

Where and when:

Date: Tuesday, 17 December 2024

Duration: 30 minutes

Location: bbc.co.uk/livelessons

This programme is available to view from home or school, and no sign-up is required. Simply visit the website on the day and follow the instructions on the page to watch.



Curriculum links:

Key Stage 2 English, Art and Design (national curriculum, England); Key Stage 2 (P3 to P6), Language and Literacy, Art and Design (national curriculum, Northern Ireland); Literacy and English, Expressive Arts (Art and Design), first level and second level (Scotland curriculum for excellence); Language, Literacy and Communication, Art and Design, progression step 2 (curriculum for Wales).

Pupils should:

- In reading, draw inferences from text and images.
- Create sketches to record observations and develop drawing techniques.
- Consider how moods, emotions, thoughts and motives are communicated in creative work.
- Talk about and draw what a character from a story might look like.

Setup:

This Live Lesson can be watched on Tuesday 17 December 2024 at 11:00 on the CBBC channel and from 09:00 on the BBC Teach website. It will remain online afterwards to be used as a teaching resource whenever you need it.

We will be running a live commentary page on BBC Teach during the live broadcast to share contributions from children watching from home and school.

Pupils will still be able to follow the activities if they don't have printed activity sheets to hand.

Lesson content:

This programme supports the teaching of English or Literacy and Art and Design for primary learners aged 7–11. It is linked to the curricula of England, Wales, Scotland, and Northern Ireland.

Section 1 - What can we tell from a character illustration?

- This section introduces Quentin Blake's Box of Treasures, giving an overview of Quentin Blake's work and the animated films.
- We introduce the episode's mission: to become illustrators, inspired by the work of Quentin Blake while finding a unique individual style.
- We set the challenge of designing a character across the episode, using the Quentin Blake character Zagazoo as a jumping off point.
- We analyse a page in 'Zagazoo' by Quentin Blake and for activity 1, students are asked to analyse another page from the book and explain what the characters in the illustrations are feeling.

Download activity sheet 1 [here](#).

Section 2 - Create your own character

- In section 2, we base our Zagazoo character on an animal, taking inspiration from illustrator Dapo Adeola's visit to a safari park, where he shares his top drawing tips.
- Illustrator Vivian Truong offers advice on using simple shapes like circles and squares as building blocks for character design.
- Vivian demonstrates how to draw an owl and koala outlines and discusses how to add personality to characters.
- For activity 2, students create a character outline for their Zagazoo and suggest personality traits for their design.

Download activity sheet 2 [here](#).

Section 3 – What is your character feeling?

- In the final section, we explore how to add expressions to our character to convey their emotions.
- Dapo demonstrates drawing techniques inspired by Quentin Blake, while Vivian shares tips for illustrating emotions before we reveal our final design.
- For activity 3, students work in pairs to act out expressions and guess the emotions their partner is demonstrating until time runs out.

Download activity sheet 3 [here](#).

Useful links:

- **BBC iPlayer collection** - [Quentin Blake's Box of Treasures](#)
- **BBC iPlayer** - [Quentin Blake's Box of Treasures: Zagazoo](#)
- **BBC iPlayer** - [Behind the scenes: Animation Secrets Revealed](#)
- **BBC Bitesize** - [Illustrating your writing](#)
- **Quentin Blake Centre for Illustration** - [School resources](#)
- **Quentin Blake Centre for Illustration** - [Family activities](#)
- **BBC Newsnight** - [Illustrator Quentin Blake on how he draws](#)
- **BBC Bitesize** - [Who was Norah McGuinness?](#)

Follow-up activities:

- **Discussion.** Start by asking: "*What do we mean by inspiration?*" and "*which illustrator inspires you?*" Encourage responses from the class and establish that "inspiration" refers to the feeling of being energized and brimming with ideas, often sparked by something we see, hear, or read. Encourage pupils to find their favourite illustrations and share them in small groups, explaining why their choices inspire them.
- **Three words.** Show children a range of illustrations (including some by Quentin Blake) and ask them to choose three words for each illustration that sum up how a character is thinking or feeling. Ask: "*How do you know?*" This activity helps children to discover and draw inferences from illustrations and consider characters' expressions and actions.
- **Tableaux.** Using a copy of Zagazoo (or another Quentin Blake book), ask groups or pairs of children to act out 'freeze frame' tableaux of illustrations. Can their classmates guess which illustration the tableaux represents? The children could go on to play this game with the work of other favourite authors/illustrators.
- **Quentin Blake Treasure Hunt:** On a library visit (or using your school's existing book stock), challenge the children to find as many titles of books by (or illustrated by) Quentin Blake as they can. The children could sketch a favourite illustration from one of their discoveries.
- **Re-Cover.** Ask pupils to redesign the cover of a familiar book that currently features the work of a well-known illustrator such as Quentin Blake. Pupils could use a range of art materials, but should aim to come up with a new cover design that reflects their own style of drawing and illustration.
- **Flickbooks.** Children could draw their own characters and bring them to life with a flickbook. They could use thin strips of paper held by a staple or paper clip to experiment with showing a character in motion, or a face changing expression. Children could also try using software such as i-Movie to animate photographs of their flickbooks.