

IF YOU ONLY DO ONE THING...**ALL LEVELS – MISSION: CHARACTER CASE FILES**

Both Artemis and the LEP Recon Unit need to find out further information about their enemies.

- Help the LEP Recon Unit create case files on Artemis, Butler and Juliet. *Next help Artemis create case files on Commander Root, Captain Holly Short, Foaly and Mulch.
- Look at the character case files at www.artemisfowl.com and click on 'Characters'. Also look at the 'Enemies and Allies' section at www.artemisfowl.co.uk and make notes on the different characters.

You can use this information and also add your own information gathered from the novel on each character: on appearance, special features, likes and dislikes, special powers, weapons and gadgets of choice etc.

- You can present the information any way you wish – like the ones on the website, or more like a fact file. You might also like to use Microsoft Power point and present it that way, using one slide per character.

ALL LEVELS – MISSION: CAPTAIN HOLLY SHORT NEEDS A NEW AND IMPROVED UNIFORM TO PROTECT HER DURING HER NEXT MISSION FOR THE LEP RECON UNIT

Design a uniform for Holly – including a helmet and wings

Re-read the extracts in the novel about the uniform p31-34, p43-44, p49-51, p67,p105, p132, p214, p228-229, and make notes on Holly and her uniform. Discuss the main purpose of the uniform – to protect Holly

during her next mission, which is likely to be more dangerous than the first! Discuss ideas for special features, materials, weapons and gadgets, as well as the helmet and wings.

Next, design your uniform for Captain Holly Short, using an annotated diagram like the one above. You can choose whether to draw Holly in her uniform, or just to draw the uniform. Once you have done this, create a separate design section for the helmet and wings.

You may even like to use different materials on your diagram, or create a key using the materials at the side of your picture.

Extension: make a catalogue of uniforms for Holly to choose from with reviews underneath. Write a report about your uniform, stating why your uniform should be chosen above others. Say what is special about your design, include special features, its purpose, materials used and why. The class should vote for top three uniforms!

Make the wings using different materials.

LEVEL 2 – MISSION: COMMANDER ROOT HAS ASSIGNED YOU A MISSION

To design a 'Wanted Poster' for Artemis Fowl, to be displayed all over Haven City. This poster needs to capture the attention of all Haven citizens and encourage them to help capture Artemis.

As a class or in groups. Think carefully about what you know about Artemis – his age and appearance (re-read the Prologue and the first page of chapter one).

- Discuss in groups the reasons for want-

ing him captured, what he looks like, weapons, gadgets, his intelligence etc.

- Discuss if you would want him captured dead or alive and your reasons for this.
- Discuss an appropriate reward and why you have chosen this.

TOP TIPS FOR A WICKED WANTED POSTER!

- Include a large picture of the criminal.
- Make sure the text 'WANTED' and the criminal's name is bold and is eye catching.
- Make the reward bold and worthwhile.
- Make any other text meaningful and specific – to the point.

Should the creatures of Haven be wary of this criminal – why?

Is there anything else the creatures in Haven should know about the criminal? Eg – should he be feared/approached?

Who should the creatures of Haven contact if they have any information about the criminal? How should they contact them?

This 'Wanted Poster' Activity could also be done for Mulch Diggums, the kleptomaniac dwarf who has stolen gold and is living above ground, masquerading as a human dwarf with an aversion to light! (pages 270-271)

LEVELS 3-4 – ARTEMIS FOWL – THE GRAPHIC NOVEL!

The book has been made into a graphic novel, adapted by Eoin Colfer and Andrew Donkin, with Art by Giovanni Rigano and colour by Paolo Lamanna. You can look closely at the Graphic Novel at www.artemisfowl.co.uk and click on the 'Artemis in Colour' link at the top of the web page. You can also view the art work on the American Artemis Website www.artemisfowl.com

Choose a scene from the novel that you enjoyed and put it into graphic novel format.

You do not have to draw the characters as they are on the website, use your own imagination and create images of how you would like them to appear first before you start!

You could use the Comic Life IT programme and images from Google Images to produce an electronic version.