

"New Way" Drawings

WRITTEN

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

I can use my imagination to see everyday things in new ways:

This encourages adaptability and creativity.

I can try something different, even if it feels unusual at first:

This supports confidence in new thinking.

I can talk about why I made my picture the way I did:

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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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 reimagined 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.

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.

