# Imaginary things

**Grade Level/s:** K  
**Subject/s:** English  
**Type:** Unit Plan  
**Author:** Mandy Fox

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**Imaginary things**  
This is a literature study around books with imaginary characters where the children will create their own imaginary characters.

### Single Lesson Plan

#### The Gruffalo

<table>
<thead>
<tr>
<th>Task</th>
<th>Activity</th>
<th>Resources</th>
</tr>
</thead>
<tbody>
<tr>
<td>Task 1: reading story - 20 mins</td>
<td>Read book to the students. Discuss the characters (who), setting (where), and events (what) of the story</td>
<td>Book &quot;The Gruffalo&quot; by Julia Donaldson</td>
</tr>
<tr>
<td>Task 2: make a Gruffalo face - 45 mins</td>
<td>Children make a collage of the Gruffalo face taking note of the descriptive words and features in the story</td>
<td>paper plates, coloured paper, black textas, glue, scissors</td>
</tr>
</tbody>
</table>

#### Create own 'Gruffalo' inspired character

<table>
<thead>
<tr>
<th>Task</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Task 1: draw own imaginary character like the Gruffalo</td>
<td>Draw own imaginary character/creature with black text. Paint with water colour paints</td>
<td>A3 cartridge paper Permanent Black textas Water colour palette paints brushes</td>
</tr>
<tr>
<td>Task 2: create this same character using Kid Pix</td>
<td>Using Kid Pix children draw/copy the same character they have painted using freehand drawing, shapes and filling space with colour</td>
<td>Computer with Kid Pix printer</td>
</tr>
<tr>
<td>Task 3: describe character</td>
<td>Children name and describe their character for teacher to scribe/type</td>
<td>Computer Printer</td>
</tr>
</tbody>
</table>

#### Making creatures with Makers Empire

<table>
<thead>
<tr>
<th>Task</th>
<th>Activity</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Task 1: starting with Makers Empire</td>
<td>Children learn how to log in. Use the Doodler tutorial</td>
<td>iPads Makers Empire app</td>
</tr>
</tbody>
</table>
Task 2: Exploring Toy Designer
With the help of some Year 7 students children explore Toy Designer to make a character

Wild Things

**Task:**
**Task 1: Where the Wild Things are**

**Activity:**
Read book and watch animated clips of "Where the Wild Things are" Discuss/ identify the characters (who), setting (where), and events (what) of the story and complete drawings for these

**Resources:**
Book "Where the Wild Things are" by Maurice Sendak YouTube clips of story Template for story review with spaces for drawing setting, main character, events of story (beginning, next, last)

Create own Wild Things

**Task:**
**Task 1: create own wild things**

**Activity:**
Using Makers Empire - Toy Designer to create own 'Wild Thing' 3D Print the 'Wild Things' to use for story tables and inspiration for bookmaking

**Resources:**
iPads Makers Empire app 3D printer

Downloadable files
wild_things.png (/download/lesson_planAttachments/files/000/000/135/original/wild_things.png?1496752077)

Curriculum

Australian Curriculum:

Share feelings and thoughts about the events and characters in texts (ACELT1783)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/2c548d22-d8cb-47f3-ba36-9e4600a2a3a0)

Respond to texts, identifying favourite stories, authors and illustrators (ACELT1777)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/8c12aeb2-528e-49f0-a95b-9e4600a2a3a0)

Talking About People, Events And Ideas In Texts, Enabling Students To Connect Them To Their Own Experiences And To Express Their Own Opinions About What is Depicted (ELBE587)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/2a2f90ad-4a42-47fa-9e8f-9e4600a2a3a0)

Using Art Forms And Beginning Forms Of Writing To Express Personal Responses To Literature And Film Experiences (ELBE586)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/6cc9033c-cb19-4c1d-b05b-9e4600a2a3a0)

Talking About Stories And Authors, Choosing Favourites, Discussing How Students Feel About What Happens In Stories (ELBE585)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/b66ef724-5602-4615-b5a6-9e4600a2a3a0)

Returning To Preferred Texts And Commenting On Reasons For Selection (ELBE584)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/b4d6458b-d564-4b3b-97e3-9e4600a2a3a0)

Engaging With The Humour In Some Stories And Repeating Favourite Lines, Jokes And Ideas (ELBE583)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/7e199f50-8b02-4f4b-8208-9e4600a2a3a0)

Talking About Stories And Authors, Choosing Favourites, Discussing How Students Feel About What Happens In Stories (ELBE582)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/7c7f4553-f55a-4857-a3e5-9e4600a2a3a0)

Responding to literature
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/9e3799e0-c304-4b29-869e-9e4600a2a3a0)

Describing How Design Ideas Meet The Needs Of Those Who Will Use The Solution (ELBT428)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/4a235b9e-2a0d-4735-985f-266ac8f0e53f)

Identifying One Common Testing Method, And Recording Results, For Example Taste Testing Comparisons Of A Food Product And Recording Results In A Digital Form (ELBT422)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/6dbb3b8c-7ca7-40bb-957a-bb877226f43be)

Recording A Judgment About Design Ideas With Teacher Guidance, For Example Expressing Own Likes And Dislikes About A Design idea (ELBT175)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/bac8c-8a7c-475b-8100-a2b2-7b671a4)

Communicating Design Ideas By Modelling, And Producing And Labelling Two Dimensional Drawings Using A Range Of Technologies To Show Different Views (Top View And Side View), For Example A New Environment Such As A Cubby House Or Animal Shelter (ELBT403)

Comparing And Contrasting Features Of Existing Products To Provide New Ideas, For Example Exploring Toys With Several Moveable Parts With The View To Designing And Making A Simple Puppet With One Moveable Part (ELBT89)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/7e6661c9-94e-48a8-86b0-85144498725d)

Visualise, generate, develop and communicate design ideas through describing, drawing and modelling (ACTDEP006)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/2aa035d0-95ed-4b9f-b43f-49e6d8030a70)

Identifying Some Features Of Culture Related To Characters And Events In Literary Texts, For Example Dress, Food And Daily Routines (ELBE588)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/7bd352c-ba2b-429e-99f9-9e4600a2a3a0)

Recognise that texts are created by authors who tell stories and share experiences that may be similar or different to students’ own experiences (ACELT175)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/35de8e0b-42a5-448e-9b7e-9e4600a2a3a0)

Engaging With Texts That Reflect The Social And Cultural Groups To Which Students Belong (ELBE581)
link (http://rdf.australiancurriculum.edu.au/elements/2014/09/7b6d532c-ba2b-429e-99f9-9e4600a2a3a0)