



Disney

ARTEMIS FOWL

NOW STREAMING EXCLUSIVELY ON Disney+

DECODING YOUR WORLD
HOME LEARNING GUIDE AND TEACHING NOTES



INTRODUCTION

ABOUT THIS FILM

A brand-new Disney+ exclusive, Disney's *Artemis Fowl* is based on the first in a series of bestselling books by acclaimed Irish author Eoin Colfer, and is centred around a cool, intelligent and confident 12-year-old who goes on a mission to find his father who has been mysteriously kidnapped.

Artemis sets out to find him, and in doing so uncovers an ancient, underground civilisation – the amazingly advanced world of fairies. Deducing that his father's disappearance is somehow connected to the secretive, reclusive fairy world, Artemis concocts a dangerous plan – so dangerous that he ultimately finds himself in a perilous war of wits with the all-powerful fairies.

Disney's *Artemis Fowl* is available to stream now exclusively on Disney+.

ABOUT THIS RESOURCE

Brought to you by Into Film and Disney+, **Artemis Fowl: Decoding Your World** is a cross-curricular educational resource to use with students aged 7 to 14. The resource challenges pupils to use their coding and literacy skills to solve Gnommish code activities before decoding textual clues about the central character Artemis Fowl.

ABOUT DISNEY+

Disney+ is the home for your favourite movies and TV series from Disney, Pixar, Marvel, Star Wars, and National Geographic. From hit movies to timeless classics and new originals – there's something for everyone.

18+ subscription required. T&Cs apply.

ABOUT INTO FILM

Into Film is an education charity that puts film at the heart of children and young people's educational, cultural and personal development.

Over half of UK schools engage with our programme of Into Film Clubs, special cinema screenings, educational resources and training to support classroom teaching. Alongside rich online content for young audiences, this provides 5-19 year olds with inspiring opportunities to learn about and with film, and develop a passion for cinema.

Into Film's work is supported principally by the BFI through the National Lottery, and by the film industry through Cinema First.

ABOUT PUFFIN

In 2020, Puffin is celebrating 80 years of inspiring children to dream big by being a loud, proud voice for the power of stories. Since publishing a series of non-fiction books in 1940, Puffin has grown to become one of the most iconic children's entertainment brands in the world. Publishing stories for children from 0-12, Puffin is home to famous authors, illustrators and children's brands including Roald Dahl, Jacqueline Wilson, Malorie Blackman, *The Very Hungry Caterpillar*, *The Snowman* and *Diary of a Wimpy Kid* to name but a few. Many of these stories live beyond the book and have inspired films, music and games. Puffin is always on the lookout for new talent and is committed to giving children access to stories, through innovative formats and partnerships; ensuring that the magic of imagination passes from one generation to the next.

The *Artemis Fowl* book series is out now and available online and from all good bookshops.

SAFEGUARDING

The film has been rated as 12A certificate. Please watch the trailer prior to delivering these activities to ensure content is appropriate for your students. We also recommend you view content on external links in advance of sharing these with students as we are unable to accept responsibility for the content which may change, move or become unavailable without our knowledge.

CURRICULUM AREAS

- PSHE education
- English/Literacy
- Mathematics/Computing

LEARNING OUTCOMES

- I can use logical reasoning to explore how some simple algorithms work and to solve problems
- I can use problem-solving strategies
- I can identify the clues that writers give us about characters

ACTIVITY 1: CRACKING THE CODE

YOU WILL NEED:

- Artemis Fowl: Decoding Your World poster
- Cracking the code activity sheet
- Cracking the code solution sheet
- Pen or pencil

OPTIONAL

- Access to internet for research

ACTIVITY OUTLINE

1. Use the **Artemis Fowl: Decoding Your World poster** for pupils to refer to as they tackle the task on the **Cracking the code activity sheet**. Students need to replace the symbols with letters in order to reveal the phrases on the sheet and this should take them about 5 minutes. The last question on the sheet encourages them to write a word in Gnommish as a challenge for others to decode. Check through the answers using the poster.
2. Read through the first question in the 'Coding in everyday life' section of the activity sheet together and discuss the ways in which codes are used in everyday life. Pupils may mention examples such as coding, the creation of games, the Enigma machine, or passwords for school computers or social media.
3. Positive aspects of codes include using them to keep personal information safe and to protect valuable information. In history, societies such as the Ancient Egyptians used hieroglyphics, which were a form of code, to document their society and Indigenous Australians used symbols to keep a record of the land and their links to it. During the Second World War, the Germans used the Enigma machine to send encrypted military messages. An early computer was created at Bletchley Park by the Allies to decode the messages that were intercepted.
4. After discussing the negatives, such as codes and passwords being hacked, you could extend this activity by asking your learners to research codes and symbols across history and their use in different cultures, such as quilts created during The Underground Railroad in the USA before slavery ended and Adinkra symbols from Ghana.



ACTIVITY 2: THE CODEOKU CHALLENGE

YOU WILL NEED:

- Artemis Fowl: Decoding Your World poster
- The Codeoku Challenge activity sheets
- The Codeoku Challenge solution sheet
- Pen or pencil

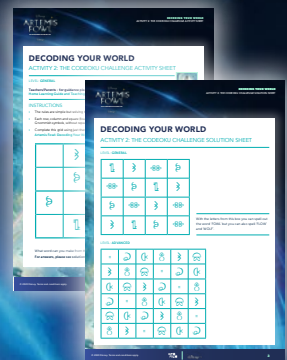


ACTIVITY OUTLINE

1. To build on their understanding of Gnommish, challenge students to try to solve the 'Codeoku challenge' as explained on the **The Codeoku challenge activity sheets**. Each row and column needs to be filled out, without repeating any of the Gnommish symbols which can be found on the **Artemis Fowl: Decoding Your World poster**.

There are two different versions of the challenge in this pack: a general one and an advanced version which is more difficult.

2. Pupils should spend about 15 minutes completing the challenge and you can check their answers using **The Codeoku Challenge solution sheet**.



Additional guidance on how to solve a Codeoku puzzle

One strategy to help you solve these puzzles is to create a table replacing the symbols with numbers.

1. Create a table replacing each symbol for a number.

⌘	☺	⌚
1	2	3
☺	☺	⌚
4	5	6

2. Use a blank grid and replace the symbols with the corresponding numbers in your table.

#		⌚			
	☺				⌚
⌚		⌘		#	
	#		⌚	☺	⌘
			⌘		#
⌘	#	☺	⌚		

6	3				
	4				3
3		1		6	
	6		3	5	1
		2	1		6
4	1	6	5	3	

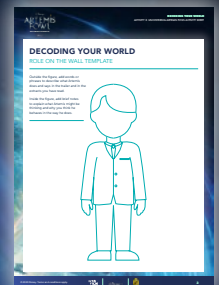
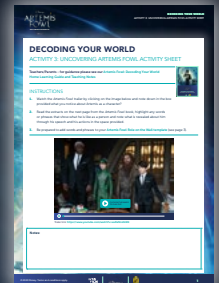
ACTIVITY 3: UNCOVERING ARTEMIS FOWL

YOU WILL NEED:

- Uncovering Artemis Fowl activity sheet
- Artemis Fowl Role on the Wall template
- Highlighter or colouring pens/pencils

ACTIVITY OUTLINE

1. In this activity, learners will read extracts from the novel *Artemis Fowl* and will build on their understanding of the character of Artemis. Younger children may need some support with reading the extracts of text included in Activity 3.
2. Watch the trailer for Disney's *Artemis Fowl* online and read through the extracts from the text on the **Uncovering Artemis Fowl activity sheet**.
3. Ask your child to make a note of words and phrases that tell them more about the character of Artemis by highlighting or underlining them with a coloured pen or pencil.
4. Pupils can then write notes or a short explanation about what the extract tells us about Artemis.
5. Using a copy of the **Artemis Fowl Role on the Wall template**, students can add what he says and does around the outside of the figure.
6. On the inside of the figure, they can write the motivations behind his actions and his thoughts as shown in the text extracts and the trailer that they have watched.



ACTIVITY 4: ARTEMIS FOWL CREATIVE WRITING COMPETITION

YOU WILL NEED:

- **Artemis Fowl creative writing competition entry form**
- Permission from a parent/guardian or teacher for each entry

ACTIVITY OUTLINE

1. This activity offers learners the opportunity to enter the exciting *Artemis Fowl* competition to win a Fujifilm Instax Mini 9 Camera for themselves, plus an *Artemis Fowl* goody bag (containing a copy of the original *Artemis Fowl* book by Eoin Colfer; a backpack and a journal) for themselves and each member of their school class. 10 runners up will also receive a copy of the original *Artemis Fowl* book.

The **Artemis Fowl creative writing competition entry form** explains that pupils should write a creative piece about them waking up in a future world that has access to new technologies.

2. Students need to explain what would have changed and how the technology is different to what we experience now.
3. All entries **must** be submitted from a parent, teacher or guardian's (18+) email address to be eligible to win the prize.
4. Entries should be written and scanned/photographed or typed and emailed to us at info@intofilm.org with the subject line 'Artemis Fowl Competition'
5. Please ensure that you include the following information at the start of your email when sending in your student's competition entry for it to be eligible.

Your student's first name:

Your student's age:

Your student's school name:

Your teacher or parent name:

I [insert teacher or parent name], give permission for [insert student name] to enter this competition.

6. Competition closes: **13 July 2020**

Please read the terms and conditions at www.intofilm.org/artemis-fowl-termsandconditions before entering the competition.

