

# INSPIRATION CARD 6: ART AND DESIGN

## DESIGNING A CHARACTER INSPIRED BY ALADDIN

### CLASSIFYING CHARACTERS FROM ALADDIN

In *Aladdin* a range of performers play different roles.

Work with the class to classify the characters in the show. Who were the most important to the story and why?

Think about individual characters and talk about how we learned what they were like. Did the children notice them say kind things or mean things? Did their tone of voice change? Did they always tell the truth or did they tell lies sometimes?



### CHARACTER COMPARISONS

Compare two characters using delineators that the children choose using a show of hands.

For example, was Jafar:

- Rich or poor?
- Kind or mean?
- Truthful or untrustworthy?



### ASK THE CLASS

How can the audience tell that a character good or bad? What did we see them doing that gave us an opinion of their character e.g. Aladdin keeping his promise to Genie, or Jafar and Iago plotting behind the Sultan's back? Apart from what they say, what are the other theatrical clues that tell us what a character might be like e.g. appearance, gestures and movement, costumes, lighting, sound effects and musical cues?



### PERFORMANCE: DRAW AND MODEL CHARACTERS

The children create a new character or use the one from Inspiration Card 3. Ask them to think about these questions:

- Who will they be friends with?
- Will they be a good or a bad character?
- How will they fit into the story?
- What will they look like?
- How will they show if they are rich or poor?
- Will they be kind or mean? How can they show that?

1. They can use the storyboard to experiment with designing their character.

2. Pupils could create a puppet of their character and some other real ones from the show, like Aladdin or Iago. If they created a new scene on Inspiration Card 2 and then modelled the set for it on Inspiration Card 5, then they can act out a whole new scene with their puppets. They could try making: Finger puppets/Stick puppets/Shadow puppets/Hand puppets

If they are working with a model set they have designed, they need to think about scale! Alternatively, the class could work together to bring their characters to life in live action by assuming the roles themselves and developing and performing a short scene.



## PUPPET WORKSHEET

My character name \_\_\_\_\_

- Who will they be friends with?
- Will they be a good or a bad character?
- How will they fit into the story?
- What will they look like?
- How will they show if they are rich or poor?
- Will they be kind or mean? How can they show that?



Rough animation from  
1992 Disney film Aladdin©

## CHARACTER SKETCH

NAME \_\_\_\_\_

