



Create Your Own Creature

Artform/ type of activity

- Collage

Objectives/ outcomes

- To gain understanding of different creatures, anatomy, function etc.
- To develop understanding of what a habitat/ ecosystem is
- To develop imaginative and creative thought
- This exercise can be used to stimulate thinking and to enhance speaking and literacy skills

Materials required

- Pictures of insects (minibeasts), animals, birds etc. relevant to the habitat you are studying – to be collected prior to workshop
- Scissors
- Sheets of A4 thin card or thick paper
- Glue/ glue spreaders

Space requirements

- Classroom or work room with sufficient table top space for the number of participants

Activity instructions

- (Prior to workshop): source and copy/ print off images as indicated above eg from books/ the internet. Make sure the images are as clear as possible and print several copies of each you find – remember that every participant will need 'a head, a body, legs, feet, wings, antennae , a tail etc. Each final invented creature will need to fit on to A4 so use this as a size guide.
- Artist/ Teacher/ Leader (A/T/L) shows participants some of the complete images, eg a butterfly, a beetle, a frog, a bird etc, and talks about the various body parts – name, function and so on; where possible relate this to the habitat and/or wildlife site the group is studying. A/T/L then talks about inventing creatures out of parts of other animals – what would a worm do if it had butterfly wings; what would a wasp be like if it had the head and beak of a bird; what would a spider be like if it had no legs like a slug, or spikes like a hedgehog, or feathered wings etc.
- A/T/L divides the participants into small groups, and gives each group a selection of complete pictures, and scissors.

- A/T/L instructs the group on the cutting out – ie a head, the wings, the legs, the tail etc.
- Each participant is given a sheet of thin A4 card or thick A4 paper.
- Participants then need to think about what their invented creature might look like and why it has the body parts it has - what does it eat, where does it live, how does it move about, is it nocturnal, does it live by itself or with others etc? Participants then play around with cut out body parts before they glue them down; A/T/L gives guidance on construction – ie each creature must have (at least) a head, a body etc.
- Once participants are happy with their invented creature they can stick the body part images on to the card.
- A/T/L invites the participants to tell the group about their creature – what it is called, why it has the body parts it does, how it feeds (and on what), how it move etc.
- A display can be made of the 're-imagined habitat', possibly with 'labels' giving a digest of 'facts' about each new creature.
- Further work could be done by cutting out the creatures and mounting them on to the ends of sticks and photographing them in wildlife settings that mimics their new creature's habitat.



Curricular links

- Links to Art and Design through: recycling/ re-using images
- Links to Science through: introduction to biology, form and function, habitats, eco-systems

