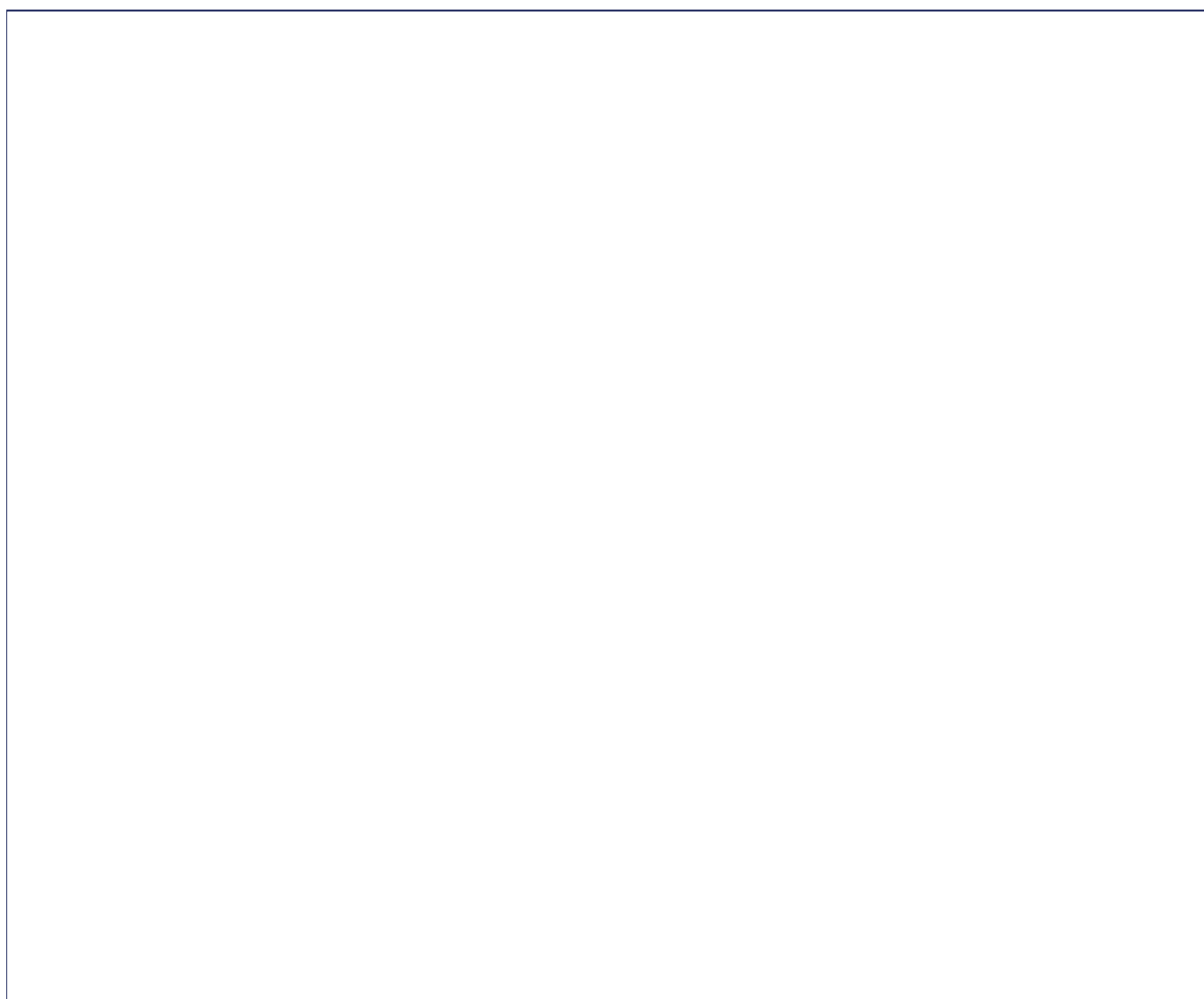


Designing Mythical Creatures: A Legend's Companion

Learning objective: To use descriptive language and visual arts to design an original mythical creature suitable for a legend, demonstrating an understanding of how physical features represent character traits.

Use your imagination to create a creature that could feature in a classic myth. Think about whether your creature is a guardian, a trickster, or a wise helper. Use the word bank to add labels to your drawing that explain the creature's special powers or history.

Draw: Create a detailed sketch of an original mythical creature. Use a clean, pencil-sketch style. Include specific features such as unique textures (feathers, crystalline scales, or fur), and show the creature in a natural pose. Include background elements like clouds, ancient ruins, or wild flora to suggest the creature's habitat. Ensure labels from the word bank are neatly written with lines pointing to the relevant parts of the creature.



Label words: enchanted · fabled · resilient · ethereal · menacing · ancient · supernatural · mythological

Steps:

1. Choose one word from the word bank and explain why it describes your creature's personality.
2. Step 1: Draw the outline of your mythical creature in the centre of your page. Ensure it has at least three distinct features (e.g., wings, scales, horns).
3. Label the [Special Power] of your creature on your drawing. Where did this power come from?

4. Describe the setting where your creature lives. Is it a mountain peak or a hidden underwater cavern?
5. How does your creature help or hinder the hero of your legend?