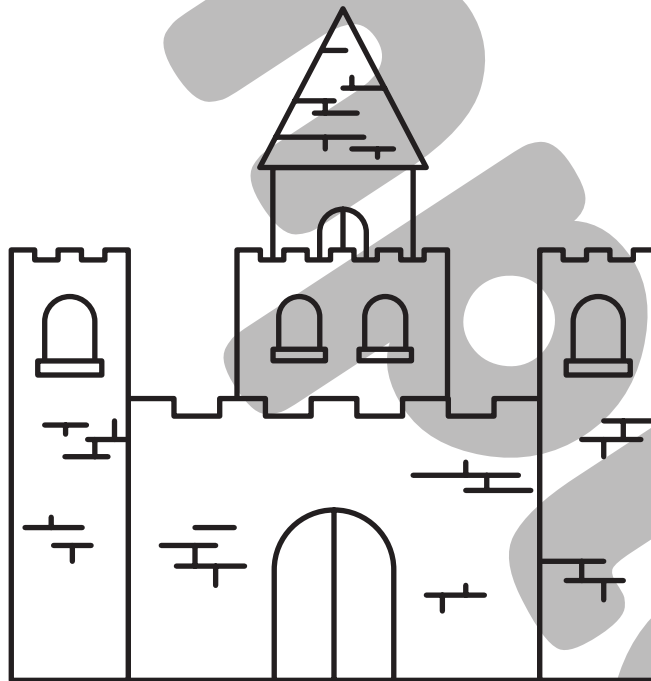


Castle

Listen & Draw

Get out your pencils, crayons, or markers!

Listen to your teacher's instructions. Add details to the picture one by one. One detail is silly. Don't add it! Which one did you leave out? Why? Compare your picture with your classmate's pictures.



Read & Draw

Get out your pencils, crayons, or markers!
Read the instructions. Add each detail to your picture.
Which detail does not belong? Put an ✕ beside the one that is silly!

- | | |
|--|---|
| _____ Add a rose garden out front. | _____ Draw a princess on the bridge. |
| _____ Put hills behind the building. | _____ Put a helicopter in the rose garden. |
| _____ Put water all around the building. | _____ Draw a horse out front of the building. |
| _____ Add tiny windows to the towers. | _____ Draw 1 flag on each tower. |
| _____ Draw a dragon in the water. | _____ Draw a fountain. |
| _____ Draw a bridge over the water. | _____ Name your castle. |



Teachers' Notes

Lesson Description:

Students practice their reading or listening skills through this guided drawing activity about castles.

Note:

Since the guided steps are identical, please choose either the **Read & Draw** or the **Listen & Draw** activity. You may also choose to do them both on different days.

Level: Beg - Int

Time: 0.5-1 hour

Tags: castles, children, drawing, listening, reading, artistic activities

Listen & Draw

Read the instructions slowly (one at a time). Give students enough time to add each detail to their picture. One of the instructions is silly. Students should not add that one. Ask your students which one they did not add. Invite them to add the silly detail at the end for fun. As an alternative, you could have a student read out the instructions. The student could create his or her own silly detail. Invite your students to compare their pictures with the rest of the class. What is different? What is the same?

1. Add a rose garden out front.
2. Put hills behind the building.
3. Put water all around the building.
4. Add tiny windows to the towers.
5. Draw a dragon in the water.
6. Draw a bridge over the water.
7. Draw a princess on the bridge.
8. Put a helicopter in the rose garden.*
9. Draw a horse out front of the building.
10. Draw 1 flag on each tower.
11. Draw a fountain.
12. Name your castle.

Read & Draw

Hand out a drawing activity worksheet for a time filler or a fun activity. Remind students that there is one instruction that is silly. The students have to identify which detail does not belong in the picture. They can decide whether or not to include the detail in their picture. Invite students to compare or share their pictures with the rest of the class.