

More Ideas for this author:

NC Objectives (KS1)

Science:

- describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)

Art

- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

DT:

- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Computing:

- use technology purposefully to create, organise, store, manipulate and retrieve digital content

Task 1:

Art: [Alex T Smith explains how he often creates characters from inanimate objects such as socks!](#)

Create your own story character from an everyday object such as a toaster, fork or a sock! Give your character a fun name such as Mr Socky ! You could use– drawing pencils, coloured pencils, watercolour paints, pen and ink or create a digital image on J2E.

Task 2:

DT: Create a model of your character from Task 1. You could make it out of paper or cardboard, modelling clay or even from the real object!

Task 3:

Computing: Alex T Smith is well known for his series of books about Claude the dog and [has brought Claude to life on a TV show](#). Use your character design from Task 1 and Task 2 and use jit5 Animate found in j2e Toolsuite to create your own animation.

Task 4:

Science: In the Story 'Foxy & Egg' egg hatches into a crocodile!

Use the Internet to find out what other animals hatch from an egg. Can you find a picture of that animal's egg? What size is it? Snip pictures of the eggs you find and order them from smallest to largest on J2E. Don't forget to add a label to show what animal the egg belongs to!

Task 5:

Art: Follow Alex T Smith's step by step guide on [how to draw his most well-known character- Claude!](#) Can you draw your own?