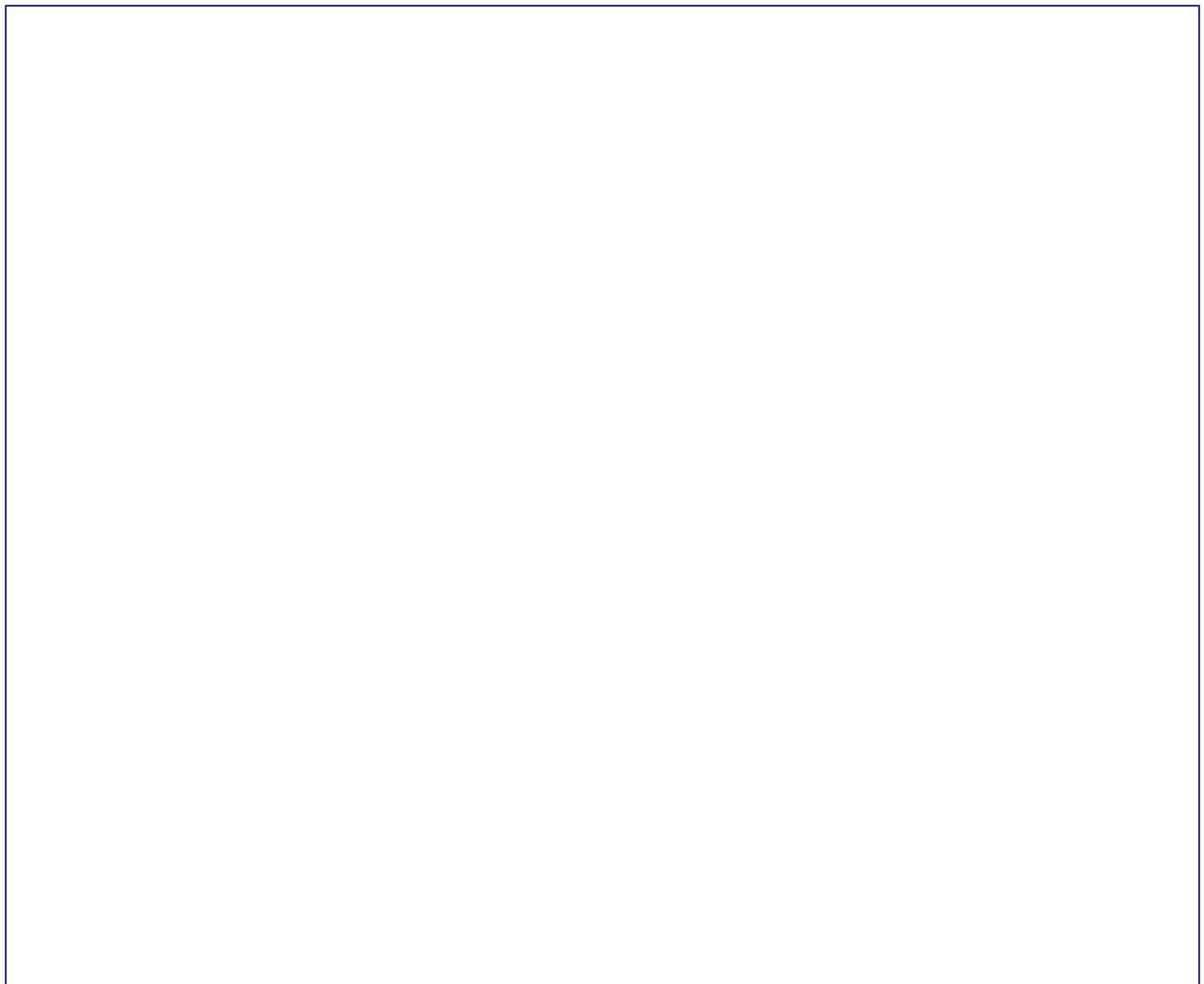


Designing a Legendary Creature

Learning objective: To use descriptive language and artistic expression to create an original mythical creature suitable for a legend.

Use your imagination to design a legendary creature that might appear in a classic myth. Think about where your creature lives, what special powers it has, and how it interacts with the world. Use the word bank to help you label the key features of your design.

Draw: Create a detailed illustration of an original mythical creature. Your drawing should be in a 'story-book' style. Ensure you include: 1. A clear background showing the creature's habitat (e.g., a misty mountain, an underwater cave, or a dense forest). 2. At least three distinct physical attributes (such as glowing eyes, iridescent feathers, or shimmering armour). 3. Use labels from the word bank to point to specific parts of your creature's body or environment.



Label words: enchanted · fearsome · mythical · guardian · supernatural · ancient · habitat · legendary · attribute · feature

Steps:

1. Describe one 'supernatural' power your creature possesses and explain how it uses this power in its habitat.

2. Why did you choose these specific colours or patterns for your creature? Relate this to the environment where it lives.
3. Label three distinct features on your drawing (e.g., wings, scales, or claws) using the correct terminology.
4. Is your creature a 'guardian' of a treasure or a creature that causes mischief? Explain your choice.
5. Invent a name for your creature that sounds ancient. Write it clearly at the top of your drawing.