

DECODING YOUR WORLD

ACTIVITY 3: UNCOVERING ARTEMIS FOWL ACTIVITY SHEET

Teachers/Parents - for guidance please see our [Artemis Fowl: Decoding Your World Home Learning Guide and Teaching Notes](#)



INSTRUCTIONS

1. Watch the *Artemis Fowl* trailer by clicking on the image below and note down in the box provided what you notice about Artemis as a character?
2. Read the extracts on the next page from the *Artemis Fowl* book, highlight any words or phrases that show what he is like as a person and note what is revealed about him through his speech and his actions in the space provided.
3. Be prepared to add words and phrases to your [Artemis Fowl Role on the Wall template](#) (see page 3).



Trailer link: <https://www.youtube.com/watch?v=eaRaNnsQ4iQ>

Notes:

EXTRACT 1: How does one describe Artemis Fowl? Various psychiatrists have tried and failed. The main problem is Artemis's own intelligence. He bamboozles every test thrown at him. He has puzzled the greatest medical minds and sent many of them gibbering to their own hospitals. There is no doubt that Artemis is a child prodigy. But why does someone of such brilliance dedicate himself to criminal activities? This is a question that can be answered by only one person. And he delights in not talking. (page 1)

Artemis Fowl © Eoin Colfer, 2001

Notes:

EXTRACT 2: Sun did not suit Artemis. He did not look well in it. Long hours indoors in front of the monitor had bleached the glow from his skin. He was white as a vampire and almost as testy in the light of day. (page 3)

Artemis Fowl © Eoin Colfer, 2001

Notes:

EXTRACT 3: Artemis had added yet another monitor to the bank. This one was linked to a camera in Angeline Fowl's attic room. He spared a moment to check on his mother. Sometimes it bothered him having a camera in her room; it seemed almost like spying. But it was for her own good. There was always the danger that she could hurt herself. (page 142)

Artemis Fowl © Eoin Colfer, 2001

Notes:

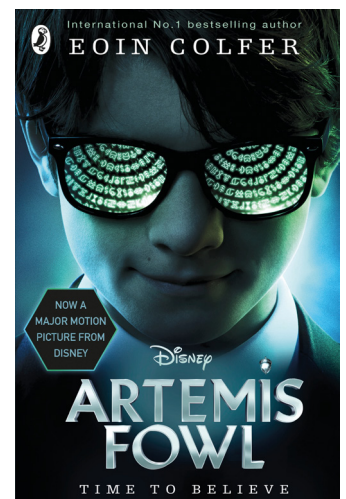
EXTRACT 4: Artemis buttoned his designer jacket, pausing at the mirror to straighten his tie. The trick to negotiation was to hold all the cards going in and, even if you didn't, to try to look as though you did. Artemis put on his best sinister face. Evil, he told himself, evil but highly intelligent. And determined, don't forget determined. He put a hand on the doorknob. Steady now. Deep breaths, and try not to think about the possibility that you have misjudged this situation and are about to be shot dead. One, two, three... He opened the door.

'Good evening,' he said, every inch the gracious host, albeit a sinister, evil, intelligent and determined one. (page 152)

Artemis Fowl © Eoin Colfer, 2001

Notes:

Discover the series that inspired the film! Let the misadventure begin.



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ROLE ON THE WALL TEMPLATE

Outside the figure, add words or phrases to describe what Artemis does and says in the trailer and in the extracts you have read.

Inside the figure, add brief notes to explain what Artemis might be thinking and why you think he behaves in the way he does.

