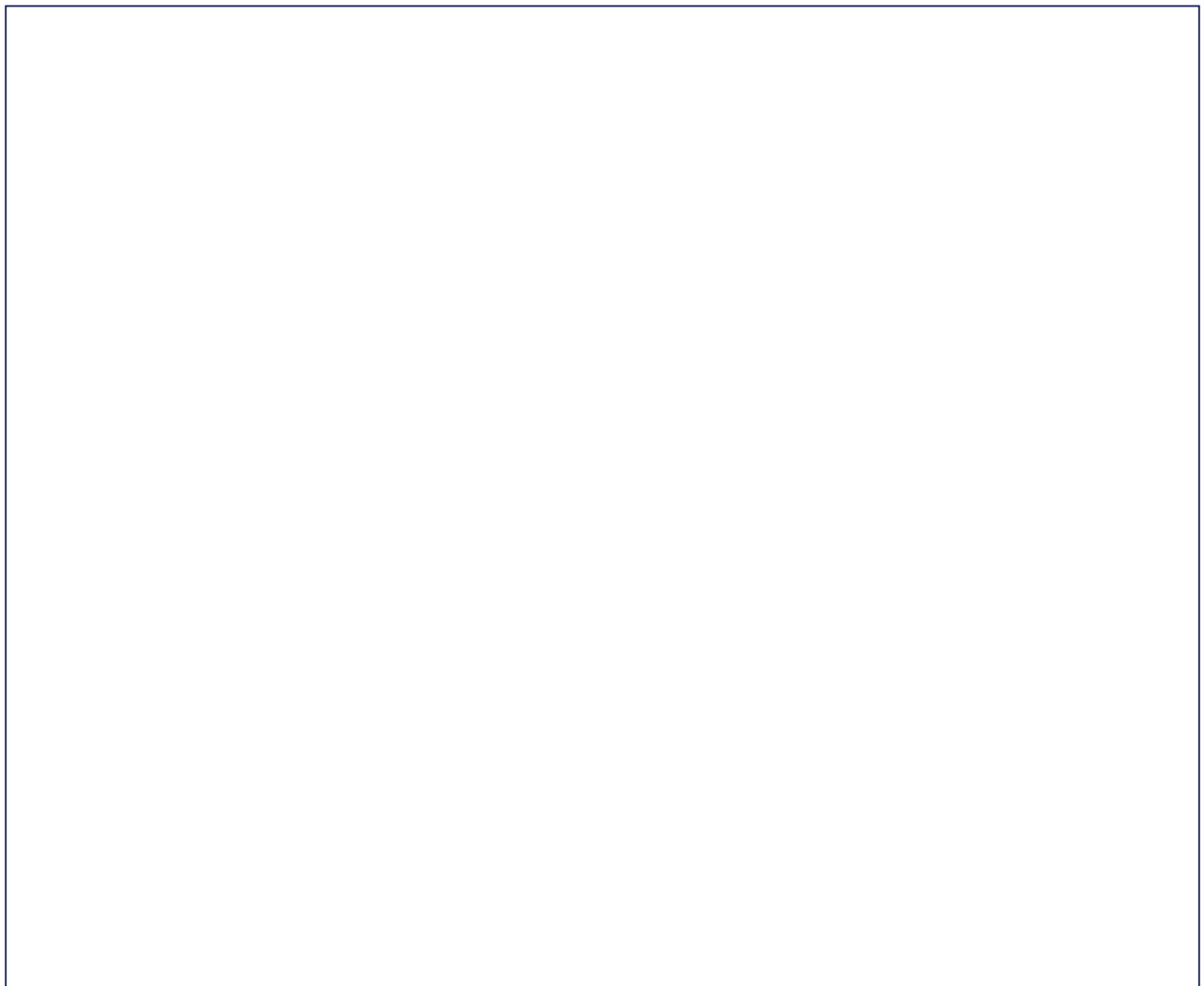


Design a Magical Invention with Kit the Fox

Learning objective: To use descriptive language and imaginative design to plan a creative setting and object.

Kit the Fox has found a mysterious toolkit! He wants to build a machine that solves a problem in the forest, but he needs your help to design it. First, follow the drawing steps to create your invention, then use the word bank to label its special parts. Finally, answer the questions to describe how your invention works.

Draw: A large central workspace for the student to draw a whimsical, steampunk-style invention. The scene should include Kit the Fox (a quick-thinking fox) as the inventor. The style should encourage 'inventor' doodles: gears, wires, bubbles, and strange levers, set within a woodland environment.



Label words: copper pipes · glowing button · spinning cog · silver lever · crystal lens · wooden base · steam vent · magic dial

Steps:

1. Step 1: Draw a large, unusual shape for the main body of your invention. What is it made of?
2. Step 2: Add three different gadgets from the word bank to your drawing. Label them clearly.
3. Step 3: Draw Kit the Fox standing next to the machine. Is he looking surprised, proud, or confused?
4. What is the name of your invention? Give it a creative and exciting title.
5. What problem does this invention solve for the animals in the forest? Explain how it works.

6. If Kit wanted to sell this invention at the forest fair, how many pounds (£) do you think it would cost? Why?