

# DREAM BIG WITH SNOOPY AND FRIENDS

TEACHER NOTES



Blue Sky  
STUDIOS  
**SNOOPY AND  
CHARLIE BROWN**  
THE  
PEANUTS **MOVIE** by Schulz  
**IN CINEMAS DECEMBER 21**

Blue Sky  
STUDIOS



INTO  
FILM



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**Dream Big with Snoopy and Friends** brought to you by National Schools Partnership and Into Film, uses the enduring appeal of cartoons, the much-loved *Peanuts* characters and the exciting new 3D animated film *Snoopy and Charlie Brown: The Peanuts Movie* to inspire pupils to write and illustrate great stories.

The engaging resource features a series of creative classroom activities for pupils aged 7 to 11, connected to the film and its Dream Big theme, to encourage them to let their imaginations run wild as they develop their storytelling and cartoon-drawing skills.

The learning activities in this resource are linked to the curricula for **English/literacy** and **art & design**, as well as **PSHE/health & wellbeing/PSE/PDMU** in England, Scotland, Wales and Northern Ireland. See **Dream Big – curriculum links** for details.

## RESOURCE CONTENTS

### Dream Big:

- Teacher notes
- Curriculum links
- Introductory video
- Be a cartoonist PowerPoint presentation and activity sheet
- Be a cartoon writer PowerPoint presentation and activity sheet
- Poster
- Comic competition entry form

The full resource can be downloaded, along with additional *Snoopy and Charlie Brown: The Peanuts Movie* video content from Twentieth Century Fox, at:  
[www.nationalschoolspartnership.com/snoopyresource](http://www.nationalschoolspartnership.com/snoopyresource)

## HOW TO USE THE RESOURCE

**Dream Big with Snoopy and Friends** is a flexible, cross-curricular resource, which can be used in its entirety in both English and art lessons or as fun ‘filler’ independent learning activities in the busy end-of-term period between school events. The materials provide everything you need to run the lesson/activities with minimal preparation.

## RECOMMENDED DELIVERY ROUTE

### 1. MEET SNOOPY AND FRIENDS

Introductory video

### 2. GET CREATIVE

Be a cartoonist activity  
and/or  
Be a cartoon writer activity

### 3. COMPETITION FUN

Comic competition for homework

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**SNOOPY AND  
CHARLIE BROWN**  
THE **MOVIE**  
PEANUTS by SCHULZ

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## 1. MEET SNOOPY AND FRIENDS

Play the engaging **Dream Big – introductory video** featuring elements of the film trailer and clips to introduce the *Peanuts* characters, teach pupils to draw Snoopy, share storytelling tips and celebrate the evolution of *Peanuts* from page to screen (in 3D) for its 65th anniversary.

## 2. GET CREATIVE

You can choose between two stimulating activities (or use both), supported by the **Dream Big – PowerPoint presentations** and **activity sheets**, to get pupils to Dream Big by using their imaginations to create cartoon drawings and/or storylines based on the *Peanuts* characters and what they get up to in the film.

## 3. COMPETITION FUN

Encourage pupils to enter the exciting **Dream Big – comic competition**, using the skills they have learnt to create their very own comic strip featuring Snoopy and his friends for homework. There are great prizes on offer including a fantastic drawing workshop run by a professional illustrator for the winning pupil's class, iPads and exclusive Snoopy merchandise.

## LEARNING OUTCOMES

### Pupils will:

- Develop story-planning and imaginative writing skills involving comic strips and animation.
- Extend drawing skills and boost creativity by exploring the possibilities that comic strips and animated films offer.
- Recognise individual strengths and areas for improvement, as well as the value of friendships.

## MATERIALS NEEDED

- Plain paper.
- Notebooks for jotting down ideas and writing stories.
- Pencils, crayons and pens.

## USEFUL WEBSITES

- *Peanuts* official film site:  
[www.SnoopyandCharlieBrown.co.uk](http://www.SnoopyandCharlieBrown.co.uk)
- Dream Big with Snoopy and Friends resource gallery: [www.nationalschoolspartnership.com/snoopyresource](http://www.nationalschoolspartnership.com/snoopyresource)
- Into Film's filmmaking resources:  
[www.intofilm.org](http://www.intofilm.org)

Links to websites are included where they are educationally relevant. We recommend you check these links before sharing with pupils, as we are not responsible for the content, which may change, move or become unavailable without our knowledge.

## ABOUT THE FILM

Charlie Brown, Snoopy, Lucy, Linus and the rest of the beloved *Peanuts* gang make their big-screen debut in state-of-the-art 3D animation. Flying ace Snoopy takes to the skies to pursue his arch-enemy, the Red Baron, while best friend Charlie Brown embarks on his own epic quest. From the imagination of Charles M Schulz, *Snoopy and Charlie Brown: The Peanuts Movie*, in cinemas on 21 December, will prove that every underdog has his day.





# DREAM BIG WITH SNOOPY AND FRIENDS:

## THE ACTIVITIES

### 1. MEET SNOOPY AND FRIENDS

(10 mins)

- Show pupils the **Dream Big – introductory video**, which includes the following elements:
  - The film trailer, which introduces the Dream Big theme.
  - Brief history of *Peanuts* explaining the evolution of the cartoon from simple comic strip to big-screen movie.
  - Short animated interviews with the key *Peanuts* characters.
  - Step-by-step tutorial on how to draw Snoopy.
  - Simple explanation of how every *Peanuts* episode tells a story, and that the story is written first, employing the same structure as any other story.
  - Quick-fire storytelling tips.
  - Outline of the class activities and competition.
- Ask pupils whether they've ever Dreamed Big and, if so, what about?
- Give pupils a chance to practise drawing Snoopy. You could replay this section of the video to support this. Alternatively, the standalone clip is available to download from the resource gallery.
- Allow pupils to ask questions about the video before giving an explanation of their main activity.

### 2. GET CREATIVE

(up to 60 minutes for one activity)

There are two activities:

- Be a cartoonist** – a simple drawing activity where pupils create a costume for a *Peanuts* character for the school Christmas party.
- Be a cartoon writer** – a writing activity where pupils plan out a perilous adventure for Snoopy.

Some pupils may want to try both; in each case they should be encouraged to Dream Big and let their imaginations run wild!





## i. Be a cartoonist

- Show pupils the **Dream Big – be a cartoonist activity PowerPoint presentation** to introduce the task of designing a costume for their favourite *Peanuts* character to attend the school Christmas party.
  - Work through step-by-step instructions for how to draw Charlie Brown to help pupils with the process of drawing a character.
  - Hand out drawing paper and the **Dream Big – be a cartoonist activity sheet**, which includes profiles for eight key *Peanuts* characters.
  - Working in pairs, encourage pupils to discuss the personalities of the *Peanuts* characters and which they like most. They should then discuss their own personality (and what they are good and not so good at) and add this to the space in the grid on the activity sheet.
  - Ask pupils to draw their favourite character wearing an imaginative costume the character would enjoy wearing to the school Christmas party.
- Allow pupils to share their drawings with the rest of the class and discuss the merits – how well they have drawn the characters and how creative their costumes are.

## ii. Be a cartoon writer

- Show pupils the **Dream Big – be a cartoon writer activity PowerPoint presentation**, which outlines how a scene (with its own mini-story or sub-plot) is put together.
  - Share the simple storyboard of drawings where Snoopy is shown walking to his doghouse when his deadly enemy, the Red Baron, flies overhead. Snoopy takes off on his doghouse and pursues the Baron over Paris but ends up plunging to the ground. Snoopy wakes up to discover it was all a dream and he has simply fallen off his kennel while sleeping.
  - Talk pupils through planning out an episode like this in writing, and then watch a film clip of the actual sequence brought to life through animation.
- Ask pupils to plan a similar ‘dream adventure’ in writing: Snoopy finds himself in peril only to wake up and discover that there is an everyday explanation. In his dreams, he can go anywhere! Emphasise how this is a great way to employ imagination and creativity (and humour).
- Hand out notebooks or paper to write on and copies of the **Dream Big – be a cartoon writer activity sheet**, which provides a template to help pupils plot their story.
- Anyone who finishes the writing task early can storyboard their adventure with comic-strip drawings. A storyboard template can be found at: [www.intofilm.org/storyboard-template](http://www.intofilm.org/storyboard-template)
- Allow pupils to share their ideas/storylines with the rest of the class and discuss the positive aspects of them, and how well these would work as animations or printed comic strips.






## Optional activity extensions

- a. You could give pupils the opportunity to animate their writing sequence. Here are two suggestions:
  - A simple approach is to make a flick book. More information is available in Into Film’s **An Introduction to Stop-Motion Animation** resource, including a template on page 11: [www.intofilm.org/stop-motion-animation](http://www.intofilm.org/stop-motion-animation)
  - Some pupils might want to try animating or filming their adventures using some of the resources on the Into Film website: [www.intofilm.org](http://www.intofilm.org)
- b. Using the different *Peanuts* characters as stimuli, you could encourage pupils to have a discussion around friendship, prompting them with the following questions:
  - What qualities in a person make them a good friend?
  - Do you think it is important to have friends who are similar to you and friends who are different? Explain why.
  - How has a friend helped you overcome a problem?



### 3. COMPETITION FUN

The **Dream Big comic competition** is a fun opportunity for pupils to try out their drawing and writing skills for homework, with the chance to win exciting prizes, including a drawing workshop run by a professional illustrator for the winning pupil's class.

- Hand out the **Dream Big – comic competition entry form**.
  - The competition features a creative challenge: Snoopy's flying doghouse has been destroyed in his battle with the Red Baron and he finds himself stranded in Paris. Pupils must find a way to get Snoopy back home, with the help of the other *Peanuts* characters, in time for the school Christmas party. Imaginative methods of transport are encouraged!
  - Pupils are given the first and last images of the story and have to fill in the missing journey using drawings and speech bubbles in the classic comic-strip style.
  - Pupils (or you can do this on their behalf) must submit their entries by sending the competition entry form by post to **Dream Big comic competition**, National Schools Partnership, One Hardwick's Square, London, SW18 4AW, by fax to 020 7198 8373 **OR** by scanning their entry and emailing to [filmcompetitions@nationalschoolspartnership.com](mailto:filmcompetitions@nationalschoolspartnership.com) by 18.00 on Friday 15 January 2016.
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- Judges will select the overall winner and two runners-up based on the following criteria:
    - Language, including how well the writer has narrated the comic-strip story.
    - Creativity, including the artistic skills employed to complete the comic strip.
    - Imagination, including the originality of the comic strip story.
  - Competition terms and conditions, including the full list of prizes, can be viewed at: [www.nationalschoolspartnership.com/snoopy\\_termsandconditions](http://www.nationalschoolspartnership.com/snoopy_termsandconditions)