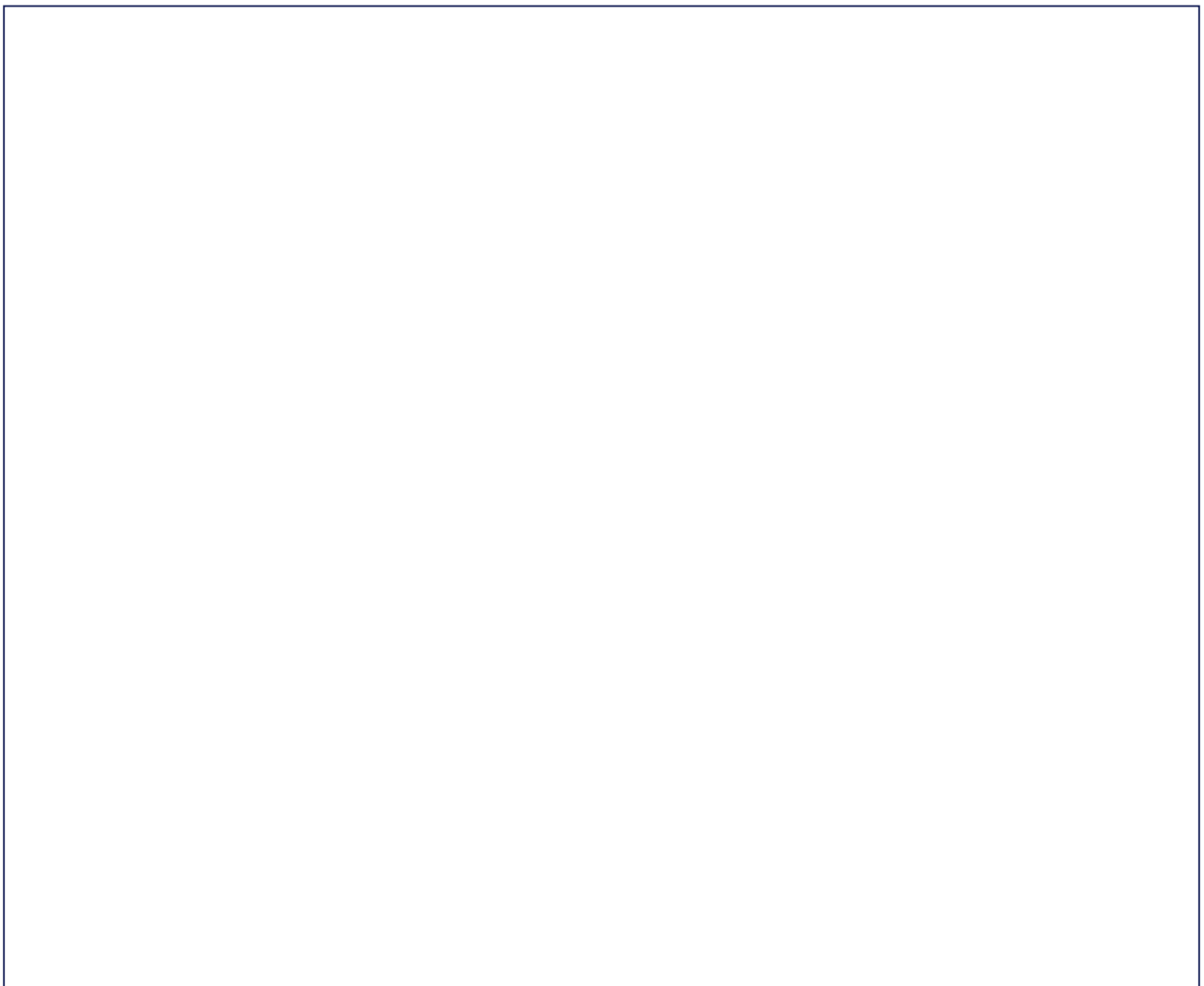


Design Your Own Book World

Learning objective: To use descriptive language and visual representation to map out a setting for a creative story, demonstrating an understanding of sensory imagery and spatial awareness.

Today, Pip the bookworm caterpillar is building a new library inside an enchanted forest. Use the space below to design your own literary world. Think about the atmosphere, the geography, and the magical details that make your setting unique. Use the word bank to help label your masterpiece.

Draw: Create a detailed landscape scene on a blank sheet of A4 paper. Use a 'bird's-eye view' or 'eye-level' perspective. Include at least one tall structure (like a tower or ancient tree), a natural water feature, and varied plant life. Use shading to show where the light source is coming from. The style should be imaginative and illustrative, similar to a classic fantasy book cover.



Label words: Atmospheric · Horizon · Flora · Fauna · Perspective · Intricate · Setting · Narrative

Steps:

1. Step 1: Draw the main landmark of your world in the centre of the page. Describe one sensory detail (e.g., sound or smell) of this landmark in the lines below.
2. Step 2: Label the 'Flora' and 'Fauna' in your drawing. Why did you choose these specific plants or creatures for your setting?

3. Step 3: Draw a path or a river that leads the reader's eye toward the 'Horizon'. Explain how this creates depth in your drawing.
4. Step 4: Add an 'intricate' detail to your drawing, such as a hidden door or a glowing pattern. What is the significance of this object to your story?
5. Step 5: Write a short, persuasive sentence at the bottom of your sheet that would convince a reader to enter your book world.