```python
import turtle as trtl

# Set up the screen
wn = trtl.Screen()
wn.bgcolor("lightblue")

# Create the bear's body and head
body = trtl.Turtle()
body.shape("circle")
body.color("brown")
body.penup()
body.goto(0, -40)
body.shapesize(6)  # Large body

head = trtl.Turtle()
head.shape("circle")
head.color("brown")
head.penup()
head.goto(0, 50)
head.shapesize(4)  # Smaller head

# Create the bear's ears
left_ear = trtl.Turtle()
left_ear.shape("circle")
left_ear.color("brown")
left_ear.penup()
left_ear.goto(-25, 90)

right_ear = trtl.Turtle()
right_ear.shape("circle")
right_ear.color("brown")
right_ear.penup()
right_ear.goto(25, 90)

# Create the bear's eyes
left_eye = trtl.Turtle()
left_eye.shape("circle")
left_eye.color("white")
left_eye.penup()
left_eye.goto(-15, 65)
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left_eye.shapesize(0.6)

right_eye = trtl.Turtle()
right_eye.shape("circle")
right_eye.color("white")
right_eye.penup()
right_eye.goto(15, 65)
right_eye.shapesize(0.6)

# Create the bear's nose
nose = trtl.Turtle()
nose.shape("circle")
nose.color("black")
nose.penup()
nose.goto(0, 50)
nose.shapesize(0.6)

# Create the bear's arms
left_arm = trtl.Turtle()
left_arm.shape("circle")
left_arm.color("brown")
left_arm.penup()
left_arm.goto(-45, 0)
left_arm.shapesize(1.5)

right_arm = trtl.Turtle()
right_arm.shape("circle")
right_arm.color("brown")
right_arm.penup()
right_arm.goto(45, 0)
right_arm.shapesize(1.5)

# Create the bear's legs as rectangles
left_leg = trtl.Turtle()
left_leg.shape("square")
left_leg.color("brown")
left_leg.penup()
left_leg.goto(-20, -80)
left_leg.shapesize(1, 2.5)  # Rectangle shape
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```python
right_leg = trtl.Turtle()
right_leg.shape("square")
right_leg.color("brown")
right_leg.penup()
right_leg.goto(20, -80)
right_leg.shapesize(1, 2.5)  # Rectangle shape

# Function to make ears wiggle up and down once
def wiggle_ears():
    for wiggle_count in range(5):  # Wiggle 5 times for a visible effect
        if wiggle_count % 2 == 0:
            # Move ears up on even wiggle counts
            left_ear.sety(left_ear.ycor() + 5)
            right_ear.sety(right_ear.ycor() + 5)
        else:
            # Move ears down on odd wiggle counts
            left_ear.sety(left_ear.ycor() - 5)
            right_ear.sety(right_ear.ycor() - 5)
        wn.update()
        trtl.time.sleep(0.1)  # Pause for a brief moment

# Start the ear-wiggle animation once
wiggle_ears()

# Keep the window open
wn.mainloop()
```