

# Design your own magical creature



## For leaders

This can be as simple as cutting and sticking pictures of different animals together, which is perfect for younger groups. Older groups might enjoy the challenge of drawing their animal from scratch or even making it/moulding it from clay. Alternatively, draw them out in teams with each person drawing a different part, ie. head, body, wings, legs.

**Age 14 - 18**

**Age 3 - 5**

**Age 5 - 7**

**Age 7 - 11**

## Activity details

### This activity counts towards...



- Wizingard Adventures

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£/Free	Indoors
Day/Night	

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|---|---|
| <input type="checkbox"/> 11 - 14          | <input checked="" type="checkbox"/> 14 - 18 |
| <input checked="" type="checkbox"/> 5 - 7 | <input checked="" type="checkbox"/> 7 - 11  |
| <input checked="" type="checkbox"/> 3 - 5 |   |
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|--|--|
| <input checked="" type="checkbox"/> Autumn | <input checked="" type="checkbox"/> Spring |
| <input checked="" type="checkbox"/> Summer | <input checked="" type="checkbox"/> Winter |
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### Skills:

- Creativity
- Decision making
- Fine Motor Skills
- Imagination
- Teamwork

### Equipment:

- Animal Pictures
- Coloured Pens
- Modelling Clay
- Paper
- Pencils
- Scissors