

Story World Adventure with Pip

Learning objective: To use descriptive language and visual representation to plan a story setting.

Pip the bookworm is getting ready to write a new story! Use your imagination to draw the setting for Pip's adventure. Follow the steps below to build your scene and add labels to describe what you have drawn.

Draw: Draw a large, detailed scene on a blank piece of paper. The style should be clear and imaginative. Include a main setting (like a treehouse or a mountain top), one main character, and at least three objects that Pip might find interesting. Use bright colours and clear lines. Ensure there is enough space around the edge of the drawing to add labels from the word bank.



Label words: mysterious · enchanted · ancient · sparkling · hidden · pathway · tower · glowing · creature · shelter

Steps:

1. Step 1: Draw a place where your story happens. Is it a forest, a castle, or a space station? List two adjectives to describe your setting.
2. Step 2: Label three items in your drawing using words from the word bank.
3. Step 3: Pip needs a hero. Draw a character and write one sentence about what they are looking for.
4. Step 4: Think about the weather in your story. Is it sunny, rainy, or snowy? Write your answer here.

5. Step 5: Give your story a title that makes people want to read it!