5 Ways to Spark a Drawing

FIVE-MINUTE CLASSROOM STARTERS • AGES 5-7 • NO EXTRA MATERIALS

Choose any prompt to get pupils looking, thinking, and talking about the natural world. Use it as a quick class discussion before pupils create their Wild Wonders artwork.

1 Who Am I?

Describe a real animal without saying its name. Give clues about its colours, movements, habitat, or special features. Can pupils guess the animal? What could they include in a drawing?

2 Zoom In!

Imagine looking closely at a butterfly wing, a snail shell, or a feather. What shapes, colours, lines, and patterns would you notice? Which details could pupils add to their pictures?

3 Where Do I Live?

Choose a habitat: a garden, woodland, pond, ocean, or jungle. Which animals might live there? What plants, shelter, or surroundings could pupils show?

4 Wonderful Wildlife

What makes an animal remarkable? Perhaps it can camouflage itself, move incredibly fast, or has unusual markings. Ask pupils to choose one amazing feature to celebrate.

5 A Tiny World

Imagine you are as small as an ant in the school garden. What would a leaf, a flower, or a puddle look like? Which real tiny creatures might you spot?

Ready to Draw?

Ask pupils to choose their favourite idea and draw it on the official Wild Wonders entry form. They can add labels to build vocabulary and show what they have discovered.

Closing date: 18th December 2026

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