



FIND 25!

Directions: Activate your Artemis-level-intelligence and id the answers to 10 questions clues before the video ends? Then, dig into the prose and graphic novel versions to complete all 25.

As you watch and listen to the First Chapter Friday video, look closely at both versions of the text shown on screen. Some clues come from the words, some from the pictures, and some from how the story makes you feel.

1 A detail that feels modern, even though the book is 25 years old

2 A detail that shows Artemis is very smart

3 Something that surprised you

4 A clue that this is not a typical hero story

5 A character trait shown through action, not told directly

6 One question you have about Artemis

7 A moment that makes you feel curious

8 A detail included in the prose but missing from the graphic novel

9 A detail shown in the illustrations but not explained in words

10 Do you trust Butler? Why or why not?

11 List one technology detail from the story

12 A moment where Artemis seems older than his age

13 A great line of dialogue

14 A moment that feels faster in the graphic novel





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Keep going! Dig into the paper copies of Artemis Fowl, both the prose and graphic novel versions... and see if you can find something to say about all 25 questions!

15

What is one panel from the graphic novel that really impacts the mood of the story?

16

One reason you would (or wouldn't!) keep reading

17

Something that confused you

18

Which version do you enjoy more? Prose or Graphic Novel? Why?

19

A facial expression that adds meaning to the scene

20

One physical trait detail about Artemis

21

Would you like to be friends with Artemis?

22

Do you like the blend of technology and fantasy? (super computers + fairies?) Why or why not?

23

Do the speech bubbles make the dialogue feel more real to you? Can you explain your opinion?

24

What is your favorite part of the story so far?

25

Which version—prose or graphic novel—helped you understand the story best? Why?

