

Pip's Magical Story Adventure

Learning objective: To develop narrative imagination and expressive drawing skills by creating a scene inspired by a favourite story.

Pip the bookworm caterpillar loves reading new stories. Today, Pip wants to visit a magical world! Follow the steps below to draw your very own story scene.

Draw: Draw a large, colourful scene on a blank piece of paper. Start by drawing a character in the centre. Add a detailed background setting (like a mountain, a secret garden, or a busy town). Use bright colours to show the mood of the story. Include one 'magical' element, such as a flying object or a sparkling light, to make the scene look exciting.



Label words: castle · forest · dragon · magic · hero · path · star

Steps:

1. Step 1: Draw your main character in the middle of the page. Who is it? (Write their name here)
2. Step 2: Where does your story take place? Draw a background, like a castle or a forest, behind your character.
3. Step 3: What special item does your character need for their adventure? Draw it in their hand or pocket.
4. Step 4: Label your drawing using at least two words from the word bank.
5. Step 5: If you were to give your character a gift to help them, would it cost £1 or £5? Circle your choice.