

Lights, Camera, Media Literacy!
WALL-E
Study Guide

I. In the box, list examples of media depicted in the film.

Did you find at least one from each unit?
(storytelling, print/books, newspaper/ print ads, photography/film, radio, T.V., computers)

II. List emotions elicited by the music.

III. Watch the credits for the following:

___1) Pictograms to start the story of the earth's rebuilding process.

___2) The evolving and more sophisticated art styles

___3) The 66 people who worked on new software development

___4) John Lasseter

___5) Ed Catmull

___6) Steve Jobs

___7) The name of the musical composer: _____

___8) The name of the musical film shown by Wall-E: _____

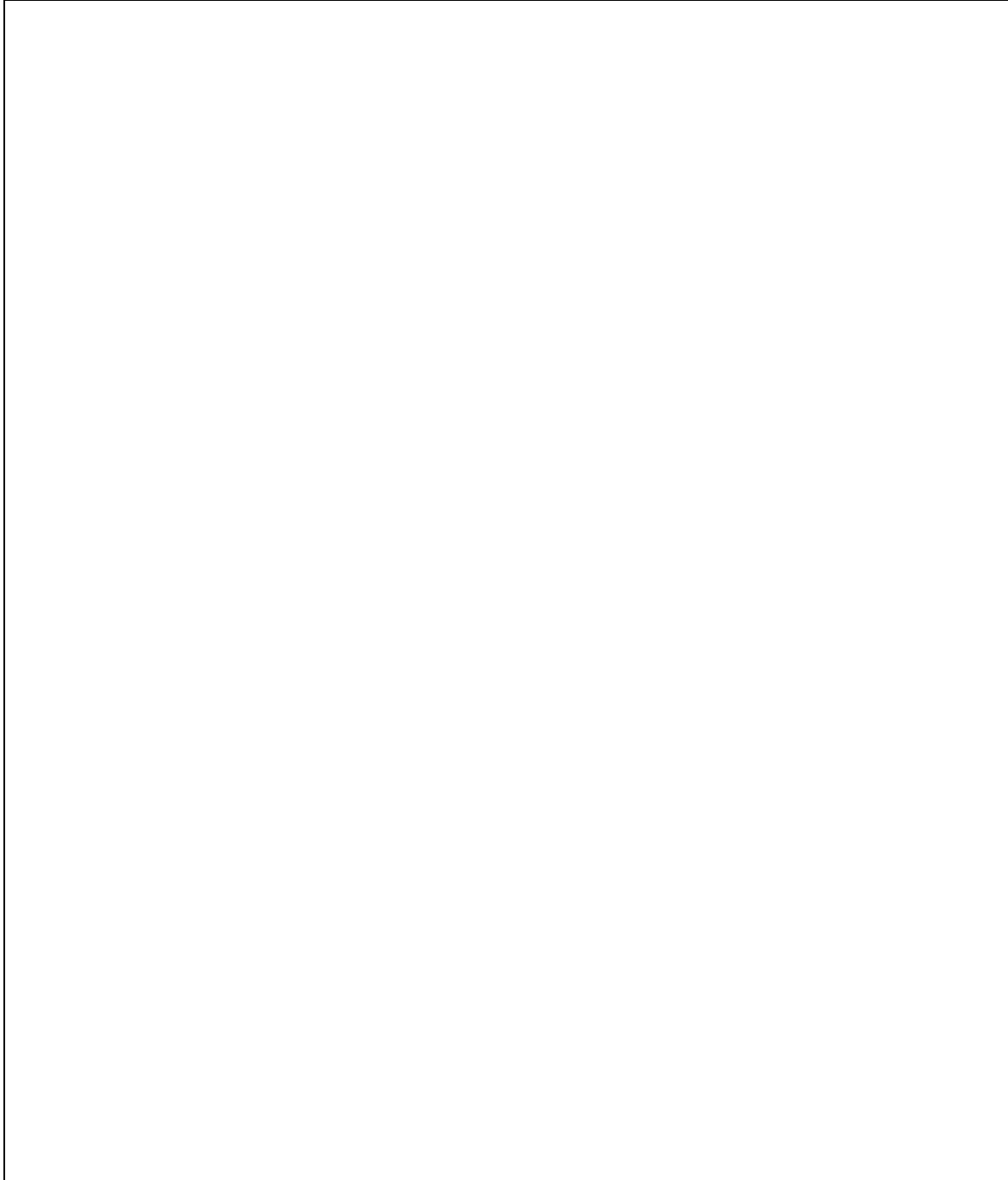
IV. Write the answers to the three acts of storytelling for WALL-E.

1) What is the inciting incident?

2) What are obstacles for the main character?

3) How has the main character shown that he has changed upon returning home?

V. Write your opinion as to how the development of media played a role in creating the future depicted in the film WALL-E.

A large, empty rectangular box with a thin black border, intended for the student to write their opinion on the role of media in creating the future depicted in the film WALL-E.

VI. Write your thoughts about how we can avoid the future depicted in WALL-E.

