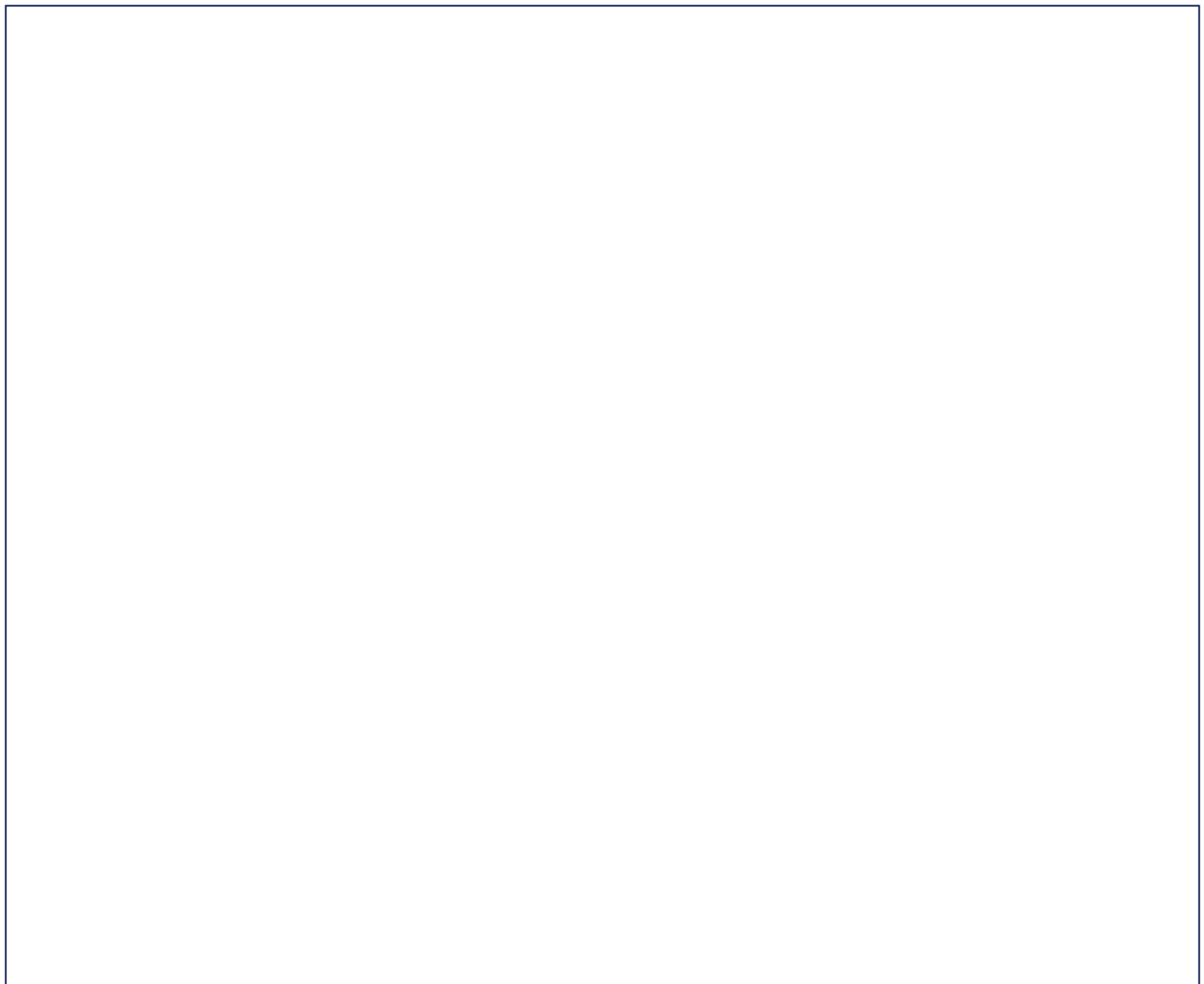


World Book Day: The Library of Dreams

Learning objective: To use descriptive language to plan and illustrate a scene, demonstrating an understanding of character, setting, and atmosphere.

Use your imagination to bring a magical library scene to life. Think about how your characters interact with their favourite stories. Use the word bank to help you label your illustration with precise adjectives and nouns.

Draw: Create a detailed illustration of a magical library scene. Include Pip the caterpillar in a comfortable, oversized armchair surrounded by stacks of ancient, glowing books. Some books should be hovering in mid-air with characters or symbols spilling out of their pages (like a dragon's tail or a space rocket). Use a whimsical style with warm, inviting colours. Include small details like a fountain pen, a dusty globe, and a steaming cup of cocoa on a side table.



Label words: enchanted · spines · glowing · adventure · tomes · whimsical · quill · parchment · floating · cosy

Steps:

1. Step 1: Draw Pip the caterpillar curled up in a cosy reading nook. Label the book Pip is reading and explain why they chose that specific story.
2. Step 2: Draw a shelf of 'floating' books. Label the genre of three different books. Justify why these books

might be floating in this magical library.

3. Step 3: Add a detailed background. If Nova the owl were to fly into this room, what scientific question might she ask about the glowing books? Write her question in a speech bubble.

4. Compare and contrast the atmosphere of a real-life school library with the 'Library of Dreams' you have drawn. What makes your version more whimsical?

5. Explain why it is important to have a variety of genres in a library. How does this help a reader like Pip?

6. What might happen if the stories in the books began to physically come to life and step off the pages? Describe one character that emerges.