

Draw Your Imagination - Levels A & B

CREATIVE

To support students to experience the joy of imagination and play through a free creative activity. Students explore colours, marks, and materials in a way that builds confidence, choice-making, and engagement. Linked to the Mars theme in The Playful Astronauts, this activity reinforces that play, curiosity, and imagination help us feel confident and joyful.



Learning Intentions

Students aim to explore creative play through drawing, colour, and materials.

Students aim to make simple choices during an open-ended art activity with adult support.

Students aim to experience enjoyment and curiosity through imaginative exploration.



Success Criteria

I can take part in drawing, colouring, or exploring materials with support.

I can make a choice about colours, marks, or materials.

I can show interest or enjoyment in my creation by looking, touching, or responding.

I can stay with the activity for part or all of the time.



Draw Your Imagination - Levels A & B

CREATIVE

Duration: 10 - 15 minutes

Objective

To support students to experience the joy of imagination and play through a free creative activity. Students explore colours, marks, and materials in a way that builds confidence, choice-making, and engagement. Linked to the Mars theme in *The Playful Astronauts*, this activity reinforces that play, curiosity, and imagination help us feel confident and joyful.

Players

Whole class or small groups

Suitable for 3 - 16 students

Students work individually with adult support, with optional sharing

What You Need

A4 or A3 paper

Coloured pencils

Optional: markers, paint, collage materials, stickers

Optional: trays or table covers

AAC devices, switches, or communication boards as required

Setup

Prepare creative workspaces using tables, trays, lap desks, or floor spaces.

Ensure all materials are within easy reach.

Introduce the activity using simple, encouraging language:

"We are going to draw."

"We want to use our imagination."

"There are no rules."

Briefly connect to the Mars theme in accessible terms:

"Mars reminds us to be playful."

"Play helps our ideas grow."

Model calm excitement and curiosity.

Confirm AAC devices are switched on and open to basic choice or describing words.



Draw Your Imagination - Levels A & B

CREATIVE

Gameplay

Step 1: Adult Modelling

The teacher models starting the activity.

Hold up a blank page and say:

"This is my page."

Then model decorating it by making a simple mark or scribble using a colour of choice.

Keep your example really simple.

Choose a colour and say:

"Today I chose the colour blue."

Activate or point to a matching AAC symbol if available.

Keep modelling brief to avoid directing outcomes.

Step 2: Student Exploration and Creation

Invite students to explore materials and create freely.

Students may participate by:

- Scribbling, colouring, or painting anything they like
- Choosing between two colours to use
- Making marks or shapes or using stamps and stickers
- Touching or moving materials
- Directing an adult through gesture or AAC

Adults support by:

- Offering two choices at a time
- Narrating actions positively
- Modelling alongside the student and assisting to decorate their paper
- Reassuring students who pause or observe

Use language such as:

"You are creating something."

"That is your idea."

"You are exploring."



Draw Your Imagination - Levels A & B

CREATIVE

Step 3: Optional Sharing and Noticing

Sharing is optional and brief.

Students may:

- Look at their artwork
- Point to colours or marks
- Show it to an adult or peer
- Use AAC to indicate like, finished, or more

Adults model respectful responses:

"Thank you for showing us your work."

Debrief / Reflection

Keep reflection concrete and simple.

Ask one question at a time with wait time:

"Did you like drawing?"

"Do you like the colours you chose?"

"How does your picture feel?"

Accept responses through eye gaze, gesture, AAC, facial expression, or movement.

Reinforce the key message:

"Play helps our ideas grow."

Winning the Game

There are no winners or losers.

Success is shown through participation, exploration, and enjoyment.

Sensory-Specific Learner Variation

Purpose: To support regulation, comfort, and engagement during creative play.

Adjustments may include:

Offering mixed textures and materials for tactile exploration.

Allowing students to work standing, seated, or on the floor.

Playing soft background music or working in silence.

Providing movement breaks as needed.

Allowing very short engagement with the option to return later.



Draw Your Imagination - Levels A & B

CREATIVE

AAC-Specific Supports

Prepare AAC in Advance

Ensure access to symbols such as: draw, colour, my idea, like, finished, more.

Use single-message switches if appropriate.

Model AAC Consistently

Adults activate AAC symbols when describing choices and actions.

Accessibility and Inclusion Notes

Ensure all workspaces and materials are accessible.

Provide adaptive art tools or grips if required.

Allow digital art creation on tablets if preferred.

Accept all forms of creative participation, including directing an adult.

Emphasise that creativity looks different for everyone.

Teacher Notes

“Draw Your Imagination – Levels A & B” supports early creative thinking, choice-making, joint attention, and joy through play. The activity is not about producing a recognisable image, but about experiencing freedom, curiosity, and engagement. Linked to the Mars theme, it celebrates play as a powerful life skill that builds confidence, imagination, and wellbeing.

