Let's Make an Amazing Mistake!

One imaginative adventure. Three flexible levels.

RECEPTION

Whoops! What Have You Drawn?

Start drawing a simple animal or shape. Now close your eyes and draw another part of it! Open your eyes and see what happened. Does it look funny or surprising? Add more details to turn your drawing into something wonderful. Give your creation a name!

EYFS · Expressive Arts and Design — imaginative drawing, experimenting and creating.

YEAR 1

Turn a Mistake into Magic!

Begin drawing an animal, then close your eyes and draw one of its features, just like Little Sketch! Open your eyes and use the unexpected result to invent a brand-new creature. Give it a name and write a sentence or two about what makes it special.

KS1 · Art and Design — exploring ideas and imaginative drawing; English — sentence composition.

YEAR 2

The Wonderful Whoops Adventure!

Draw a creature, closing your eyes for two or three different parts. Instead of correcting the unexpected shapes, use them to give your creature unusual features or special abilities! Give it a name, describe its amazing characteristics and write a short story about an adventure where its unusual features come in handy.

KS1 · Art and Design — developing creative ideas; English — character description and narrative writing.