forky needs a few minutes, not a second, to think about the problem.

[D37-P46-FSI]

Giggle McDimples: "*Be right down*."

Be means being located in a place/ being present. *Right* represents the right side or direction. *Down* means at a lower place or position. The idiomatic expression "*Be right down*" does not mean being someone suitable. Giggle McDimples informs that she will go down from her home. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Go down*." In this scene, Giggle

wants to announce to Bo that they will move their place to the lower area. They will ride their car to the most down position. The word right down means ready to go down.

[D38-P49-FSI]

Bo: "If I were you, I'd *cut my losses* and go home."

Cut means making an opening or a wound in something, especially with a sharp tool such as a knife or scissors. The word *I* is a determiner, which means belonging to the speaker or writer. *Loss* means "the state of no longer having something or as much of something, the process that leads to this." The idiomatic expression "*I'd cut my losses*" does not mean cutting the losses. Bo informs that she will change her mind. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Change my mind*." In this scene, Bo tries to listen to Woody's plan. Bo feels it is too risky when he wants to meet Gabby. So, if Bo were Woody, she wouldn't want to do the methods because it is too dangerous. Then, she will change her mind to keep quiet.

[D39-P49-FSI]

Bo: "Kids lose toys every day. Bonnie will *get over* it."

Get means receiving something. *Over* means downwards and away from a vertical position. The idiomatic expression "*get over it*" does not mean getting something through something. Bo informs that someone will forget something. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Forget it*." In this scene, Bo reminds Woody about her experience. Everybody knows that kids will play with some toys, then they will put them in some places. When kids play with toys, they forget where they put them. So, Woody does not need

to worry if he can't find Forky. Long by Long, Bonnie also will forget Forky. Getting over it here means Bonnie will not care and forget her toys.

[D40-P50-FSI]

Bo: "Second Chance Antiques, and *step on it.*"

Step means lifting your foot and putting it down to walk or move somewhere, the sound this makes. *On* means in or into a position covering, touching, or forming part of a surface. A pronoun refers to an animal or something that has already been mentioned or is being talked about now. The idiomatic expression "*step on it*" does not mean stepping on something. Bo invites them to start the journey. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Let's go*." In this scene, Bo invites her friend to be ready to ride his car. Bo knows how to go to the second chance antiques. Bo reminds her friend to settle down to start the journey. The idiomatic expression step on it means an invitation to start the trip.

[D41-P54-FSI]

Bunny: "A child to shower you with unconditional love? *Join the club*, pal."

Join means fixing or connecting two or more things. The article refers to somebody/ something that has already been mentioned or is easily understood. *A club* is a group of people who meet regularly for a particular activity, sport, etc. The idiomatic expression "*Join the club*" does not mean joining a club/ organization. Bunny invites us to join together. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Let's welcome*." In this scene, Bunny invites other toys, especially Buzz, to stay in that store together. It is because they are hanging in the store as the price for people. People will get the toys when they win

the games. Bunny reminds Buzz that he will be the same as the other toys to be the price of games. So the conversational join the club here means we are identical.

[D42-P56-FSI]

Ducky: Bunny, what are you doing? He's *getting away*. Let's go!

Get means receiving something. *Away* means to or at a distance from somebody/ something in space or time. The idiomatic expression "*He is getting away*" does not mean someone is getting something far. Ducky invites Bunny to hurry because of the long distance with Buzz. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*So far*." In this scene, Buzz is trying to go away from the store. Bunny and Ducky look at that incident. Bunny and Ducky try to follow Buzz in a small way. They run together on the same road. Because Bunny and Ducky have big body sizes, they get stuck there. They are in a small alley. They fight each other because they are trying to escape the small place. In the end, they miss out on catching Buzz up.

[D43-P62-FSI]

Ducky: "You ruined our lives. *Shame on you*!"

Shame means the feeling of sadness, embarrassment, and guilt when you know something you have done is wrong or stupid. The idiomatic expression "*Shame on you*" does not mean feeling shame/shyness. Ducky says to Buzz because he is disappointed. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*feel shame*." In this scene, Bunny and Ducky follow Buzz to catch him up. Bunny feels disappointed because Buzz leaves the store without inviting Bunny and Ducky. They feel betrayed because of Buzz. In the end, after they catch

Buzz. They have fought together. Ducky finally cries and scoffs at Buzz. The shame on you means how could you be like that to me.

[D44-P62-FSI]

Woody: "All right, come on, stop it! *Cut it out* now!"

Cut means making an opening or wound in something, especially with a sharp tool such as a knife or scissors. A pronoun refers to an animal or something that has already been mentioned or is being talked about now. Out means means away from the interior of something or somewhere. The idiomatic expression "*Cut it out*" does not mean cutting something. The idiomatic expression tells about the situation of some toys fighting. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to change the word "*Please, Stop it.*" In this scene, Woody meets Buzz and other toys fighting. He tries to keep them away to not fighting anymore. Bo also tries to help Woody make the toys more calm. Finally, Woody says to stop fighting, and then they destroy it.

[D45-P64-FSI]

Bonnie's dad: "*Are you kidding me?* Just – everything's going perfectly."

Kidding means telling something somebody something that is not true, especially as a joke. The idiomatic expression "*Are you kidding me?*" does not mean something makes you kidding. Bonnie's dad feels so angry because of a flat tire. He complains about the situation. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say, "*Are you serious?*". In this scene, Bonnie's dad feels furious because everything will not be okay. Something wrong happens to Bonnie's dad's car. The car is getting flat tires. Bonnie's dad comes out of the vehicle. He checks the tire and can't accept that the journey is not running well. He tries to find a way to fix the car as soon as possible.

Bonnie's mom: "Okay! Daddy's going to *use some words*. How about we go to the carnival? Or maybe check out some of these shops in town?"

Use means doing something with a machine, a method, an object, etc., for a particular purpose. *Some* is determiner used with uncountable nouns or plural countable nouns to mean 'an amount of' or 'a number of' when the amount or number is not given. *The word* means a unit of language. The idiomatic expression "*Use some words*" does not mean using/ saying some words. The idiom tells about the situation of a flat tire. Bonnie's mom tells Bonnie to give Daddy a place to work. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to change the word "*Start Working*." In this scene, Bonnie's mom knows Bonnie's dad is not feeling well. Bonnie's mom tries to give a place and time for Bonnie's dad alone because she knows that the car is not okay to continue the journey. Bonnie's mom invites Bonnie to go around finding something interesting. They look in the shops to find something and buy something. Bonnie's mom says that Bonnie's dad needs to start working to fix the car alone. Finally, Bonnie and Bonnie's mom left Bonnie's dad.

Bo: "*Stick to the plan*!"

Stick means pushing something, usually a sharp object, into something to be made into something. *A plan* is typically any diagram or list of steps with timing and resources. The idiomatic expression "*Stick to the plan*" does not mean sticking/ surviving on something created, staying so hard to back on the plan. Woody asked Boo about the situation about how they wanted to reach something. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Follow the*

plan." In this scene, Bo leads the plan. But Boody feels worried about Forky. He forgets to do something based on the toys' plan together. Woody is very careless to do something in a dangerous time. Woody gets away from his friend and runs to find Forky alone. Then Bo reminds other toys not to do the same thing as Woody did. Other toys have to follow the first plan.

[D48-P69-FSI]

Bo: "Then *stay out* of my way. I'm getting my sheep back."

Stay means continuing to be in a particular place without moving away. *Out* means away from the inside of a home or thing. The idiomatic expression "*Stay out*" does not mean staying outside the place. It is a warning to keep a distance from Boo. Boo is very angry at Woody and does not want to help him. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Go away*." In this scene, Woody feels sorry for Bo because the situation worsens. Bo's sheep are afraid of fighting with Gebby's army. Bo is furious at Woody. Bo feels disappointed and upset. Bo's sheep needs to recover from the accidents that happened. When Woody wants to try to help, the only thing that Woody can do is go away and make distance for all toys. Bo pushes Woody away to go far away.

[D49-P80-FSI]

Buzz: "Barely *made it out alive*."

Make means creating or preparing something by combining materials or putting parts together. A pronoun refers to an animal or something that has already been mentioned or is being talked about now. *Out* means away from the inside or a place or thing. *Alive* means living, not dead. The idiomatic expression "*made it out alive*" does not mean making something alive. Its information tells the situation of their survival that is almost hard to live still. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated

word by word. It is a common expression in English to say "*Keep save*." In this scene, Bunny and Buzz try to take the keys from the shopkeeper. Woody asks Buzz, Bunny, and Ducky how to get the key. They realize that this duty is not an easy duty to do. They laugh at each other because they remember their effort to get the keys. They do not tell the specific incident. They have nothing to do when they get the key. They only take the key because the shopkeeper left it on the desk. They say it is too hard to get the key. It is threatening their life until they can get it with a precarious effort.

[D50-P82-FSI]

Bo: "Nope. And now, with the carnival traveling through, it is our chance to *hop a ride* and leave town."

Hop means moving by jumping on one foot. Article *a* is used before countable or singular nouns referring to people or things that have not already been mentioned. *Ride* means sitting on a horse or others and controlling it as it moves. The idiomatic expression "*hop a ride*" does not mean hooping/ mastering a ride. It is getting a ride from someone. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Have a ride*." In this scene, Woody tries to make sure about what Bo is thinking. Bo does not want to live with people anymore. She wants to be the lost toy with a very unlimited life. She can go anywhere and do anything she wants. The time is also suitable to go around because the carnival event is held in the town. Many people come and make the situation crowded. Bo invites Woody to follow her if he wants because she wants to start the journey to go around and leave the town.

[D51-P90-FSI]

Bo: "It can't be just about *the one you're still clinging to*."

It still means continuing until a particular point in time and not finishing. Clinging means holding on tightly to somebody/ something. The idiomatic expression "***the one you're still clinging to***" does not tell someone who is clinging. It is about someone whom Woody cares about. Someone becomes part of Boody's life. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Someone I care about*." In this scene, Bo gets angry because of Woody. Woody does not realize and believes he just got stuck with Bonnie in his mind. Woody works hard to find Forky because he knows that Forky is everything to Bonnie now. Woody wants to show his love by giving the best he can to make Bonnie happier than before. Bo reminds Woody to open his heart and that being a lost toy is not bad. It isn't always about what Woody wants and cares about.

[D52-P94-FSI]
Bonnie's dad: "Finally! The ***flat tire*** is fixed!"

Flat means having a level surface, not curved or sloping. ***A tire*** is a thick rubber ring that fits around the edge of the wheel of a car, bicycle, etc. The idiomatic expression "***The flat tire***" does not mean the tire is flat or not in good shape. It is discussing the tire which is broken or leaking. It is about the condition of the tire. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*The leak tire/wheel*." In this scene, Bonnie's dad is frustrated about the tire. The car is not running well because of the tire. Long by long, Bonnie's dad finds a way to fix the problem. Finally, the tire is being repaired after a long time, and the car can run well. Bonnie's dad calls his family to go inside the car and then start the journey again.

[D53-P96-FSI]
Bonnie's dad: "Alright. Let's ***swing by*** and get it."

Swing means moving backward or forwards or from side to side while hanging from a fixed point or making something to do. *By* is preposition means near, st the side of or somebody/something. The idiomatic expression "*Swing by*" does not mean swinging/ rocking on something. It is inviting them to go to the place they want to go. Bonnie's dad starts to go to the store. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Go there.*" In this scene, Bonnie tries to find her toys. She left her backpack in the previous antique store. She just realized that her toy was also left in both Forky and other toys in the antique store. Bonnie says to her dad. Bonnie's dad follows his daughter's wish because he knows that Bonnie needs her backpack. Finally, Bonnie's dad decides to come back to the antique store.

[D54-P97-FSI]

Giggle McDimples: "Exactly! He was *way out of line*. You did the right thing, leaving him behind."

Way means a method, style, or manner of doing something. Out means away from the inside of a place or thing. *Of* is preposition means belonging to somebody or relating to somebody. The idiomatic expression "*way outta line*" does not tell how someone is out. The *line* does not mean the road. It is the plan they make. Woody does not follow the project and is a little hard to handle. So, in this scene, they are talking about Woody's characteristics. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*He was excessive.*" In this scene, Giggle MCdimples gets angry because of Woody. They talk too much about Boody. They feel that Woody is just not doing the right thing. Woody follows his heart without thinking about the risk left behind. He is doing more than he can do.

[D55-P97-FSI]

Boo: "*Stick with me.* You'll be fine. Ready?"

Stick means pushing something, usually a sharp object, into something to be made into something. The idiomatic expression "*Stick with me*" does not mean sticking/ surviving to face something. It is inviting to be on someone's side. Boo, invites and reminds friends to stay beside her and follow her. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Follow me.*" In this scene, Bo realizes she must help Woody and Forky. Bo turns back her car to the opposite side. She wants to follow her heart to help Woody without thinking about many disturbing things. The only thing Bo's thinking is helping Woody. Then, she invites her friend to follow her to help Woody. Bo makes sure for her friend that everything will be okay soon.

[D56-P98-FSI]
Giggle McDimples**:** "Hey hey hey, Bo! What's the plan? *Fill me in here.*"

Fill means making something or fulling of something. *Me* is a pronoun used when the speaker or writer is the object of a verb or preposition. The word *in* is a preposition at a point within an area or a space. The term *here* is used after a verb or preposition to mean in, at, or to this position or place. The idiomatic expression "*Fill me in here*" does not mean filling someone in an area. The idiom tells about the invitation/ suggestion. Giggle Mcdimples asks Boo to say something to her. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to change the word "*Say it to me.*" In this scene, Giggle MCdimples is curious about what Bo is thinking. Bo defends Woody for real. Bo realizes that Woody is doing the right thing and that nothing's wrong with him. So, MCdimples asks Bo what is the

next plan because McDimples also wants to join the following program for Woody. MCdimples accompany Bo all the time.

[D57-P98-FSI]

Bunny: "Hold on, We just *got here*."

Get means receiving something. The word *here* is used after a verb or preposition to mean in, at, or to this position or place. The idiomatic expression "*got here*" does not mean getting something in here/ in a home. The idiom tells about the information of Bunny's coming. Bunny is complaining because he arrives or comes. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to change the word "*We just arrived.*" In this scene, Bo invites Bunny to follow her to help Woody and Forky together. Bo orders Bunny to ride the car again. Finally, Ducky and Bunny get in the car, although they are angry because they have just arrived at that place.

[D58-P115-FSI]

Buzz: "Everyone. *Topside*. Let's move."

Top means the highest part or point of something. *Side* means the two halves of a surface, a thing, or a space divided along a hypothetical central axis. The idiomatic expression "*Topside*" does not mean something top on one side. The idiom tells about the invitation from Buzz to other toys. Buzz invites others to go to the top of the car. The type of this idiom is "Fixed Statement" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to change the word "*Go up.*" In this scene, Buzz watches the condition from the car's rooftop. Buzz looks at the skylight while waiting for Woody and other

toys. For a few minutes, Woody comes, and all toys are ordered to go to the car's rooftop. The top side means come on, everyone, please go here.

Ducky: "*Happy trails*."

Happy means feeling or showing pleasure or pleasure. *A trail* means a long line or series of marks that are left by somebody/ something. The idiomatic expression "*Happy trials*" does not mean feeling happy because of trying something. Ducky said goodbye in their last meeting with Woody. Ducky also reminds Woody to be careful on the way. The type of this idiom is "Fixed Statements" because it is a unity phrase that has different meanings if it is translated word by word. It is a common expression in English to say "*Have a nice trip*." In this scene, all the toys are saying goodbye to one another. Woody decides to follow Bo. He does not want to come back to Bonnie's house anymore. He wants to try to be a lost toy. He wants to go traveling with Bo and try a new thing. Ducky says goodbye to Woody and orders Woody to be careful in his new journey.

Woody: Billy, Goat, Gruff… *Take care* of her, girls.

Take means carrying or moving something from one place to another. *Care* means caring for somebody/ something and providing what they need for their health or protection. The idiomatic expression "*Take care*" does not mean someone is taking something care of. Woody advises Billy, Goat, and Gruff to keep Boo as good as possible. In this scene, Woody suggests Boo's sheep to do something. Woody likes the Boo's sheep. Then he orders those three sheep always to accompany and keep Bo well from anything. Taking care means saving Bo's life from any danger in every situation. This idiomatic expression is categorized as a "fixed statement" because it

is a unity phrase that has different meanings if it is translated word by word. It is an idiom to say *"keep something as good as possible"*.

The script contains 52 idiomatic expressions of fixed statement types. A fixed statement is a collection of words expressing a definite notion or concept that is more precise than the collection of words alone.

From the analysis, the researcher found some types and meanings of idioms in the script "Toy Story 4" movie. From the 60 idiomatic expressions analyzed, the researcher found the meaning of idiomatic expressions based on the situation and its context in the script "Toy Story 4" movie.

B. The Dominant Type of Idioms in the Script "Toy Story 4" Movie.

The researcher analyzed the data from the script "Toy Story 4" movie according to the theory proposed by Felicity O'Dell and Michael McCarthy in the book Idioms In Use Advanced, Second Edition, 2017. Based on the analysis, the researcher found 60 conversations using idioms and classified the types and the meaning of idiomatic expressions in the script "Toy Story 4" movie.[82]

From the classification, the researcher can conclude that 60 idiomatic expressions are divided into three types of conversational categories. These are binomials, proverbs, cliches, and fixed statements. There are 0 similes, 3 binomials, 2 proverbs, 3 cliches, and 52 fixed statements, and 0 other language. Because fixed statements have 52 idiomatic expressions written in the script of the "Toy Story 4" movie, it becomes the most dominant type of idiomatic expression in this research.

The researcher investigates the data found. It is to give a better description. According to Felicity O'Dell and Michael McCarthy's theory, the result obtained from the analysis sub-chapter can be seen in the percentages of idiomatic expression types. The researcher has provided a table to make it simpler to grasp the outcome of the percentage-

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[82] See the appendix/ table 1.3

based analysis. The following equation can be used to calculate the percentage of each linguistic form:

$$P = \frac{f}{n} \text{ x } 100\%$$

Note :

P = Percentage

f = Frequency of a type

n = Number of totals

Table 1.1

The results of each type of idiomatic expressions

No	Type of idiom	The number of Expressions	Percentage (%)
1.	Similes	-	-
2.	Binomials	3	5%
3.	Proverbs	2	3,33%
4.	Cliches	3	5%
5.	Fixed Statement	52	86,67%
6.	Other language	-	-
	Total data	**60**	**100%**

From the above details, it is shown that there are 60 idiomatic expressions in the script "Toy Story 4" movie. The percentages from 60 idiomatic expressions, 86.67% contain fixed statements. The idiomatic expression of fixed statements is the script's most prevalent idiomatic expression. This is because fixed meanings generally refer to comment expressions, frequently employed in all contexts.

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The explanation of those findings is clearly described as follows:

1. Binomials

   There are 3 idiomatic expressions in the script are classified into binomial types. Binomials are frequently referred to as binomen or binominal names. A binomial pair is a phrase consisting of two words connected by a conjunction, most often *and* or *or*. A binomial pair's word order is typically predetermined. Two and one are the binomial type combinations employed in this study.

2. Proverbs

   There are 2 idiomatic expressions found in the script that are classified into proverb types. A proverb is a short, pithy traditional phrase that conveys a perceived truth based on intuition or personal experience. Proverbs frequently employ formulaic language and metaphors. Prepositions are used in various idiomatic expressions. Those are *in, out, up*, *down,* and others.

3. Cliches

   There are 3 idiomatic expressions found in the script that are classified into cliches types. Phrases so overused and overused that they lack genuine influence on the text are considered cliches.

4. Fixed statements

   There are 52 idiomatic expressions found in the script that are classified into fixed statements types. A fixed statement is a collection of words expressing a definite notion or concept that is more precise than the collection of words alone.

This outcome will be distinct from that of the subsequent analysis of conversational speech because the movie uses a variety of colloquial expressions. Frequently used metaphors include similes, binomials, and proverbs. However, the research outcome for the "Toy Story 4" movie is a proven reality. With Leonardus

Winarto's earlier, pertinent research, "An Analysis of English Idiomatic Expressions in Transformers III: Dark of the Moon," there are some similarities and variances. The prior study and this research are similar in finding different idioms. The study problem is to interpret the true meaning of idiomatic idioms, and the theory employed are the differences.

CHAPTER V
CLOSING

A. Conclusions

Some conclusions are drawn from the research findings, such as those in the "Toy Story 4" movie script. The conclusions explore and provide the solution to the research topic. The outcome explained the idiomatic phrase that was utilized in the writing. The data obtained from the field were analyzed from the hand and elaborated with the theory related to idiomatic expressions.

The conclusion can be described as follows:

1. The idiomatic expressions in the script "Toy Story 4" movie are binomials, proverbs, cliches, and fixed statements. The researcher found 60 idiomatic expressions: 3 binomials, 2 proverbs, and 3 cliches and 52 fixed statements.

2. The most dominant type of idiom in the script "Toy Story 4" movie is fixed statements with a total of 52 data (86,67%).

B. Suggestions

The researcher suggests to the participants the types and meanings of idiomatic expressions in the "Toy Story 4" movie script.

Those are:

1. The study's language variance findings can be used as a guide when researching language, mainly idiomatic terms in other movies and books. The researcher expects that the findings of this study may inspire further researchers working in the same sector. The subsequent researcher can expand this study. There are more sides to it besides the types and their significance such as analysing the types of idiomatic

expression from other resources and categorizing idiomatic expression based on some theories.

2. The result of this study can be helpful for readers in providing some understanding of the idiomatic expressions. By reading this research, the readers are expected to use any idiomatic expressions from some sources, such as books and movies, in their lives.

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