

Draw Your Imagination

WRITTEN

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

I can use my imagination to create something special:

This supports creativity, decision-making, and artistic expression.

I can make my own choices about what I draw or paint:

This promotes autonomy, confidence, and exploration of ideas.

I can enjoy the fun of play through art, even with no rules:

This helps students 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.



Draw Your Imagination

WRITTEN



Objective:

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.

Players:

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

Materials:

- A4 or A3 paper
- Paint, crayons, 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.



Draw Your Imagination

WRITTEN



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.

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.



the school of
PLAY

