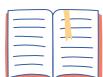


"New Way" Drawings – Levels F-3

CREATIVE

To help students practise adaptability through artistic exploration, using their imagination to reframe the ordinary in extraordinary ways.

Pluto reminds us that not everything needs to follow the usual rules; sometimes, the most creative ideas come from doing things differently.



Learning Intentions

Students will learn to use their imagination to see everyday things in new ways. This encourages adaptability and creativity.

Students will practise trying something different, even if it feels unusual at first. This supports confidence in new thinking.

Students will learn to explain why they created their picture in a particular way. This builds expressive language and reasoning.



Success Criteria

I can draw something familiar in a totally new way. This shows flexible and imaginative thinking

I can use unusual colours, shapes, or ideas to create something unique. This promotes artistic expression and open-mindedness.

I can enjoy being different and sharing my ideas. This supports self-esteem and positive risk-taking.



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CREATIVE

Objective:

To help students practise adaptability through artistic exploration, using their imagination to reframe the ordinary in extraordinary ways. Pluto reminds us that not everything needs to follow the usual rules; sometimes, the most creative ideas come from doing things differently.

Players:

Ideal for individual creative time, with group sharing afterward

Materials:

- A4 drawing paper
- Coloured pencils, markers or paints
- Optional: stickers, collage materials

Time Required:

15–20 minutes

Setup:

Begin by revisiting the Pluto page in *The Playful Astronauts* and asking:

- "What makes Pluto different from other planets?"
- "Have you ever tried something in a new way, even if it seemed odd at first?"

Explain that today's drawing will be a fun twist. Students will pick something they see all the time, like a tree, the sun, or a house, and change it in a creative way.

Gameplay:

Step 1 – Brainstorm:

Ask students to name some familiar things (e.g. a cat, a rainbow, a car, the sky).

Then encourage them to think about what it might look like on Pluto or in their imagination:

- What if the sun was purple?
- What if clouds were square?
- What if trees grew upside-down?

Step 2 – Draw the "New Way":

Students draw their reimaged version of a familiar object.

Let them experiment with shapes, colours, and even mixing different things together.

There are no "wrong" ways, only playful, creative versions!



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Step 3 – Share and Reflect:

Invite a few students to share their drawings and explain:

- “What did you change?”
- “Why did you choose that?”
- “Was it fun to try something different?”

Winning the Game:

Every student who lets their imagination take the lead wins! Pluto reminds us that breaking away from what's expected can be fun, freeing, and full of wonder.

Variations:

New World Gallery:

After creating their drawings, students display them on a “New World Wall.”

Each student adds a small label describing their creation (e.g. “My new sun is purple and makes confetti rain!”).

Mix & Match Imagination:

Cut drawings in half (top and bottom) and let students swap halves with classmates to create hybrid “new way” pictures (e.g. the top of a house with the bottom of a rocket).

Group Story Extension:

Turn the drawings into stories, “A Day in My New World.”

Students write a few sentences describing what life would be like in their imagined place.

Colour Flip Challenge:

Set a rule where no student can use the real-life colour of any object (e.g. grass can't be green, water can't be blue).

This encourages flexible thinking and creative experimentation.

Collaborative Planet:

Students combine their drawings into one giant class mural of “Planet New Way,” where everything looks and feels unique.



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For Wheelchair Users / Accessibility:

- Provide raised-line or textured paper for tactile drawing experiences.
- Offer alternative materials like collage, stickers, or pre-cut shapes for easier manipulation.
- For students with fine motor challenges, allow use of digital drawing tools or verbal storytelling to describe their "new way" world.
- Instead of drawing, students may verbally describe their imaginative change ("In my world, cars swim instead of drive") while a peer or teacher helps record or illustrate it.
- Emphasise the creative *idea* over the physical act of drawing, imagination is the true goal.

Notes for Inclusion:

- Celebrate difference by connecting creativity with identity:
- "Your picture shows how beautifully unique your imagination is."
- Remind students that all ideas are valuable, even the wild or funny ones.
- Encourage peer compliments and curiosity ("Tell me more about your rainbow fish car!").
- Model flexibility by making your own "mistake" in a drawing and turning it into something new.
- Support English as an Additional Language learners by using visual prompts and simple sentence stems like:
- "My new ___ is ___ because ___."
- End with a group affirmation inspired by Pluto:
- "We can all see the world in our own way, and that makes it amazing!"

Additional Notes:

"New Way" Drawings is a joyful reminder that change can be exciting and beautiful. By reimagining the familiar, students begin to understand that adaptability isn't about getting things "right", it's about being open, curious, and brave enough to try something new.

