

Pip's Magical Library Adventure

Learning objective: To demonstrate understanding of a story setting and characters through descriptive drawing and labelling.

Read the scene description below. Use your imagination to draw the setting Pip the caterpillar is exploring. Make sure to include the specific details mentioned in the text to show you have understood the story elements.

Draw: Draw the inside of the tree library. Include the tall bookshelf filled with books, the squashy armchair with the patchwork blanket, and the round window with sunlight streaming through. Draw Pip the caterpillar wearing her favourite pair of tiny glasses, looking at a book on the wooden table. Use bright colours for the blanket and warm yellow tones for the sunlight.



Label words: bookshelf · magnifying glass · adventure · ancient · cosy · glowing · caterpillar

Steps:

1. Identify two items in the room that suggest Pip enjoys reading. Explain your choices.
2. Look at your drawing. Where is Pip sitting, and what is she doing?
3. Why do you think the author chose a 'round window' for a room inside a tree?
4. Label the most 'cosy' part of your drawing using one word from the word bank.

5. If Pip were to invite a friend to this room, which character from the BookFlik group would she choose and why?