ILC
ITALIAN LANGUAGE CENTRE

XXVI
Settimana della Lingua Italiana nel Mondo
SLIM 2026

Pinocchio
CREATIVE COMPETITION 2026

Celebrating Italian language and culture
through *Le avventure di Pinocchio*

SETTIMANA DELLA LINGUA ITALIANA NEL MONDO

con il patrocinio culturale della
FONDAZIONE NAZIONALE CARLO COLLODI

1826-2026
Carlo Lorenzini Collodi

What is Settimana della Lingua Italiana nel mondo?

Since its inception in 2001, Settimana della Lingua Italiana nel Mondo (SLIM) is an annual celebration held in October to promote and celebrate Italian language and culture globally, with each year dedicated to a different theme serving as a common thread for celebration. This year's theme is:

SETTIMANA DELLA LINGUA ITALIANA NEL MONDO

Lingua geniale:

Ideare, progettare, creare con l'italiano

Brilliant language:

Designing, planning, creating with Italian

ILC's Pinocchio Creative Competition

2026 marks the bicentenary of the birth of Carlo Collodi (1826-1890), creator of one of the world's best-loved children's stories and iconic works of Italian literature.

In honour of the 200th anniversary and in the spirit of the SLIM 2026 theme, ILC Brisbane invites students from Prep to Year 10 to explore the story of Pinocchio and express their own creativity and imagination in Italian.

Competition Objectives

- Use Italian language in meaningful, creative ways
- Explore an iconic work of Italian literature
- Build confidence and enjoyment in communicating in Italian
- Celebrate student achievement across all year levels
- Showcase and celebrate Italian language and culture

Who can enter

This competition is open to ILC After School Italian classes and students studying Italian in Queensland schools from Prep to Year 10.

A Puppet That Built a Nation: Collodi, Pinocchio, and Italian Identity

Carlo Lorenzini (1826–1890), better known as Carlo Collodi, was a journalist, satirist, patriot, and one of Italy's greatest writers. Born in Florence during the Risorgimento, he witnessed the birth of a unified Italy and used literature to reflect its social and political challenges.

Le avventure di Pinocchio was first published in 1881 as a serial in Giornale per i bambini, Italy's first children's newspaper. It quickly became one of the world's most translated books and remains one of the most influential works written in Italian.

A Story That Helped Unite Italy

Although Italy became politically unified in 1861, its people still spoke many regional dialects and lacked a strong national identity. Written in clear, accessible Italian based on the Tuscan language, Pinocchio helped familiarise young readers with a common national language.

The novel also promoted values that the new nation considered essential: education, honesty, responsibility, and hard work. Pinocchio's journey from an unruly puppet to a "real boy" symbolised the transformation from irresponsible child to responsible citizen, supporting the broader nation-building project through storytelling rather than direct instruction.

Illustration by Enrico Mazzanti of The Adventures of Pinocchio written by Carlo Collodi (1883).

More Than a Children's Story

The original Pinocchio is much darker and more complex than many modern adaptations. Through the puppet's adventures, Collodi explored poverty, social inequality, education, and moral growth in post-unification Italy. Many of its characters and scenes—including the Talking Cricket, the Land of Toys, and Pinocchio's growing nose—have become enduring symbols of Italian culture.

Today, the story remains part of the Italian school curriculum, while the village of Collodi and the Pinocchio Park in Tuscany continue to attract visitors from around the world.

Collodi and Disney

The 1940 Disney film popularised Pinocchio internationally but softened much of Collodi's original social criticism. The authentic story presents a far harsher and more realistic portrait of childhood and society, making it an important window into nineteenth-century Italy.

A Lasting Legacy

In 2026, Italy will celebrate the bicentenary of Carlo Collodi's birth. His masterpiece remains far more than a children's classic: it is a landmark of Italian literature that helped shape the country's language, values, and national identity while continuing to speak to readers around the world.

Competition theme

"Pinocchio: A story that inspires imagination."

Students explore Pinocchio through creative activities pitched to their year level and their level of Italian. Please instruct students to carefully follow the task instructions, entry requirements and criteria.

Please follow the steps below before distributing the entry form to students:

Step 1: Complete the school details before printing the application forms to save time.

Step 2: Print the document double-sided. You can print extra pages (page 2) as much as you need. Plain A4 paper with details at the back also acceptable.

Step 3: Distribute the forms to students.

Prep	**Task:** Create your own Pinocchio on an A4 or A3 page using any technique you like - draw, paint, collage or craft (must be 2D and not digitally created). **Italian required:** Be ready to tell your teacher one Italian word about your Pinocchio (for example a colour, or "Pinocchio", "naso", "occhi"). **What judges reward:** Imagination and effort. A spoken Italian word is a bonus, not a requirement. **20 Marks:** Creativity & effort 12 · Presentation 5 · One spoken Italian word (bonus) 3.
Years 1 - 2	**Task:** Create your own Pinocchio by hand on an A4 or A3 page (not digitally created). Label at least three parts of the body in Italian, and add a speech bubble that says: "Ciao! Sono Pinocchio!" **Italian required:** At least three correct body-part labels, plus the given phrase. **What judges reward:** Correct Italian labels and spelling first; neat, lively presentation second. **20 Marks:** Italian vocabulary & spelling 12 · Creativity & presentation 8.
Years 3 - 4	**Task:** Create a two-panel comic showing two scenes from the story by hand on an A4 or A3 page (not digitally created). **Italian required:** 2–3 short Italian sentences in total. **What judges reward:** Clear, mostly correct Italian; a logical link between the two scenes; creativity. **40 Marks:** Italian language 16 · Story sequence 10 · Creativity & illustration 14.
Years 5 - 6	**Task:** Create a four-panel comic showing four scenes from the story on an A4 or A3 page either by hand or digital format (using apps or software such as Canva, Adobe, etc.) **Italian required:** 4–6 short Italian sentences in total. **What judges reward:** Connected, mostly correct Italian across the panels; a clear story sequence; creativity. **40 Marks:** Italian language 16 · Story sequence 10 · Creativity & illustration 14.

Years 7 - 8

Task: Create a six-panel comic titled "Pinocchio visita l'Australia / Pinocchio Visits Australia" on an A4 or A3 page either by hand or digital format (using apps or software such as Canva, Adobe, etc.) Use speech bubbles - 6-10 sentences in total across the six panels — and blend the Italian story with an Australian setting.

Italian required: 6-10 sentences in total, in Italian. Use the simple vocabulary students are learning at these levels, such as sono a Brisbane, ci sono i canguri etc.

What judges reward: Accurate, varied Italian; a clear and imaginative storyline; a genuine Italian–Australian connection; presentation.

50 Marks: Language accuracy 18 ▪ Vocabulary & range 10 ▪ Organisation & sequence 10 ▪ Creativity (incl. cultural blend) & illustration 12.

Years 9 - 10

Task: "La carta d'identità di ..... / .....'s ID Card." Choose any character from the story of Pinocchio and create an illustrated A3 magazine page or digital poster (using apps or software such as Canva, Adobe, etc.) that presents a character from the story as a modern identity card, passport page or "who's who" profile.

Choose a character — Pinocchio, Geppetto, la Fata Turchina, il Gatto e la Volpe, Lucignolo or il Grillo Parlante — and present them in Italian.

Your profile must include, in Italian:

- Name and nickname
- Age
- Nationality
- Appearance — hair, eyes and one or two more details
- Personality — at least three adjectives
- Languages the character speaks
- Sport or sports they play
- Free time and hobbies
- Favourite food
- Best friend
- A short quote or motto in the character's own voice

Optional extension: Stronger students can add one or two sentences about what the character did in the story (past tense — "Nella storia ha… / è…") and an opinion line ("Secondo me, è…").

Italian required: Present-tense Italian sentences across the fields; aim for roughly 100–150 words overall. Correct, complete Italian matters more than length.

What judges reward: Correct, complete Italian across the fields; range of vocabulary (personality, sport, languages, food, hobbies); a genuine character voice; original, engaging design.

50 Marks: Italian accuracy 14 · Range of vocabulary 14 · Task completion (all fields present) 10 · Creativity, design & presentation 12.

Frasi utili — Useful phrases

Dati personali: Si chiama… · Ha … anni. · È italiano/a. · Ha i capelli… gli occhi…

Lingue: Parla italiano, inglese, un po' di…

Sport: Pratica il nuoto. · Gioca a calcio / a tennis. · Fa ginnastica.

Tempo libero e gusti: Gli/Le piace… · Il suo sport / cibo preferito è… · Nel tempo libero…

Carattere: curioso, onesto, coraggioso, furbo, gentile, testardo, generoso, distratto…

Extra (per estendere): Nella storia ha… / è… · Secondo me, è…

<table>
<tr><th colspan="5">Pinocchio Competition Prizes</th></tr>
<tr><th>COMPETITON CATEGORIES</th><th>OVERALL WINNER</th><th>HIGHLY COMMENDED
for Creativity and Visual Presentation</th><th>HIGHLY COMMENDED
for Best Italian Language Use</th><td rowspan="8">Competition entries which have not been awarded a place will each receive an individual
PARTICIPATION CERTIFICATE
in digital form sent to the relevant school</td></tr>
<tr><td>Prep</td><td>$30 gift voucher + commemorative book</td><td rowspan="6">RECOGNITION CERTIFICATES</td><td rowspan="6">RECOGNITION CERTIFICATES</td></tr>
<tr><td>Years 1-2</td><td>$40 gift voucher + commemorative book</td></tr>
<tr><td>Years 3-4</td><td>$50 gift voucher + commemorative book</td></tr>
<tr><td>Years 5-6</td><td>$60 gift voucher + commemorative book</td></tr>
<tr><td>Years 7-8</td><td>$70 gift voucher + commemorative book</td></tr>
<tr><td>Years 9-10</td><td>$80 gift voucher + commemorative book</td></tr>
<tr><td>Year 10 extension</td><td colspan="3">RECOGNITION CERTIFICATE</td></tr>
<tr><td colspan="5">Prizes will be presented at an Afternoon Tea Awards Ceremony to be held at ILC Lutwyche (date to be advised). Prize winners unable to attend in person due to distance will have the opportunity to participate virtually and receive their recognition via Zoom.</td></tr>
</table>

What a strong entry looks like

This describes what good work looks like at each level — it is a guide for students and judges, not a benchmark of what every student "should" reach. Entries are judged on the quality of what the student produces.

Year band	What a strong entry looks like
Prep, Years 1-2	A few correct Italian words, or one short sentence — recognisable, on-topic and neatly presented.
Years 3–4	Two or three short, mostly correct Italian sentences that clearly match the pictures.
Years 5-6	Several connected Italian sentences that tell a clear short story; meaning comes through even with small errors.
Years 7-8	A short connected narrative in Italian with some variety of vocabulary and structure; the Australian setting is woven in.
Years 9-10	A complete, correct Italian profile across all fields, with a good range of vocabulary and a clear character voice.

Judging Criteria

Teachers of ILC will be judging the artwork entries and will be looking for entry criteria met including:

- **Italian language:** accuracy, vocabulary, range, spelling & sentence structure
- **Creativity:** design, presentation & illustration
- **Story sequence**

Note for Teachers

The levels in this document describe what a good entry looks like, not what every student is expected to reach. Queensland Italian programs vary widely in time and continuity, so entries are judged on the quality of each student's own work, never against an external scale.

Encourage students to use Italian as much as possible. Support materials can be used as a reference.

For teachers who map to the Australian Curriculum: the tasks draw on both strands — Communicating (creating texts in Italian) and Understanding language and culture (the values and intercultural work in the Years 7–8 and 9–10 tasks). This is offered as orientation, not as formal assessment.

Judging steer (for consistency): Reward clear meaning over quantity, idea and sequence over polish, and the student's own Italian over draftsmanship. When choosing between two entries, favour the one that communicates more clearly in Italian.

How to submit entries

Teachers select 5 best entries per Italian class that meet entry criteria.

Teachers complete the double-sided A4 sheet provided or attach an entry form to the back of students' work, ensuring student names are written clearly and accurately.

Submit entries by:

- **Online:** Scan and upload artwork with completed entry form at **www.italianlanguagecentre.org/Pinocchio-creative-competition-SLIM-2026**
- **Mail:** Italian Language Centre, Pinocchio SLIM Competition 2026, PO Box 59, ALBION BC 4010
- **In person:** Italian Language Centre, 473 Lutwyche Rd [corner EAST St], LUTWYCHE QLD 4030

Winning entries will need to supply the original for display and exhibition at ILC.

Competition Terms and conditions

- One original entry per student.
- Work must be student's own, teachers may guide and support.
- Use Italian as much as possible at students' level.
- Teachers must select and send best 5 entries per Italian class only.
- Entry Form is completed and attached to the back of each entry. Print student name clearly and accurately on entry form.
- Names on winning certificates are written as per the entry form. Ensure spelling is correct as certificates cannot be re-done.
- All entries **must be received by closing date Friday 16 October 2026.** Late entries will not be accepted.

Pinocchio

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