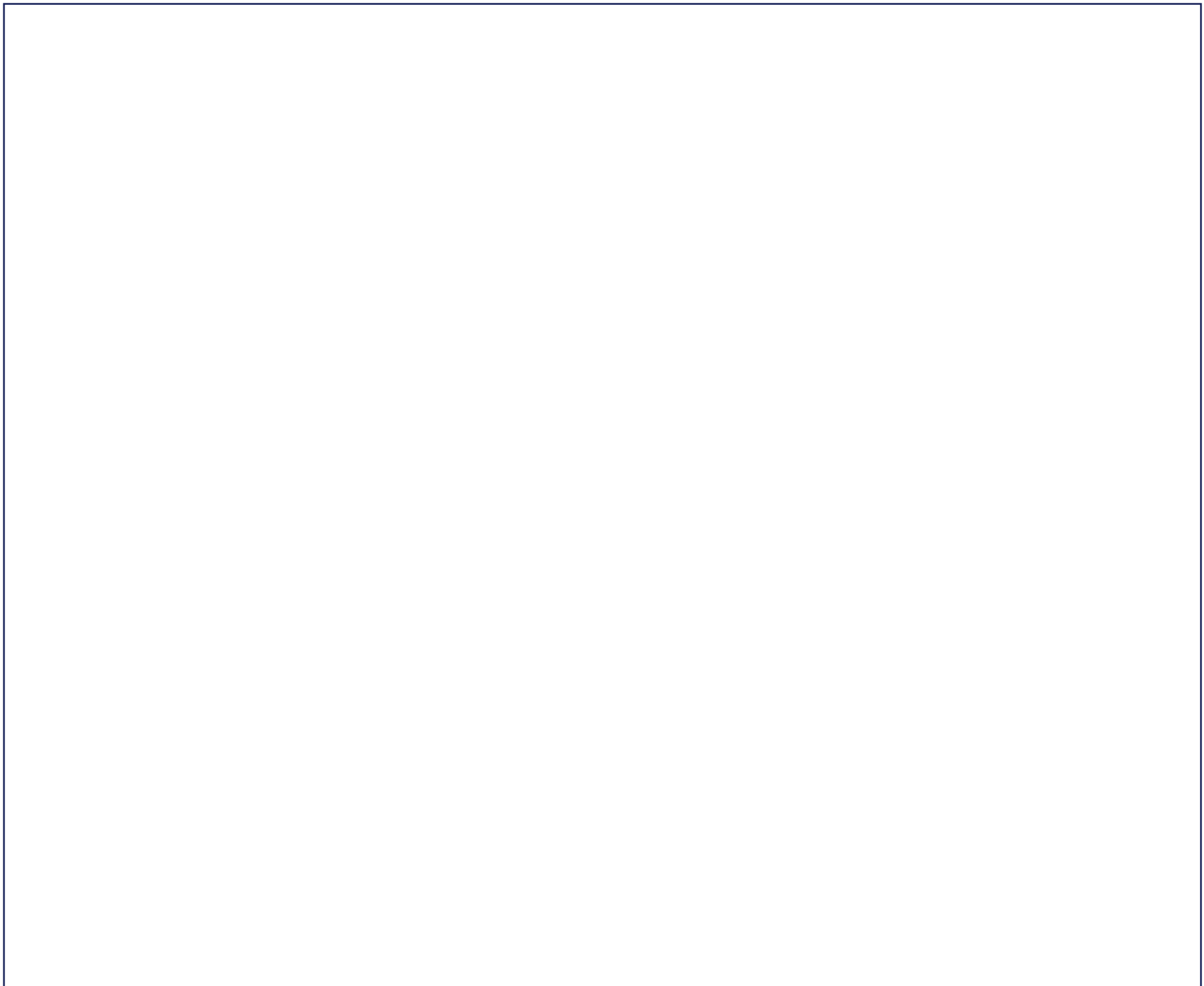


Detective Pip's Inference Investigation

Learning objective: To make inferences about a character's feelings and environment by looking for clues.

Look at the clues provided. Use your imagination to draw the scene and label the items that help you infer how the character is feeling.

Draw: Draw Pip the caterpillar in a cozy treehouse room. In the style of a friendly storybook illustration, include a desk covered in a large, colourful map. Draw a small, half-packed rucksack on the floor and a magnifying glass resting on the map. Show the morning sun peeking through the window. Make sure Pip's face shows a clear emotion, like curiosity or excitement.



Label words: worried · excited · adventure · clue · cozy · preparing

Steps:

1. Look at your drawing. What is Pip preparing to do? How do you know?
2. How is Pip feeling? Use a clue from your drawing to explain your answer.
3. Step 1: Draw Pip sitting at a desk with an open map.
4. Step 2: Label the item that shows Pip is getting ready for a journey.
5. Step 3: Draw the expression on Pip's face to show how they feel about the journey.