THE ARRRT CREW

Book Two: Classroom Resource Pack

15 practical art extensions | Ages 5-11

Companion to The Secret Sketching Shores. These standalone tasks extend the book with coding, construction, texture, weaving, printmaking and imaginative art.

Teacher use

Print the pupil pages individually. Offer oral, drawn, digital or supported responses. Adults supervise scissors, small parts, paints and adhesives; check material suitability and sensory preferences.

The final page provides task-specific checks and flexible assessment guidance. Judge creative choices, evidence and improvement rather than neatness or one prescribed result.

Activity 01 — Pirate Symbol Workshop

Your mission: Invent a code with five unique symbols and exchange a three-word message.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

My five symbols and letters:

_____

_____

_____

_____

_____

_____

_____

Decoded message:

_____

_____

_____

_____

Creative clue: Check that every symbol has only one meaning.

Reflection: What is one choice you made, and why?

Activity 02 — Floating Art Studio

Your mission: Design a floating studio that can carry art supplies safely.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Label three useful features:

_____

_____

_____

_____

_____

_____

_____

How will it stay afloat?

_____

_____

_____

_____

Creative clue: Consider stability, weather and accessibility.

Reflection: What is one choice you made, and why?

Activity 03 — Missing Museum Exhibit

Your mission: Study a teacher-selected artwork, then make a visual missing-art notice from memory.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Five clues I remember:

_____

_____

_____

_____

_____

_____

_____

Which clues can I verify?

_____

_____

_____

_____

Creative clue: Separate observations from guesses.

Reflection: What is one choice you made, and why?

Activity 04 — Paper Sculpture Island

Your mission: Cut, fold and assemble a freestanding island from reused paper.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Sketch your plan:

_____

_____

_____

_____

_____

_____

_____

What made it stand up?

_____

_____

_____

_____

Creative clue: Test and improve one joint.

Reflection: What is one choice you made, and why?

Activity 05 — Mystery Texture Collection

Your mission: Make four safe crayon rubbings of classroom textures.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Label four textures:

_____

_____

_____

_____

_____

_____

_____

Which was most surprising?

_____

_____

_____

_____

Creative clue: Ask permission and avoid sharp or delicate surfaces.

Reflection: What is one choice you made, and why?

Activity 06 — Pattern-Only Creature

Your mission: Invent an animal using only monochrome patterns to show its features.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Draw your creature:

Explain two pattern choices:

Creative clue: Use dots, stripes, spirals and grids.

Reflection: What is one choice you made, and why?

Activity 07 — Moving Pirate Puppet

Your mission: Design a split-pin paper puppet with two moving joints.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Draw the pieces and joints:

How does it move?

Creative clue: Adult support for cutting or fastening as needed.

Reflection: What is one choice you made, and why?

Activity 08 — Impossible Invention

Your mission: Invent a machine that solves an everyday creative problem.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Label its three parts:

_____

_____

_____

_____

_____

_____

_____

Who would use it and why?

_____

_____

_____

_____

Creative clue: Explain a useful function for each part.

Reflection: What is one choice you made, and why?

Activity 09 — Secret Harbour Postcard

Your mission: Create a postcard showing an imagined harbour and write to a friend.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Front: picture and place name:

Back: message:

Creative clue: Include one sensory detail.

Reflection: What is one choice you made, and why?

Activity 10 — Art Detective Case File

Your mission: Compare two artworks and record similarities, differences and questions.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Three things alike:

_____

_____

_____

_____

_____

_____

_____

Three things different:

_____

_____

_____

_____

Creative clue: Use evidence from the images.

Reflection: What is one choice you made, and why?

Activity 11 - Woven Sail Workshop

Your mission: Make a small woven paper sail from two colours of paper.

1. With adult help, prepare four strips of each colour. Pre-cut strips are fine. 2. Lay one colour side by side. Weave the other colour over and under; alternate the starting move on the next row. 3. Secure the outer ends with glue and inspect your weave.

Draw or describe your over-under pattern:

Which edge needs support? What would you change?

Creative clue: Keep the strips close together and secure the outside ends.

Reflection: What helped your weave hold together?

You can direct a partner, use wider strips or show your answer instead of writing.

Activity 12 — Sound Becomes Art

Your mission: Listen to three short sounds and represent them through marks and shapes.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Sound 1 / 2 / 3 drawings:

Which marks fit each sound?

Creative clue: There is no single correct interpretation.

Reflection: What is one choice you made, and why?

Activity 13 — Recycled Treasure Build

Your mission: Make an art object from clean, safe recycled materials.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Materials and plan:

_____

_____

_____

_____

_____

_____

_____

What did you change?

_____

_____

_____

_____

Creative clue: Use only clean, age-appropriate materials.

Reflection: What is one choice you made, and why?

Activity 14 — Six-Frame Scribble Mystery

Your mission: Tell an original mystery in six illustrated comic panels.

Step 1: Plan your approach. Step 2: Create your work. Step 3: Explain or improve it.

Beginning / clue / surprise / solution:

_____

_____

_____

_____

_____

_____

_____

Dialogue or captions:

_____

_____

_____

_____

Creative clue: Make the sequence understandable without explanation.

Reflection: What is one choice you made, and why?

Activity 15 - Mirror-Print Harbour

Your mission: Create an imaginary harbour using a folded-paper print.

1. Fold paper in half, then open it. 2. Put three simple shapes on one half using a little washable paint. 3. Fold, press gently and open. Compare the painted half with its print. Adults check materials and support the steps.

Predict: where will your shapes appear when you open the paper?

Draw or describe what actually happened:

What stayed the same? What changed?

Creative clue: Use only a little paint. Smudges and gaps are evidence to discuss.

You can direct a partner or describe what you notice instead of painting.

Teacher notes and answer guidance

These tasks are open-ended. Accept varied outcomes and accurate explanations. For the symbol code, check one letter meaning per symbol and that a partner can decode the message. For construction, check stability and safe materials. For art detective work, ask for visible evidence.

Woven Sail Workshop

Look for alternating over-under moves and a changed starting move on adjacent rows. Discuss loose edges, gaps, strip width and secure outer ends. Credit supported participation and justified changes; do not assess cutting accuracy.

Mirror-Print Harbour

The printed shapes usually appear on the opposite half in a reflected arrangement. Colour may match while thickness, coverage or sharpness differs. Accept observations of smudging or incomplete transfer. A perfect symmetrical print is not required.

Access and practical checks

Supervise scissors, split pins and small parts. Offer pre-cut materials and adult assembly. Use suitable washable paints and adhesives, check allergies and sensory preferences, and offer a dry or partner-directed alternative.

Quick assessment rubric

Emerging: participates with support and names a choice. Developing: completes a task and explains one decision. Secure: uses relevant vocabulary and makes a purposeful improvement. Extending: compares alternatives and justifies decisions with evidence. Independence is not a requirement for access or success.