

Drawing Inference: Pip's Discovery

Learning objective: To use visual clues to infer how a character is feeling and what they are doing.

Look at the prompt below. Use your imagination to draw the scene. Think about what the clues tell you about the character. Fill in the labels to show what you have inferred.

Draw: Draw Pip the caterpillar in a garden. Draw him looking down at a hidden object under a leaf. Make Pip's expression show that he is surprised or curious. Include details like the veins on the leaf or tiny flowers nearby to show the scale of the garden. Use bright colours to make the scene feel like an exciting discovery.



Label words: excited · careful · magnifying glass · curious · bright · hidden · adventure

Steps:

1. Step 1: Draw Pip looking at the object. Show his face. How is he feeling? Add a speech bubble showing what he might say.
2. Step 2: Label the object Pip found. Why did you choose this object? Write one sentence.
3. Step 3: Draw the setting. Is it day or night? How does the background show the garden is big?
4. Step 4: Use a word from the word bank to describe Pip's mood. Why do you think he feels this way?