



Dear Educators,  
Parents, and  
Caregivers,

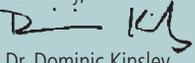
Artemis Fowl is not your typical 12-year-old. He's a mastermind who sets out on a mission through a legendary world just below our feet to rescue his father, who has mysteriously disappeared.

Based on the novel by Eoin Colfer, Disney's film **Artemis Fowl** (rated PG) invites viewers to join Artemis as he meets mythical creatures, uncovers secret worlds, and uses his amazing brainpower to solve the mystery.

This free program from Disney and the curriculum specialists at Young Minds Inspired (YMI) challenges kids in grades 4 to 6 to join Artemis on a mission and use their vocabulary, decoding, and creative writing skills to solve puzzles on their own.

Although this program is protected by copyright, feel free to make copies of the materials and share the program with other teachers, parents, and caregivers. And visit [ymiclassroom.com/feedback-artermis-fowl](http://ymiclassroom.com/feedback-artermis-fowl) to provide your thoughts on the program. We look forward to hearing from you.

Sincerely,

  
Dr. Dominic Kinsley  
Editor in Chief  
Young Minds Inspired

Questions? Contact YMI toll-free at 1-800-859-8005 or by email at [feedback@ymiclassroom.com](mailto:feedback@ymiclassroom.com).

Disney



# ARTEMIS FOWL

Artemis Fowl © 2020 Disney

## GRADE LEVEL

The activities are for use with children in grades 4 to 6.

## WHAT CHILDREN WILL LEARN

The activities set in a world with mythical languages, technical gadgetry, and secret locations will help reinforce:

- Vocabulary and language skills
- Critical thinking and deductive reasoning skills
- Creative writing

## HOW TO USE THE ACTIVITIES

Download and print out the three activity sheets. The activities build on one another as children gather clues to solve the next puzzle, so have them complete the activities in numerical order. Help children who may need support by reading each activity sheet to them. Visit [ymiclassroom.com/artermis-fowl](http://ymiclassroom.com/artermis-fowl) for a standards alignment chart and the film's trailer.

### ACTIVITY 1

#### LET THE MISSION BEGIN!

Explain to children that they are joining Artemis Fowl on a mission and must solve puzzles and riddles to succeed. For the first challenge, children use grammar and creativity skills to design a spell that will unlock their first clue — the alphabet of the fairy language, Gnomish!

Give children copies of the activity sheet and review the directions for Part 1. Children fill in the blanks next to the letters in Artemis's name with words matching the indicated parts of speech. They should then fill in the blanks of the passage below with any combination of these words to create their spell. In Part 2, children read their spells aloud to a classmate, family member, or even themselves to be able to unlock their first clue. Once done, check their sheets. Congratulate them and let them know that they're ready for the next step of the mission — Activity 2!

**Activity Extension:** Encourage children to design another spell that would do something to help them in their daily lives, e.g., finishing their homework, traveling from place to place, or setting the table for dinner.

### ACTIVITY 2

#### DISCOVER THE MYSTERY GADGET

In this activity, children practice their decoding skills as they use an encryption key to answer riddles. Selected letters from the answers reveal the name of the gadget they need on their mission. Give children copies of the activity sheet and read the instructions for Part 1. Explain

that each Gnomish symbol matches a letter of the alphabet, which should be written on the line above its symbol. Review the example together, and then have children decode the riddles. When done, check that the answers and gadget revealed are correct.

In Part 2, have children write the circled letters, in order, on the lines provided. Once they are done, explain that "Time Freeze" is a powerful device that fairies use to stop time. Finally, encourage children to use the back of the sheet to draw how they envision Time Freeze working.

**Answers: Part 1:** "Try It!" Example - Artemis; 1. Lava Chute; 2. Iris Cam; 3. LEP Cruiser; 4. LEP Helmet. Part 2: Time Freeze. (Explain to children that LEP stands for Lower Elements Police.)

**Activity Extension:** Invite children to create their own secret messages using the Gnomish alphabet, and then give their messages to a classmate or family member to decode.

### ACTIVITY 3

#### YOUR FINAL DESTINATION

In this activity, children use their vocabulary skills to complete a crossword puzzle that reveals the last clue needed to complete their mission with Artemis Fowl. Give children copies of the activity sheet and review the directions for Part 1. Have children complete the puzzle and use the circled letters to unlock their final clue, the ultimate location for their mission!

**Answers:** Puzzle: Down: 1. think; 2. Artemis; 3. tree; 4. enter; 5. Ireland. Across: 6. night; 7. eleven; 8. city; 9. centaur. Clue Reveal: **Haven City** (Explain to children that this is the capital of the fairy kingdom.)

In Part 2, children write stories that pull the whole mission together. Stories should be set in Haven City and involve using Time Freeze and the spell created in Activity 1. Children can create a comic strip, narrative, or a script for a play. Once done, have the children read their stories to you.

**Activity Extension:** Give children time to continue developing their stories, perhaps imagining how they and Artemis would get home from their mission and what adventures they'd have along the way. Consider having children work together to create their stories, or make it a family activity and take turns writing parts of the story.

## RESOURCES

[ymiclassroom.com/artermis-fowl](http://ymiclassroom.com/artermis-fowl)  
[movies.disney.com/artermis-fowl](http://movies.disney.com/artermis-fowl)



# LET THE MISSION BEGIN!

In Disney's new film, **Artemis Fowl**, Artemis is a 12-year-old mastermind who goes on a mission where he uses gadgets, brainpower, and magical spells to succeed. Here's your chance to join Artemis Fowl on a mission! Are you ready to solve some puzzles and unlock clues?



**Part 1:** First, you must create a spell to reveal your first clue. To start, write a word on each line that matches the part of speech under it and starts with the letter at the beginning of the row. Be as creative and silly as you like. This is YOUR spell!

<b>A</b>	_____ (noun)	_____ (adjective)	_____ (verb)
<b>R</b>	_____ (noun)	_____ (adjective)	_____ (verb)
<b>T</b>	_____ (noun)	_____ (adjective)	_____ (verb)
<b>E</b>	_____ (noun)	_____ (adjective)	_____ (verb)
<b>M</b>	_____ (noun)	_____ (adjective)	_____ (verb)
<b>I</b>	_____ (noun)	_____ (adjective)	_____ (verb)
<b>S</b>	_____ (noun)	_____ (adjective)	_____ (verb)

Now, write your spell! The passage below is missing some words. Fill in the blanks with words from above; you can use whichever words you like to complete your spell.

Behold! Artemis and I are starting on a mission. We are bringing a \_\_\_\_\_ and a \_\_\_\_\_  
(noun) (noun)  
 with us. We are smart and \_\_\_\_\_, and we're ready to \_\_\_\_\_.  
(adjective) (verb)  
 With this spell, we will be able to \_\_\_\_\_ and unlock our clue. Are you ready? " \_\_\_\_\_!"  
(verb) (verb)

**Part 2:** Read your spell aloud to a classmate, family member, or even to yourself. This is the way to unlock your first clue — discovering a secret fairy alphabet called Gnomish!

# DISCOVER THE MYSTERY GADGET

Your spell worked! You and Artemis have found a book written in Gnomish, the secret alphabet of the fairies. You will use the alphabet to solve the next puzzle on your mission. Are you ready?



**Part 1:** The Gnomish alphabet will help you discover the name of the gadget you need to continue your mission. First you have to solve some riddles. Use the alphabet key below to figure out the answers. Write the matching letters on the lines above the symbols.

Try It! This is the name of someone important to the mission:

\_\_\_\_\_

⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘

## KEY TO THE GNOMISH ALPHABET

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘

1. From the kingdom capital to the Hill of Tara, this is the way that features lava = \_\_\_\_\_

⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘

2. To see everything in view, this tool's for you = \_\_\_\_\_

⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘

3. Use this ship to travel in a blip = \_\_\_\_\_

⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘

4. This is your gate to communicate = \_\_\_\_\_

⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘ ⌘

**Part 2:** Good job! Now, write the circled letters above on the lines below, in order, to reveal the gadget you and Artemis will use in your final challenge.

\_\_\_\_\_ **F** \_\_\_\_\_ **Z** \_\_\_\_\_

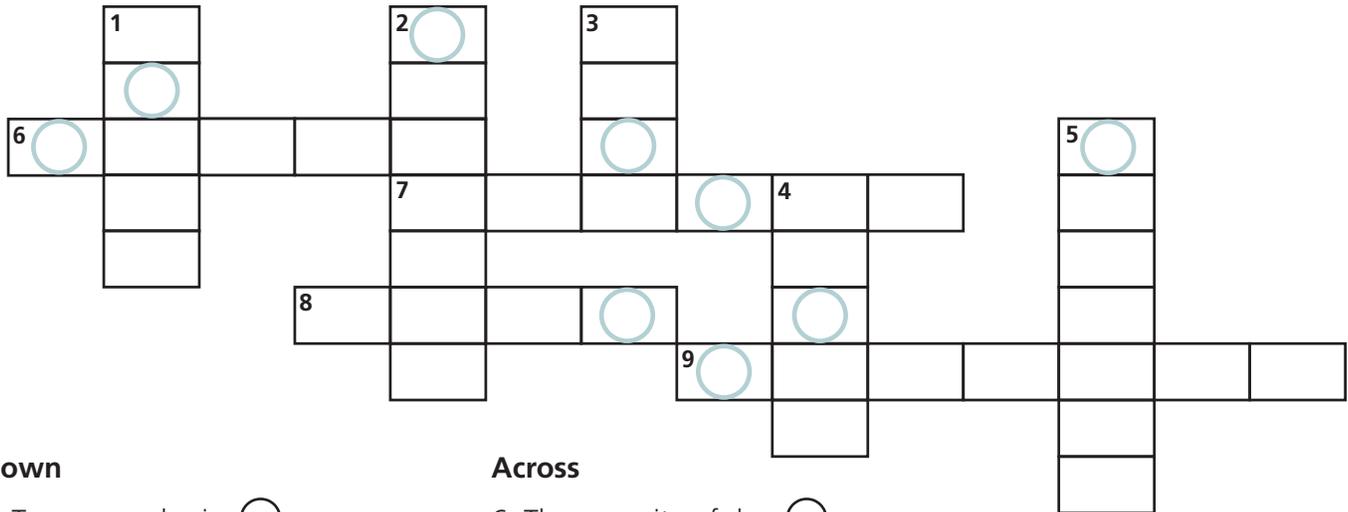
1 2 3 4 5 6 7 8

Use the back of this sheet to draw what you think the gadget would look like.

# YOUR FINAL DESTINATION

Congratulations, you've discovered Time Freeze, a powerful device that can stop time. By using it, you've created extra time to solve your final puzzle!

**Part 1:** For this puzzle, you need to figure out which location you and Artemis will visit to finish your mission. First complete the crossword puzzle, then use the answers to unlock your last clue.



**Down**

- 1. To use your brain
- 2. \_\_\_\_\_ Fowl
- 3. It has bark and leaves
- 4. The opposite of exit
- 5. Dublin is this country's capital

**Across**

- 6. The opposite of day
- 7. The number after ten
- 8. Rural is to country as urban is to \_\_\_\_\_
- 9. Creature that is half man, half horse

Next, write the circled letter from each answer in the circle next to the clue.

Finally, write each circled letter in the box above its corresponding number. This will reveal your destination!

□	□	□	□	□	□	□	□	□	□
1	2	7	3	6	9	5	4	8	

**Part 2:** Now, write a story that pulls together your whole mission. Your story should take place in the location you revealed above, and feature the Time Freeze gadget and your spell from Activity 1. Your story can be a few paragraphs, a comic strip, a script for a play, or anything else that shows your creativity. Good luck on your mission!

