



THE ROBOTS™ STORY

Robots™ has a distinctive film narrative with a mixture of metal characters, contrasting settings and lots of events happening. A film narrative is made up of the characters, the settings and the plot which are mixed together to create an interesting and enjoyable cinematic experience. All these aspects are necessary for the story to be successful.

Use the story grid outline to identify these three areas in Robots™.








CHARACTERS	
Name of character	Type of character
SETTING	
Where?	When?
PLOT	
What happens at the start?	What do the characters do?
How are problems solved?	What happens at the end?



RUSTIES AND ROBOTS

During his time in the big city Rodney Copperbottom™ meets a range of robots from street-smart 'rusties' to shiny sleek robots. Like human beings, each robot has his or her own distinctive personality and attributes.

Starting with Rodney the aspiring inventor, think about each robot's personality, ambitions, actions and appearance. Use describing words to complete the character comparison grid.

CHARACTERS	PERSONALITY	AMBITIONS	ACTIONS	APPEARENCE
Rodney 				
Fender 				
Piper 				
Cappy 				
Ratchet 				
Madame Gasket 				
Bigweld 				



ROBOT RELATIONSHIPS

To create an interesting storyline for the film Robots™ there needs to be relationships and conflict between the characters. One character's behaviour affects another's behaviour and emotions. For example:

Rodney cares about his parents but upsets his mother when he leaves for the big city.

Fender falls in pieces all the time and Rodney has to fix him.

Cappy works at Big Weld Industries but does not agree with all of Ratchet's plans for the factory.

Piper is frustrated by all the 'rusties' who do not take her seriously.

Think about the relationships between the different robots. Use the chart on the next page to describe their interactions and think of an example from the film that shows this relationship.



ROBOT RELATIONSHIPS

CHARACTERS	RELATIONSHIP	EXAMPLE FROM ROBOTS™
Rodney and Mr. & Mrs. Copperbottom		
Cappy and Ratchet		
Fender and Piper		
Ratchet and Madame Gasket		
Aunt Fan and the 'Rusties'		
Rodney and Bigweld		
Diesel and Lug		



THE WORLD OF ROBOTS™

The mechanical world in the film Robots™ is made up of three contrasting environments.

Rodney's home town of Rivet Town is a quaint suburban area powered by combustion. The buildings are small and simple. All the robots living there have been upgraded to fit into their job roles.

The big city is an electrical metropolis consisting of huge shiny buildings and speeding transport systems.

The Chop Shop is an underground world full of machines and conveyer belts used for dismantling 'outmodes' robots. This is a hot and dark area powered by steam.

Comparing Settings

Compare the different settings created in the film. Use the pictures on the next page and the Robots™ trailer online at www.robotsmovie.com to help you.



THE WORLD OF ROBOTS™

LOCATION	FEATURES	POWERED BY?	WHO WILL YOU FIND THERE?
<p>RIVIT TOWN</p> 			
<p>BIG CITY</p> 			
<p>CHOP SHOP</p> 			

Extension Activity

Each environment has been designed using machines as inspiration. Take a good look around your local area for interesting machines. Use a digital camera to record the images and use these as inspiration to design your own robot environment.