

IF I Could Fly

WRITTEN

To help students engage their imagination, practice creativity, and reflect on exploration by drawing themselves flying in the sky and describing the places they would visit. This activity promotes creative thinking and verbal expression.



Learning Intentions

I can use my imagination to think about where I would go if I could fly:

This encourages students to think creatively and explore the possibilities of imagination.

I can practice creativity by drawing myself flying in the sky and adding details about the places I would visit:

This helps students engage in artistic expression and connect their imagination with visual representation.

I can reflect on my dreams and desires by describing the places I would go and why I would choose them:

This promotes self-expression and provides students with an opportunity to reflect on their personal interests and dreams.



Success Criteria

I can draw myself flying in the sky, using my creativity to show what I look like when I fly:

This ensures students are actively engaging in imaginative play and practising their drawing skills.

I can add details about where I would go if I could fly, such as special places or adventures:

 This encourages students to think about the world around them and what excites them, fostering creativity and exploration.

I can describe where I would go and why I chose those places, practising my verbal expression and storytelling skills:

This helps students articulate their thoughts and share their imaginative ideas with the group.



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Objective:

To help students engage their imagination, practice creativity, and reflect on exploration by drawing themselves flying in the sky and describing the places they would visit. This activity promotes creative thinking and verbal expression.

Players: Ideal for 4-20 students.

Materials:

- Paper and crayons, markers, or coloured pencils for drawing.
- Optional: Stickers or additional materials to enhance the drawings.

Time Required: 10-15 minutes.

Setup:

• Ensure students have enough space to draw comfortably. Provide paper and materials such as crayons, markers, or coloured pencils. You may want to offer prompts like "What would you do if you could fly?" or "Where would you go first?"

Gameplay:

1. Introduce the Game:

Explain to students that they will be drawing themselves flying in the sky. Ask them to think about where they would go if they could fly, and encourage them to be as imaginative as possible. Would they go to a distant planet? Fly over mountains? Visit a friend? The sky is the limit!

2. Start the Drawing:

Ask students to draw a picture of themselves flying in the sky. Encourage them to use their imagination to show how they look while flying, whether they are soaring like a bird, floating like a cloud, or zooming through the sky like a superhero.

3. Reflection Time:

Once students have completed their drawings, ask them to think about where they would go if they could fly. Would they travel to their dream vacation spot, a magical land, or a place where they can explore new adventures? Encourage them to think about why they chose those places and what makes them special.

4. Sharing with the Group:

After everyone has finished their drawings, invite students to share their flying adventures with the group. They can describe where they would go, what they would do, and why they would choose those places. Encourage active listening and positive feedback from their peers.



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5. Encourage Creative Thinking:

Remind students that there are no limits to their imagination, and they can explore any place they dream of. This encourages them to think outside the box and let their creativity run wild.

Winning the Game:

There is no winner in this game. The goal is for students to use their imagination, practice drawing, and reflect on where they would go if they could fly. Success is measured by participation, creativity, and confidence in sharing ideas.

Family or Classroom Variation:

In a family or classroom setting, students can create a "Flying Adventure Map" where they plot out the places they would visit if they could fly. This can be done in pairs or small groups to promote teamwork, or students can present their flying adventures in a show-and-tell style.

Additional Notes:

"If I Could Fly" is a fun, imaginative activity that helps students engage their creativity and reflect on their dreams and desires. It allows for self-expression through both drawing and storytelling, fostering a positive and inspiring atmosphere. This game can be used to spark further discussions about exploration, dreams, and the limitless possibilities of imagination.

