



# **LESSONS PLANS: AGE 8-10**

**Lesson Title:** Fantasy Character study

**Resources:** Artemis Fowl by Eoin Colfer

## **Lesson Overview**

In this lesson, students will read the story Artemis Fowl. They will develop a greater understanding of characters and setting through studying the text.

In response to the story students will complete activities that relate to the setting and characters.

## **Aims and Objectives**

#### Students will:

- ☐ Read Artemis Fowl
- ☐ Use the text to describe the 'essence' of characters
- ☐ Discuss the characters and settings





## **LESSONS PLANS: AGE 8-10**

### **Lesson Introduction**

- 1. Read the story Artemis Fowl to students (chapter by chapter). After each chapter is read discuss characters and settings. It is a good idea to create a class brainstorm to record ideas and suggestions. This will be referred to at the end of the book. (see attached brainstorm template A3 size).
- 2. Share with students the aim of the lesson. (To gain a greater understanding of the 'essence' of characters and the setting of Artemis Fowl)

### **Main Teaching**

- 3. Have students choose two characters from the story and one setting. For each character and setting students need to use the story and find a description. Students will need to record passage and page number.
- 4. The next step is for students to draw how they imagine their chosen setting and characters look like. Encourage students to use appropriate colour schemes for their drawings.
- 5. Students need to label their character and setting drawings and then finally write their description found in the text underneath.





# **LESSONS PLANS: AGE 8-10**

## **Plenary**

- 6. Showcase student work around the classroom. Use the student's artwork to form a class discussion on setting and characters from the story. It is also a good way to notice how students depicted each character/setting and identify any differences or similarities in the student's artwork.
- 7. Following this, students can complete the code breaker sheet found in further learning below.
- 8. Let students know that this year's MS Readathon is a magical quest and students could try to read all the Artemis Fowl collection to record them for their own fundraising. Imagine by reading these books you could be helping people living with Multiple Sclerosis and their families.

### **Further Learning**

Visit this site to have students practice close reading skills and critical thinking by trying to break a code of their own! Free downloadable code breaker sheet.

http://www.judynewmanatscholastic.com/blog/2019/04/artemis-fowl-classroom-activity/