

Detective Drawing: Mastering Inference

Learning objective: To make inferences by observing visual clues and drawing conclusions about a character's feelings and environment.

Read the clues provided in the drawing prompt. Use your detective skills to create a scene that shows what is happening without stating it directly. Remember, in English, an inference is a conclusion reached on the basis of evidence and reasoning.

Draw: Draw a scene featuring Kit the fox. The scene should show that Kit has been working on a complex invention all night and has finally just finished. Do not draw a 'Finished' sign or a happy face. Instead, use visual clues: show a desk covered in scattered blueprints, a cold cup of tea, a flickering desk lamp, and Kit's posture. Focus on the 'cluttered' and 'hurried' atmosphere to help the viewer infer Kit's exhaustion and success.



Label words: anxious · anticipation · cluttered · flickering · shadows · determined · hurried

Steps:

1. Look at the character you drew. What specific detail did you add to show they are feeling 'hurried'? Explain your reasoning.
2. How does the 'cluttered' environment you drew help the reader infer that the character has been working hard all night?

3. If you were to add one sound effect to your drawing, what would it be and why?
4. What is one inference a viewer could make about the character's personality based on their clothing or posture?
5. Why is it often more powerful for a writer to show a character's emotion through actions rather than just telling the reader how they feel?