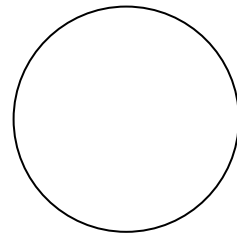
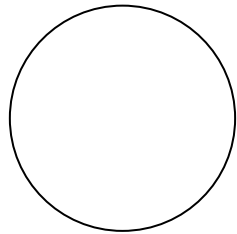


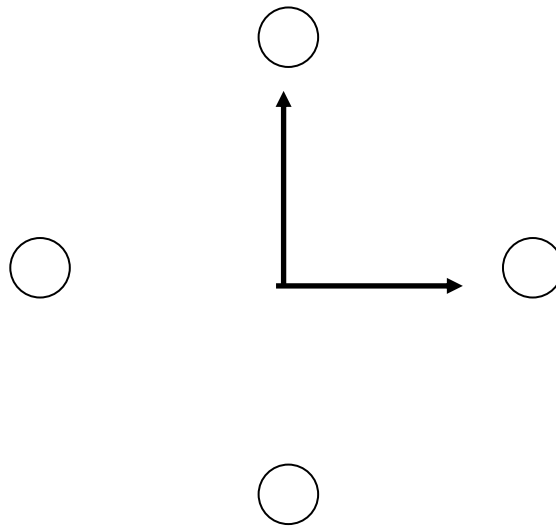
## Genius 10 Minutes.

Using the shapes below draw a vehicle, use your imagination. This could be a car, rocket, boat, bike or a vehicle that you have invented. You have 10 minutes to do your vehicle then present it to the rest of the class. Use up all of the time you have.



## Genius 10 Minutes.

Using the shapes below draw a clock, use your imagination. You have 10 minutes to do your clock then present it to the rest of the class. Use up all of the time you have.



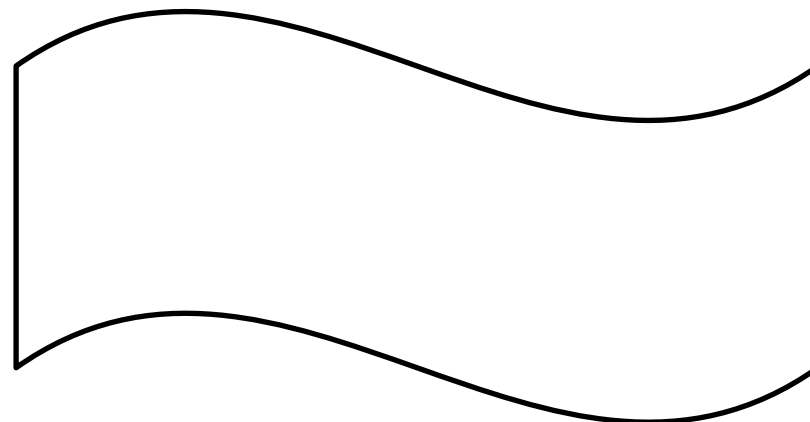
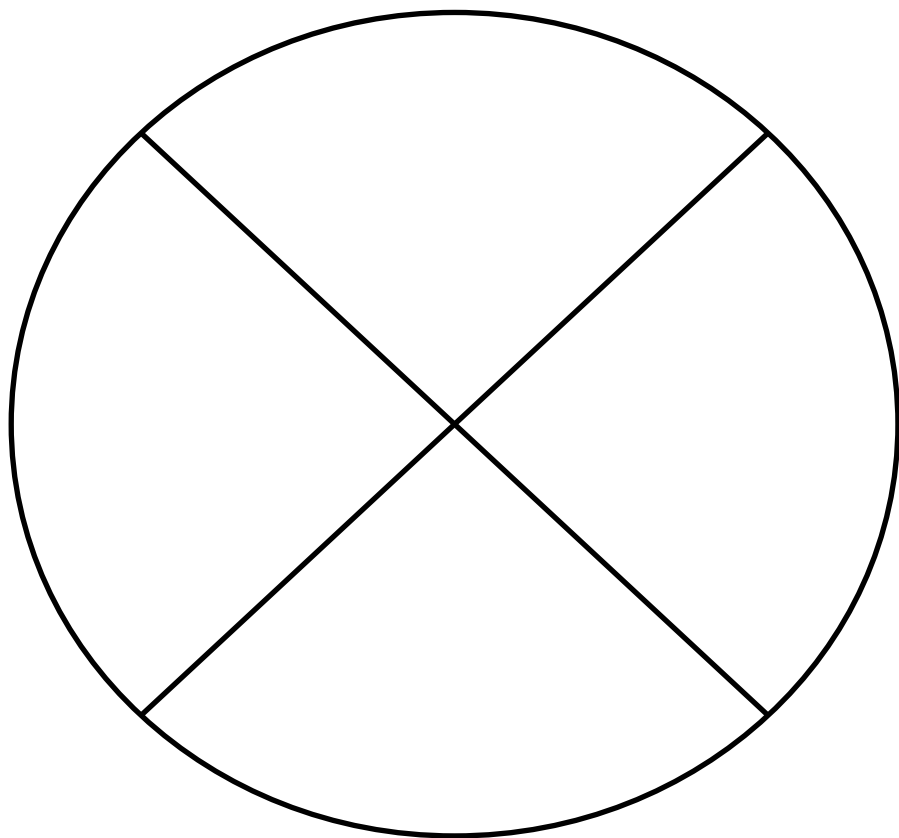
## Genius 10 Minutes.

Using the shapes below draw a school, use your imagination. You have 10 minutes to create your school then present it to the rest of the class. Use up all of the time you have.



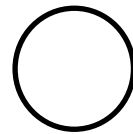
## Genius 10 Minutes.

Using the shapes below draw a fairground, use your imagination. You have 10 minutes to create your fairground then present it to the rest of the class. Use up all of the time you have.



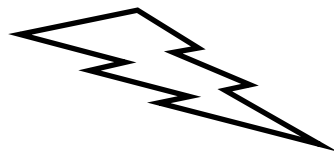
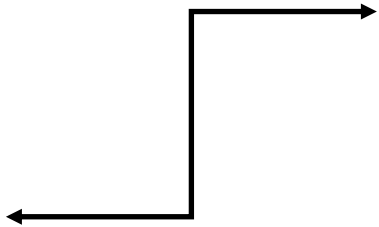
## Genius 10 Minutes.

Using the shapes below draw an animal, use your imagination. You have 10 minutes to draw your animal, it can be an animal that is real or you can create your own animal. Use up all of the time you have.



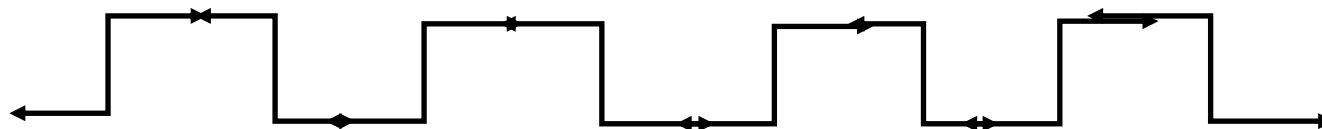
## Genius 10 Minutes.

Using the shapes below draw a monster, use your imagination. You have 10 minutes to draw your monster, it can be scary, kind, big small—where does it live. You will present your drawing to the class when you have finished.



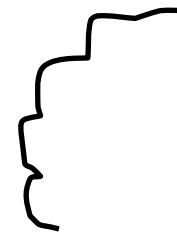
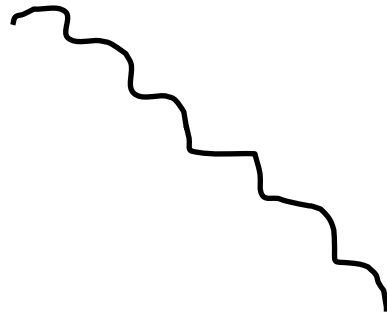
## Genius 10 Minutes.

Using the shapes below draw a castle, use your imagination. You have 10 minutes to draw your castle, who will be living there? what will your castle be used for? You will present your drawing to the class when you have finished.



## Genius 10 Minutes.

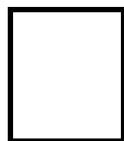
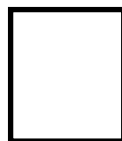
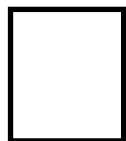
Using the shapes below draw a sea creature, use your imagination. You have 10 minutes to draw your creature, You will present it to the class when you have finished.





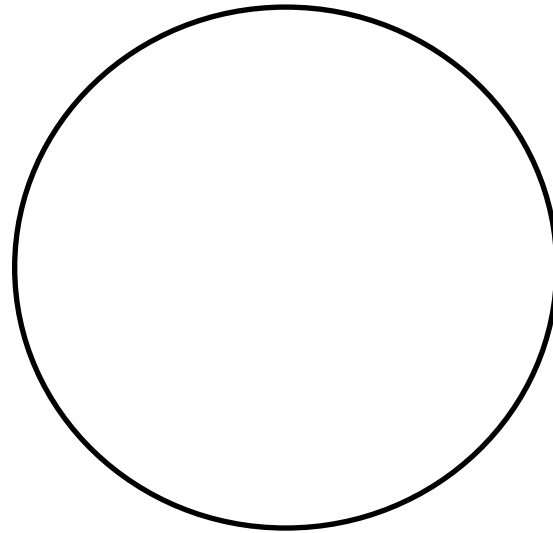
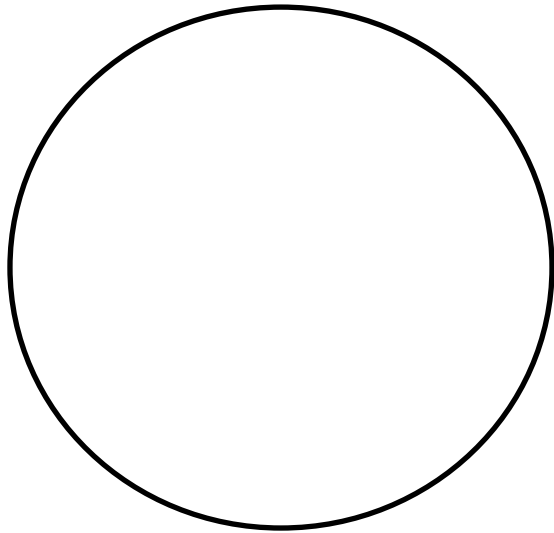
## Genius 10 Minutes.

Using the shapes below draw a toy, use your imagination. You have 10 minutes to draw your toy, it can be a toy that has already been invented or it can be a new toy that you have created. You will present your drawing to the class when you have finished.



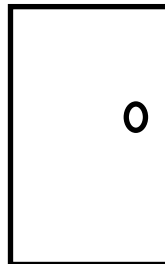
## Genius 10 Minutes.

Using the shapes below draw a pair of glasses, use your imagination. You have 10 minutes to draw your glasses, make them look pretty, cool, futuristic, can they do amazing things? You will present your drawing to the class when you have finished.



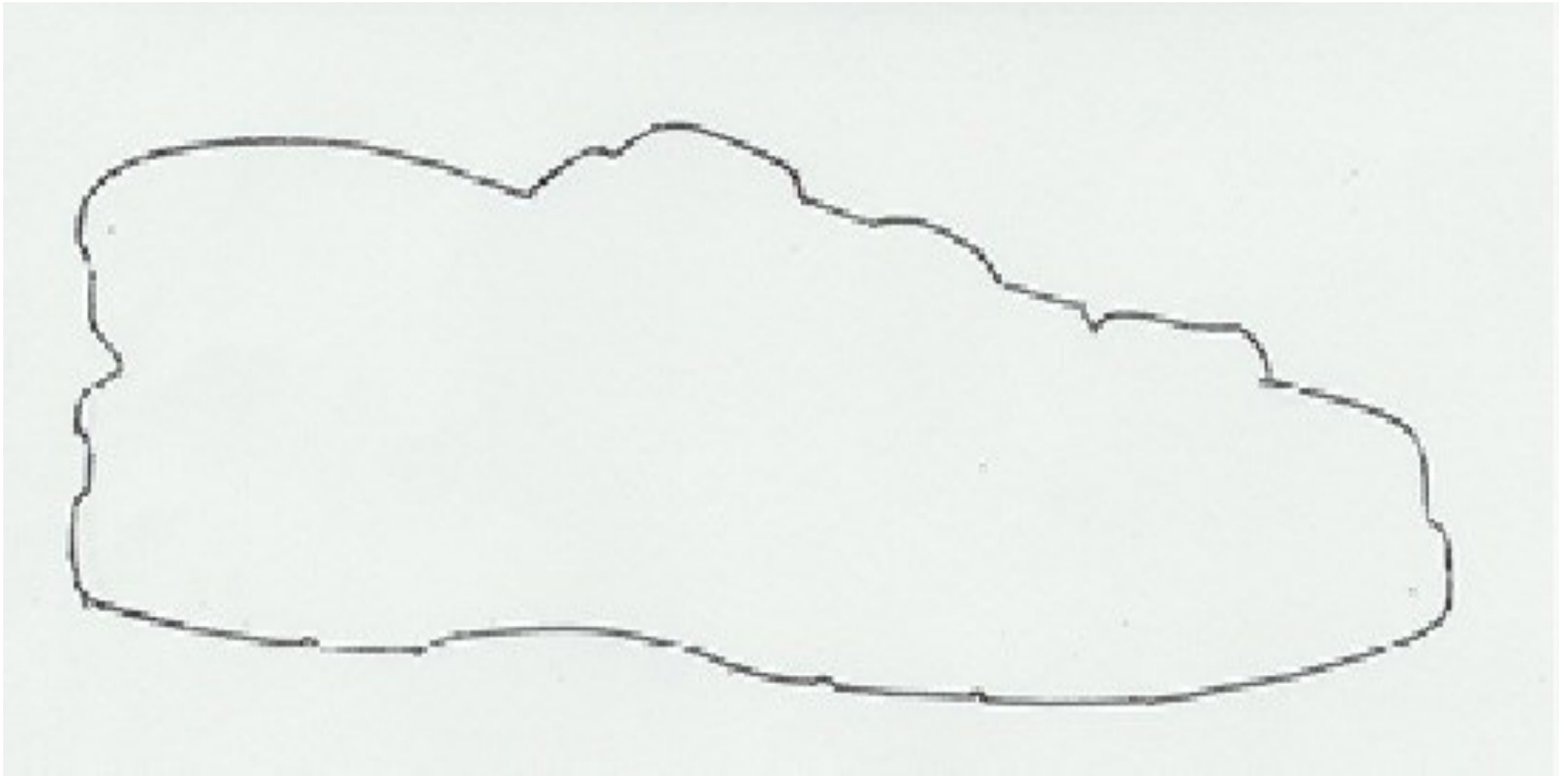
## Genius 10 Minutes.

Using the shapes below draw a house, use your imagination. You have 10 minutes to draw your house, who lives there? What does it look like? Where is your house? Has it got a garden? You will present your drawing to the class when you have finished.



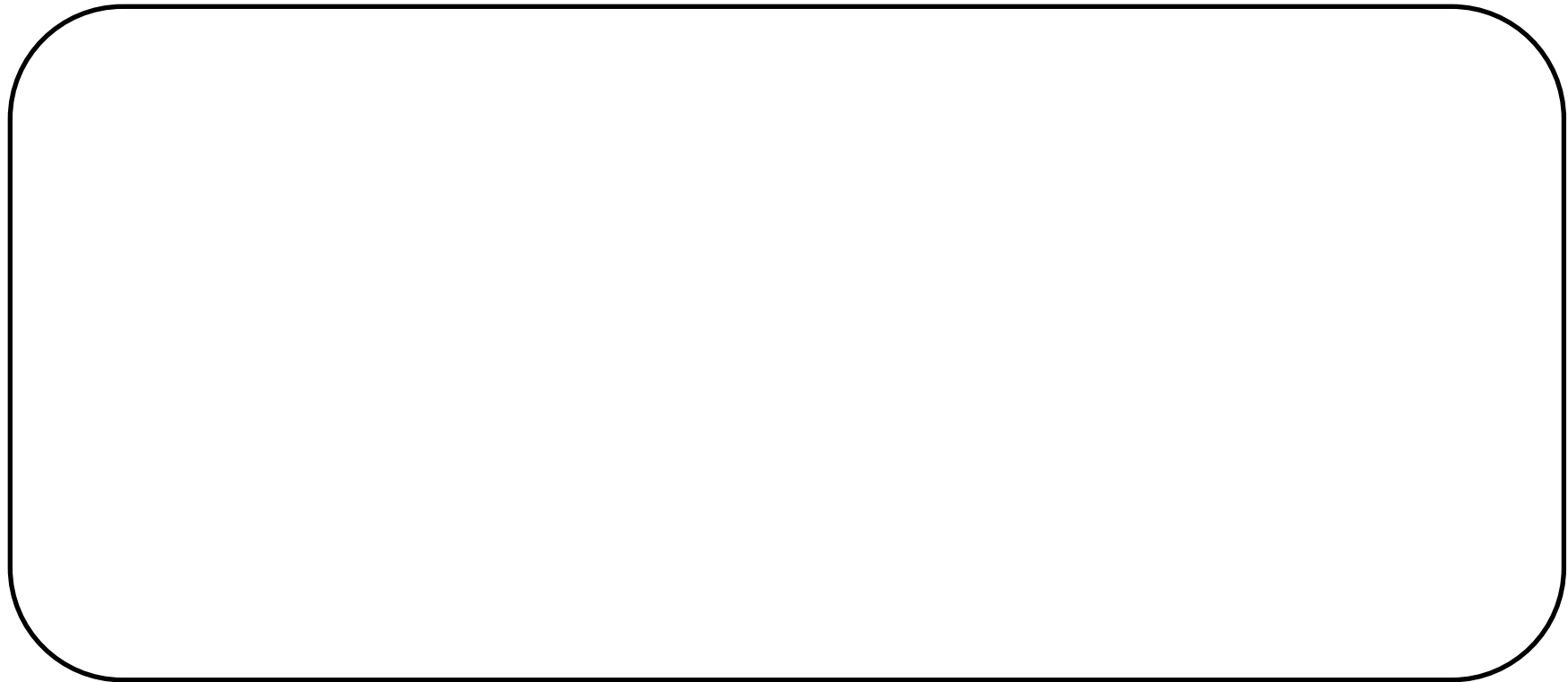
## Genius 10 Minutes.

Using the shapes below draw a shoe, use your imagination. You have 10 minutes to draw your shoe, who is it for? What does it look like? What is it for? Has it any special features? You will present your drawing to the class when you have finished.



## **Genius 10 Minutes.**

Using the shapes below draw a bed, use your imagination. You have 10 minutes to draw your bed, who is it for? S it for an animal or a person? Has it any special features? You will present your drawing to the class when you have finished.



## Genius 10 Minutes.

Using the shapes below draw a garden, use your imagination. You have 10 minutes to draw your garden, who is it for? What is in your garden? Is it a secret garden? Does anything live in your garden? You will present your drawing to the class when you have finished.

