

Dear Educator,

What would you do if you had an extra 24 hours? And what if, during that time, you had magical powers to go anywhere and do anything you wanted?

Disney & Pixar's upcoming film, **Onward**, invites viewers to join two teenage elf brothers, Ian and Barley Lightfoot, on an extraordinary 24-hour magical quest. Along the way, they learn how to work together, embrace adventure, and realize that life is a lot more fun when you spend it with those you love.

This free program from the curriculum specialists at Young Minds Inspired (YMI) will harness your students' love of fantasy and adventure with engaging activities that will foster their creativity and build important literacy skills as they solve problems, imagine magical experiences, and write original narratives.

Please share this kit with other teachers in grades 5 through 8. Although these materials are protected by copyright, you may make as many copies as you need for educational purposes. Then, be sure to catch the premiere of **Onward** on March 6, 2020!

Return the enclosed reply card or comment online at ymiclassroom.com/feedback-onward to let us know your thoughts on this program. We depend on your feedback to continue providing free educational programs that make a real difference in students' lives.

Sincerely,



Dr. Dominic Kinsley
Editor in Chief
Young Minds Inspired

Disney · PIXAR ONWARD

TARGET AUDIENCE

Students in grades 5-8 as a supplement to English/language arts and creative writing classes

PROGRAM OBJECTIVES

- Develop students' imaginative and innovative thinking skills through activities that foster personal expression
- Build students' literacy skills through vocabulary development, speaking and listening skills, and creative writing

HOW TO USE THIS PROGRAM

Make copies of this teacher's guide and the three activity sheets. Prepare the materials for each activity in advance. Display the poster so you can use it as a visual aid when referencing the film. Visit ymiclassroom.com/onward for a standards alignment chart, an optional writing rubric to use with Activity 3, and the film trailer.

ACTIVITY 1

CREATE YOUR OWN MAGIC SPELL!

In **Onward**, the characters attempt to use magical spells to aid them on their quest — for example, attempting to enlarge a can of gas to fill up Barley's beloved van, Guinevere. In this activity, students combine common affixes to design their own spells. Pass out the activity sheet and orient students to the chart with assorted affixes and their meanings. Have students create a mashup of (at least two) affixes to form a new word or phrase that performs a magic spell. Provide examples, such as combining "retro-" and "chronos" to create a Turn-Back-Time spell called *Retrochron*, or combining "hydro" and "-ify" to create a Plant Watering spell called *Hydrify*! Have students record their spell's name, and then draw and write about what their spell does and why it's useful. Student responses will vary, but check that they've correctly connected the meanings of their affixes to the function of their spells. Have students integrate their spells into narratives or comic strips.

Activity Extension: Ask students to invent a magical gadget to help solve a problem or make an activity easier at home (e.g., a tablecloth that sets the table for you, a broom that cleans your room with one swish, etc.). They should write the name and purpose of their gadget, what it looks like, what it's made from, etc., and provide instructions for how to use it. Encourage students to be clear and concise.

ACTIVITY 2

OUR FANTASTICAL TOWN!

The elf brothers in **Onward** live in a conventional town that also has magical creatures who perform everyday functions, such as gnomes who do landscaping and a centaur policeman who gets around *really* fast but prefers his police car. What if your town were populated by residents who were actually magical? Place students in groups of three or four and pass out the activity sheets. For Part 1, tell the groups to brainstorm and reimagine their own town (or school) as a mix of reality and fantasy. What townspeople might get new magical identities, and how would doing their jobs change as a result? In the table, students should record their group's characters and which types of activities they'd be best suited to. In Part 2, students should use the group's ideas from Part 1 to write individual stories about how the special qualities in their new, magical town lift it from the ordinary. As an alternative, have each team create a group story.

Activity Extension: Have students reimagine themselves and their family members as fantasy creatures with magical powers. What creatures would they be? What abilities would they have? How would those abilities make life different?

ACTIVITY 3

YOUR OWN MAGICAL QUEST!

Ian and Barley set out on an extraordinary quest to discover if there is still a little magic out there. They have 24 hours. Ask students: *What would you do if you had 24 hours to go on a magical quest? Where would you go, who would you be with, how would you get around, and what kind of adventures would you have?* This activity invites students to create their own magical stories by writing fully realized narratives that use key literary elements such as setting, character development, plot, obstacles, climax, and resolution.

Pass out the activity sheet and review the directions. Have students use the guidelines on the sheet to outline the components of their story and build out the elements of their quest. Then, direct students to write their narratives on separate paper. Suggest a four-to-five-paragraph structure with an introduction, two to three plot points, and a conclusion. If you choose to assess student work, see the Narrative Writing Rubric at ymiclassroom.com/onward or use a rubric of your own.

Activity Extension: In **Onward**, the brothers' spells don't always go quite as planned. Ask students to imagine what would happen if an event on their quest went haywire (perhaps they meant to enlarge something and instead it shrunk, or their magical map took them to the wrong place). How would they handle it? How could they solve or make the best of the problem?

RESOURCES

ymiclassroom.com/onward
<https://movies.disney.com/onward>



ACTIVITY 1

CREATE YOUR OWN MAGIC SPELL!

What if you could create your own magic spell like Ian and Barley Lightfoot from **Onward**, the new Disney & Pixar film coming to theaters on March 6? Read the meanings of the prefixes, roots, and suffixes in the tables below. Then, choose two or three of them to combine into a new word that explains what your spell would do. Think about the meaning of each word part, and what kind of spell they could cast if combined. For example, "retro-" and "chronos" could be combined to create a Turn-Back-Time spell called *Retrochron*.

Prefixes	Meaning
micro-	small, minute
anti-	opposite, against
super-	above, on top of
re-	again
dis-	apart, away
retro-	back, backward
multi-	many, much

Roots	Meaning
scribe	to write
aqua, hydro	water
thermos	heat
chronos, tempus	time
figo, fixum	to attach
magnus	large, big
port	to carry

Suffixes	Meaning
-ful	full of
-ify	to make, to form into
-ize	to make, to cause to become
-ward	in the direction of
-less	without
-able, -ible	can be done
-ous, -eous	full of

My spell's name: _____

What it means/What it does: _____

What my spell looks like in action:



JOIN IAN AND BARLEY AS THEY EMBARK ON A MAGICAL 24-HOUR QUEST IN *ONWARD*, COMING TO THEATERS ON MARCH 6!

OUR FANTASTICAL TOWN!

In **Onward**, the Lightfoot family lives in a modern-day community, with a twist. The residents are not human — they are a mix of fantasy characters like elves, gnomes, mermaids, unicorns, sprites, centaurs, and more. What if your town were filled with people who were actually magical creatures? Maybe your local post office is run by pixies who deliver mail in a flash... or the city parks and recreation division is run by mermaids who offer swimming lessons to all kids.

Part 1: In small groups, brainstorm a list of people in your town who could be given magical powers to do their jobs. Think about community helpers and people you encounter on a regular basis. What creatures would they become, and what magical powers would they have? Use your group's ideas to complete the table below.

Person's current role	New magical identity	What could they do with their magical powers?



Part 2: On your own, write a short story featuring some of the characters above, where an everyday event in your town becomes a fantastical experience! Use the back of the paper if you need more room.

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YOUR OWN MAGICAL QUEST!

What would you do if you had an extra 24 hours to go on a magical quest, like the elf brothers in **Onward**? This year you do — because it's a leap year! Start imagining how you could use your extra day by writing an original story about your own fantastical quest. Using the guidelines below, brainstorm the elements of your story, including:

- What is the purpose or goal of your quest?
- Who would you bring with you to help out and add to the fun?
- What kinds of magical gadgets or tools would you have?
- Where would you go, and how would you get there?
- Who would you meet along the way?
- What obstacles would you face, and how would you overcome them?

There are no right or wrong answers for your story, so let your creativity go wild! Be sure to include the elements below, and the rest is up to you.

My quest's purpose/goal: _____

Characters (family, friends, animals, magical creatures): _____

Settings (where you go and what it is like there): _____

Magical powers and objects (spells, transportation, tools, gadgets): _____

Obstacles or challenges you will face: _____

How you will overcome your obstacles: _____

What will you have gained or learned by the end of your quest?

Now write your narrative: On a separate sheet of paper, write a story of about four or five paragraphs in length. Be sure to include each element from your notes above, and feel free to add illustrations!



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Disney · PIXAR

ONWARD

DISNEY PRESENTS A PIXAR ANIMATION STUDIOS FILM "ONWARD"
ORIGINAL SCORE COMPOSED BY MYCHAEL DANNA AND JEFF DANNA ANIMATION SUPERVISORS MICHAEL STOCKER ROB DUQUETTE THOMPSON
FILM EDITOR CATHERINE APPLE PRODUCTION DESIGNER NOAH KLOCEK DIRECTORS OF PHOTOGRAPHY SHARON CALAHAN, ASC ADAM HABIB TECHNICAL DIRECTOR SANJAY BAKSHI
EXECUTIVE PRODUCER PETE DOCTER PRODUCED BY KORI RAE, p.g.a. SCREENPLAY BY DAN SCANLON JASON HEADLEY KEITH BUNIN DIRECTED BY DAN SCANLON

PIXAR

ORIGINAL SCREENPLAY BY DAN SCANLON

PRODUCED BY KORI RAE, p.g.a.

MARCH 6

IN DOLBY CINEMA, REAL D 3D AND IMAX

Disney