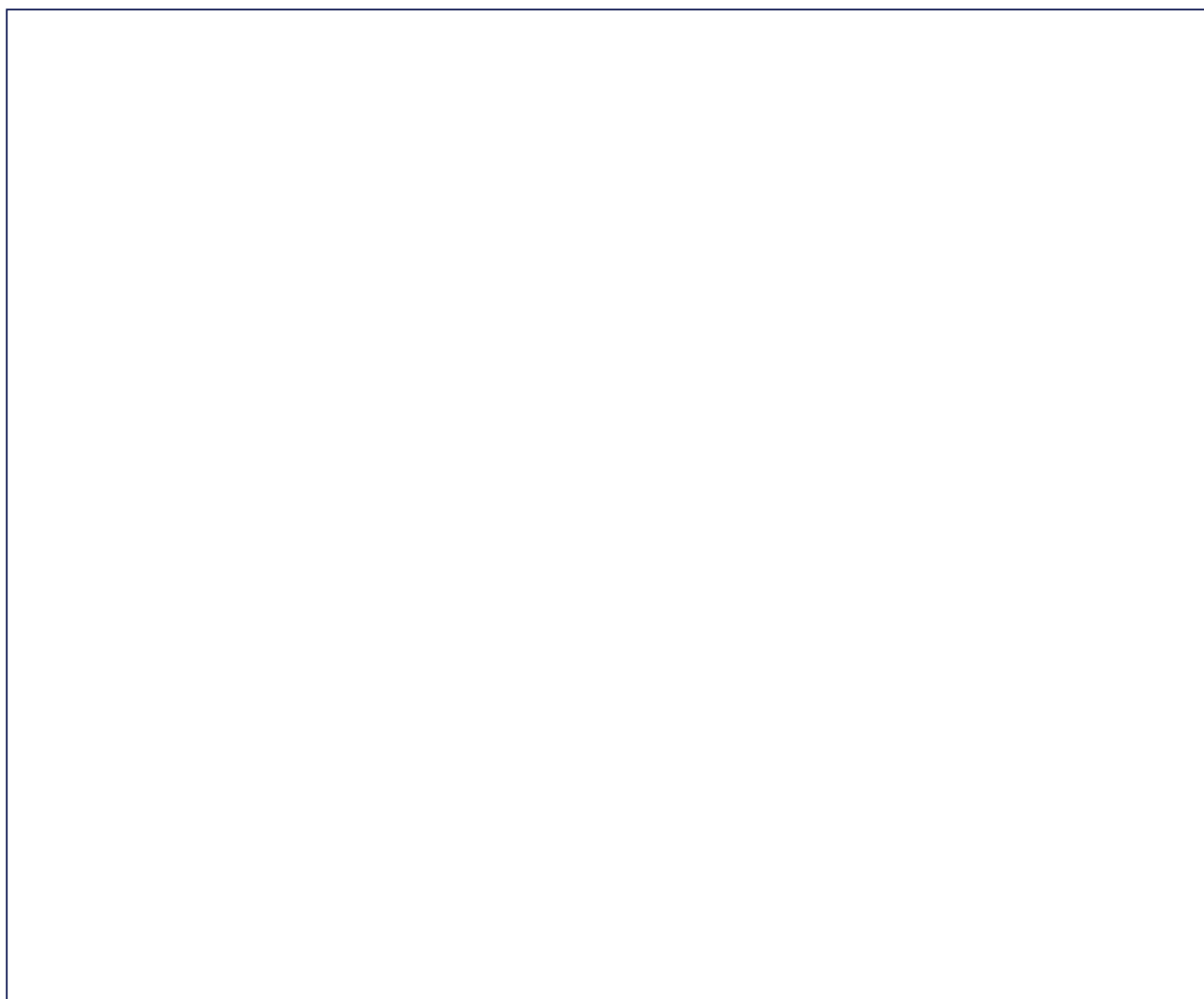


Design Your Own Bookish Adventure

Learning objective: To use descriptive vocabulary to plan and illustrate a creative scene inspired by a favourite story setting.

Pip the bookworm is getting ready for World Book Day! He wants to visit a magical land, but he needs your help to draw it. Use the word bank to add descriptive labels to your drawing, and answer the questions to help plan your masterpiece.

Draw: Draw an 'imaginary landscape' that represents your favourite type of story. Use a landscape orientation. Include a central focal point (such as a castle, a space station, or a magical forest). Use vibrant colours to show the mood of the place. Ensure Pip the caterpillar is included somewhere small, perhaps peeking out from behind a plant or sitting on a branch, reading a tiny book. Include labels using at least three words from the provided word bank to describe the scenery.



Label words: enchanted · ancient · vibrant · mysterious · glowing · cosy · imaginary · landscape

Steps:

1. Think of a magical setting for your story. Describe one key feature of your world using an adjective from the word bank.
2. Which character from your favourite book would live here? Explain why they would enjoy this place.

3. Step 1: Draw a large, central object in your scene (like a giant tree or a floating castle).
4. Step 2: Label three items in your drawing using words from the word bank.
5. Step 3: Add Pip the caterpillar somewhere in your scene. Where is he hiding?