

Draw Your Imagination – Levels F-3

CREATIVE

To celebrate the life skill of play by giving students the freedom to express their imagination with no specific instructions. Inspired by the bold and creative spirit of Mars, students will be invited to draw, paint, or create something entirely from their own minds, nurturing a sense of wonder and freedom that is at the heart of playful learning.



Learning Intentions

Students will learn to use their imagination to create something special. This supports creativity, decision-making, and artistic expression.

Students will practise making their own choices about what to draw or paint. This promotes autonomy, confidence, and exploration of ideas.

Students will learn to enjoy the fun of play through art, even when there are no rules. This helps them experience open-ended creativity and joy.



Success Criteria

I can draw or paint something that comes from my imagination.
This fosters original thinking and the ability to generate unique ideas.

I can use shapes, colours, and pictures to tell a story or idea.
This supports storytelling and communication through visual art.

I can share my creation with others if I choose to.
This builds confidence, vocabulary, and connection through creative sharing.



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Objective:

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Players:

Ideal for 4–26 students working individually and optionally sharing in small groups.

Materials:

- A4 or A3 paper
- Paint, coloured pencils or markers.
- Paintbrushes and water containers (if using paint)
- Optional: collage materials, glitter, stickers

Time Required:

15–20 minutes

Setup:

Begin by revisiting the Mars page from *The Playful Astronauts* book. Talk about how play helps us explore not just the world around us, but also the world inside our minds. Mars reminds us to be brave, energetic, and imaginative.

Set out the art materials on tables or on the floor in a creative space. Explain to students that today, there are no rules, they get to create *whatever* they imagine!

Gameplay:

Explain the Activity:

Invite students to start with a blank piece of paper and think:

- “What would I like to draw or paint today?”
- “What lives in my imagination?”
- “What would I find if I explored the planet Mars in my dreams?”

Let them know they can create:

- A make-believe creature or space friend
- A magical planet with rainbow clouds
- A flying machine or rocket of their own invention
- A happy day or silly story

Encourage freedom, play, and laughter throughout the process.



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Sharing and Connection:

Once finished, invite students to gather in a sharing circle (optional). They can say:

- “This is my picture of...”
- “I used red because...”
- “My idea came from...”

Or they can simply hold up their work with a big smile.

Winning the Game:

There is no winner. The focus is on expressing the joy of play, imagination, and creativity, core lessons inspired by the wild, playful nature of Mars.

Variations:

Younger Students:

Offer shape outlines or stencils (stars, rockets, planets) for those who need a starting point, while still encouraging free choice in colours and design.

Storytelling Edition:

After completing their artwork, students tell a short story about their drawing, “Who lives here?”, “What adventure are they on?”, “What happens next?”

Collaborative Mural:

Join all drawings together on a large sheet or display board to create a “Galaxy of Imagination”, showing how everyone’s ideas form one big creative universe.

Mixed-Media Edition:

Provide glue, scraps, or textured materials so students can build layers, patterns, or 3D elements into their work.

Calm Reflection Edition:

Play gentle space-themed or instrumental music to help students relax and enter a creative “flow” state during drawing time.

For Wheelchair Users / Accessibility:

- Ensure all art stations are at accessible heights with clear space for mobility aids.
- Provide easy-grip brushes, wide markers, or adaptive art tools to support all fine-motor abilities.
- Offer clipboards or lap desks for comfort when working from a seated position.
- Allow digital art as an option, students can create using drawing apps or touch screens.
- For students with limited mobility, a peer buddy or teacher aide can assist by colouring, cutting, or gluing under the student’s direction, ensuring full creative ownership.



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Notes for Inclusion:

- Begin by showing your own creative example, a quick, silly drawing that models freedom and imperfection. This helps remove fear of “doing it wrong.”
- Reinforce that every drawing is unique and valuable, art is about expression, not perfection.
- Encourage supportive comments between peers, such as:
 - “I like your idea!” or “That’s really creative!”
- Be sensitive to students who may feel hesitant about open-ended tasks, offer encouragement and reassurance that “whatever you imagine is perfect.”
- End the session with a group affirmation:
 - “My imagination makes me special. When I play, I create my own world.”

Additional Notes:

- “Draw Your Imagination” encourages students to follow their curiosity, explore new ideas, and delight in the unexpected, all essential parts of playful learning. Just as Mars invites the Playful Astronauts to explore boldly, this creative activity teaches students that play doesn’t need instructions, it just needs space to grow.

