Dear Educator,

In today's digital world, words and pictures play an equal role in all avenues of communication. Here's an opportunity to help your students learn how to combine these two forms of expression from a team of storytelling masters.

WOLFWALKERS is an award-winning animated film from the same studio that produced the Oscar-nominated Song of the Sea. Rooted in Irish legend, the film tells the story of two girls, one the daughter of a wolf hunter, the other part of a woodland tribe with the magic ability to transform themselves into wolves. Through their friendship, the two girls teach us about the troubled relationship between humans and nature, and about the deep bonds that link us to the living world around us and to one another. WOLFWALKERS is now available on Apple TV+. WOLFWALKERS is also available wherever books are sold in a graphic novel that reimagines the film as a reading experience combining words and pictures.

Now you and your students can explore the relationships between verbal and visual storytelling with this free language arts program for grades 3-6. Developed by the curriculum specialists at Young Minds Inspired in collaboration with Little, Brown Books for Young Readers and Cartoon Saloon, the program will also spark discussion about the story's important themes of empowerment, respecting differences, co-existing with nature, and being true to yourself, while inspiring students to create word-and-picture stories of their own.

Please share this program with other teachers in your school. Although the materials are protected by copyright, you may make as many copies as you need for educational purposes. And please let us know your opinion of the program by visiting **ymiclassroom/feedback-wolfwalkers**. We look forward to your comments and suggestions.

Sincerely



Dr. Dominic Kinsley Editor in Chief Young Minds Inspired



AN APPLE ORIGINAL FILM

WOLFWALKERS

ABOUT WOLFWALKERS

In a time of superstition and magic, a young apprentice hunter, Robyn Goodfellowe, journeys to Ireland with her father to wipe out the last wolf pack. While exploring the forbidden lands outside the city walls, Robyn befriends a freespirited girl, Mebh, a member of a mysterious tribe rumored to have the ability to transform into wolves by night. As they search for Mebh's missing mother, Robyn uncovers a secret that draws her further into the enchanted world of the **WOLFWALKERS** and risks turning into the very thing her father is tasked to destroy.

TARGET AUDIENCE Grades 3-6

PROGRAM OBJECTIVES

- Introduce students to WOLFWALKERS, an original story brought to life both as an animated film and as a graphic novel
- Inspire students to analyze the relationships between words and pictures as graphic novels and film
- Encourage students to create their own comics
- Build critical-thinking and literacy skills

PROGRAM COMPONENTS

Available at ymiclassroom.com/wolfwalkers:

- This teacher's guide
- Two reproducible activity sheets
- A reproducible take-home letter for families
- A language arts standards-alignment chart

HOW TO USE THIS PROGRAM

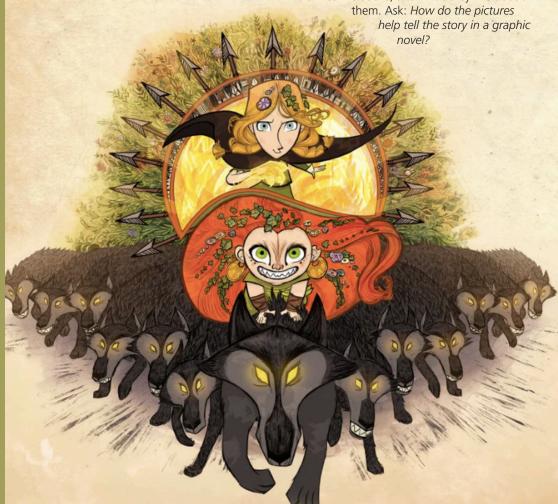
Photocopy the two activity sheets to distribute to students. Make copies of the family letter to send home with students, or include it in your email correspondence with families or on your website to extend the learning to the home. The program can be used with the movie and/ or the graphic novel, or can be used on its own.

Activity 1

WHAT IS A GRAPHIC NOVEL?

Use the sample page shown on the activity sheet and your students' own experience to help them identify key features of the graphic novel. Point out that graphic novels look a lot like comic books, but explain that they use comic book storytelling techniques to create a more complex and more meaningful reading experience.

Prompt students to talk about graphic novels they have read, what makes them different from comic books, and what they like about



Discuss how the pictures and dialogue in a graphic novel combine to depict the characters and drive the plot, how the framing and focus of the pictures stir emotions, and how the organization of the pictures on the page creates character relationships and modulates the pace of the action.

Review Part 1 of the activity and have students use the sample page from the **WOLFWALKERS** graphic novel to answer the questions, then share responses in a class discussion. For Part 2, have students compare and contrast the illustrations of the story's two main characters, Robyn and Mebh, to describe what the style and details of each illustration suggest about each girl's character traits and personality.

FOLLOW-UP ACTIVITY

Economy of space is important in comics. Stories are told differently depending on the number of panels used. Explore this principle by having students create three storytelling sheets — one with 9 panels, one with 6 panels, one with 3 panels — and one sentence story prompts (e.g., A duck goes to a laundromat run by aliens). Cut the prompts into strips and mix them up in a bowl. Have each student pick a prompt and draw the story in 9 panels. Share with the class. Talk about what works, what's funny, and how the story could be made differently or clearer. Then have students use the same prompt with a 6-panel grid. Share with the class again. Talk about how the story changes when there is less room to tell it. Finally, have students apply their original prompts to a 3-panel grid. Talk about how the story changes even more when there is even less room to tell it.

Activity 2

WHAT KIND OF ANIMAL IS INSIDE YOU?

This activity invites students to follow in Robyn's footsteps by imagining themselves transformed into an animal for their own visual story adventure. Explain to students that a graphic novel is a large collection of comic book pages and that they will practice using this medium or format by creating comic book pages, with visual language.

Begin by brainstorming a list of different kinds of animals that might work as the protagonist of comics. As students make suggestions, ask them what they envision happening to that kind of animal what kind of story would it be?

Distribute the activity sheet and have students complete Part 1, which asks what animal they imagine themselves becoming in their story and why they would choose that animal. Compare students' ideas in a class discussion and allow them to modify their animal choice based on what they learn from their classmates.

Next, have students use the prompts in Part 2 of the activity to begin creating their animal character. Encourage students to research their animal online to deepen their knowledge of the animal's appearance, habitat, behaviors, and special traits.

Finally, provide time for students to write a paragraph describing what they feel like in their animal form. Then have them draw a picture of themselves in that form as the start of their comics adventure. Ask students to share their paragraphs and pictures with the class, and prompt them to ask questions and offer ideas that will help their classmates see further possibilities in the animal character they have imagined.

FOLLOW-UP ACTIVITY

One of the themes **WOLFWALKERS** explores is respecting the natural world and learning to co-exist with it. Have students draw posters that encourage people to care for and respect nature. Ask students: How will you use both words and pictures to communicate your message? Have students share their posters with their classmates and display them in your classroom or school if possible.

EXTENSION ACTIVITIES

- Point out that Robyn and Mebh come from two different worlds. Even so, they develop a strong bond and accept each other's differences. Ask students to name things they have in common with their friends, then identify ways they are different. Ask: Why is it important to respect our differences? Discuss how our differences make us who we are, how we can learn from our differences, and why it's important to respect them. All these things help strengthen our friendships. Have students identify ways they can be good friends.
- WOLFWALKERS is based on a myth about a mysterious tribe that has the power to heal. They walk as people by day and roam as wolves at night. Invite students to write or draw their own creative myth about something in nature. For example, they might create a myth about why the moon waxes and wanes or why leaves change color in the fall.

RESOURCES

Watch WOLFWALKERS Trailer: https://apple.co/-WOLFWALKERS LBYR: lbyr.com/landing-page/wolfwalkers/ Ymiclassroom.com/wolfwalkers



ACTIVITY 1 Reproducible Master

The forest is brimmin' with **real**

wolves, and it's my job to hunt them. Not yours.

seen a wolf

I'm still not afraid of 'em!

> That's why I must be afraid for you.

I'll be back before sundown.

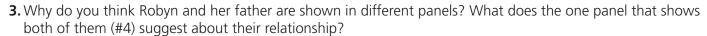
Stay indoors.

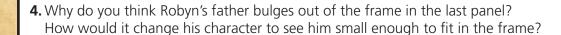
WHAT IS A GRAPHIC NOVEL?

WOLFWALKERS is a new animated film that tells the story of two girls, Robyn, the daughter of a wolf hunter, and Mebh, who belongs to a woodland tribe with the magical ability to transform themselves into wolves. **WOLFWALKERS** is also a new graphic novel that tells the same story in words and pictures. Graphic novels use a comic book format to show us characters and events in ways that can make a story more exciting than words alone.

The image to the right is a page from the **WOLFWALKERS** graphic novel that highlights some basic elements of this storytelling technique. Read the conversation between Robyn and her father. Then answer the questions that follow.

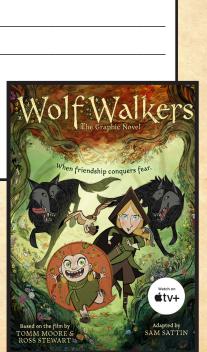
- **1.** What does the dialogue tell you about Robyn's personality? What character traits would you use to describe her?
- 2. Do you think Robyn will listen to her father? Why or why not?





PART 2 Take a Closer Look

As you probably guessed, despite her father's warning, Robyn ventures into the forest to help with the wolf hunt. There she meets Mebh and begins her real adventure. Robyn and Mebh appear side-by-side on the cover of the **WOLFWALKERS** graphic novel. How are the portrayals of these two characters similar? How are they different? What does the style of these illustrations suggest about each girl's character traits? Write your answers on the back of this sheet.



JOIN ROBYN AND MEBH AS THEY LEARN THAT FRIENDSHIP CONQUERS FEAR IN WOLFWALKERS

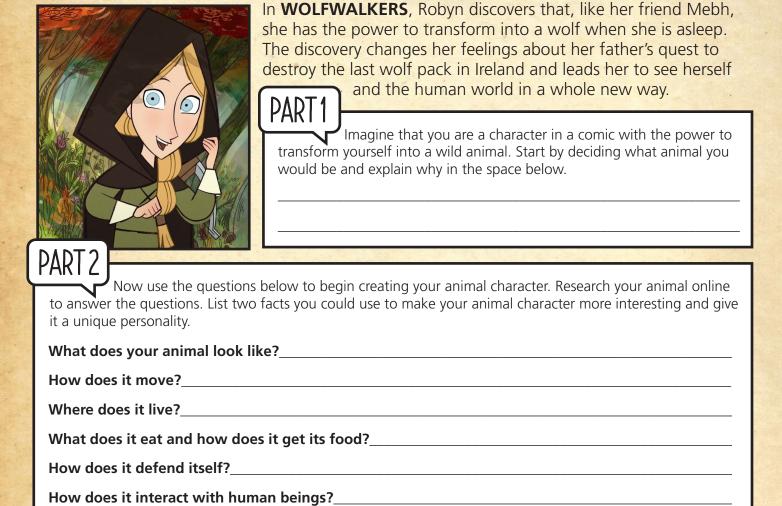
GRAPHIC NOVEL AVAILABLE WHEREVER BOOKS ARE SOLD.

THE FILM IS AVAILABLE ON APPLE TV+.



ACTIVITY 2 Reproducible Master

WHAT KIND OF ANIMAL IS INSIDE YOU?



Two interesting facts about your animal that you learned from your research.

Would cutting trees or deforestation impact the animal's habitat? Why or why not?

1.

2._

When she transforms in **WOLFWALKERS**, Robyn is filled with the strength, speed, and cunning of a wolf, as well as the spirit of cooperation and self-sacrifice that holds a wolf pack together. Try to imagine what you will feel when you are transformed into your animal. On the back of this sheet, write a paragraph describing yourself in your animal form. You might describe your physical powers or what you do each day. You might describe how you get along with others of your species or with human beings. Under your paragraph, draw a picture of yourself in your animal form as the start of your comics adventure.

JOIN ROBYN AND MEBH AS THEY LEARN THAT FRIENDSHIP CONQUERS FEAR IN WOLFWALKERS

GRAPHIC NOVEL AVAILABLE WHEREVER BOOKS ARE SOLD.

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Dear Parents and Caregivers,

At school, your child is learning about **WOLFWALKERS**, a new animated film that tells the story of two girls, Robyn, the daughter of a wolf hunter, and Mebh, who belongs to a woodland tribe with the magical ability to transform themselves into wolves. Through their friendship, the two girls teach us about our deep links to the living world around us and to one another. **WOLFWALKERS** is now available on Apple TV+.

WOLFWALKERS has also been reimagined as a graphic novel, providing your child with an example of how words and pictures can work together in storytelling. In class, your child is learning to analyze the techniques used in graphic novels and using those techniques to create their own graphic novel character. The class has also explored important themes of the **WOLFWALKERS** story, including self-empowerment, respecting differences, co-existing with nature, and being true to yourself.

You can extend this learning experience at home with these ideas:

- WOLFWALKERS takes place in and near Kilkenny, Ireland. Locate Ireland
 on a map together and find Kilkenny and some other key towns and cities. Use the Internet to see
 what Kilkenny looks like today.
- In the story, Robyn and Mebh are both fierce as wolves when they stand up for their beliefs. Have your child talk about a time where they needed to be strong and stand up for something important to them. How did it make them feel?
- The excitement, mystery, and adventure in **WOLFWALKERS** takes place in a forest. Ask your children what resources forests provide to humans clean air, water, plants that provide food and medicines, to name a few and then have them create a poster that promotes protecting forests.
- Wolves are viewed as a threat at the beginning of **WOLFWALKERS**, but with the help of Robyn and Mebh, the humans in the story learn why we should try to co-exist with nature. Make a plan with your family to try it for yourself by getting outside to enjoy nature and getting involved in helping our natural world.
- Robyn and Mebh learn to accept their differences and become good friends who depend on each other. Encourage your child to see their own differences as their strengths. Talk to your child about the ways they are unique and how that empowers them.

ABOUT WOLFWALKERS

In a time of superstition and magic, a young apprentice hunter, Robyn Goodfellowe, journeys to Ireland with her father to wipe out the last wolf pack. While exploring the forbidden lands outside the city walls, Robyn befriends a free-spirited girl, Mebh, a member of a mysterious tribe rumored to have the ability to transform into wolves by night. As they search for Mebh's missing mother, Robyn uncovers a secret that draws her further into the enchanted world of the **WOLFWALKERS** and risks turning into the very thing her father is tasked to destroy.

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