Draw & Discover

10 little adventures. One big imagination.



AGE 7 STARTING POINT / 10 EXERCISES / FREE

Bring pencils, colors and your own brilliant ideas.

One exercise per page. Answers / grown-up notes at the end.

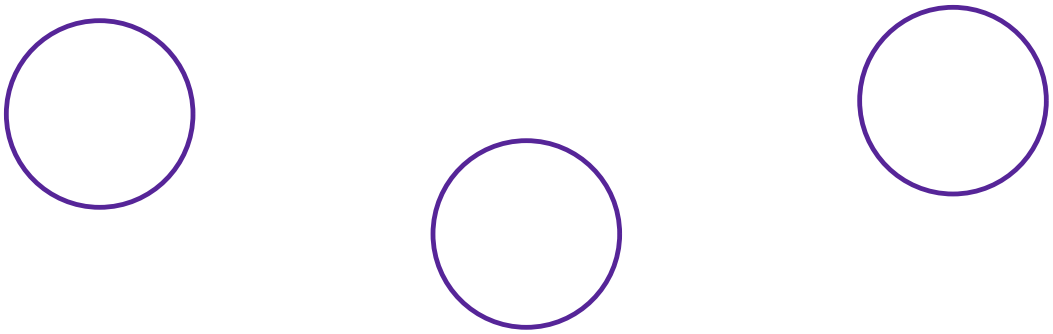
This adventure belongs to: _____

Print exercise pages 2-11 to save ink. English edition.

EXERCISE 01 / 10 DRAW & DISCOVER

Pip's shape garden

Turn the three circles into flowers. Add stems and leaves. Color each flower differently.



My creation is called: _____

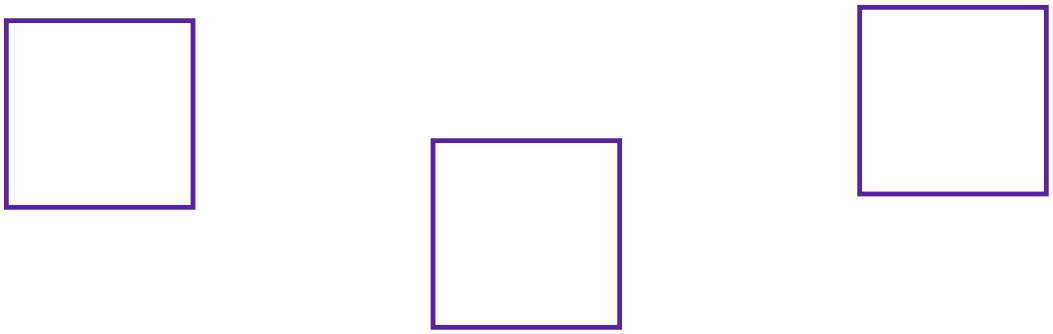
◯ I made something only I could imagine!

There is no single right picture. Make this adventure your own.

EXERCISE 02 / 10 DRAW & DISCOVER

Build a paper town

Turn the squares into buildings. Add doors, windows and a road that connects them.



My creation is called: _____

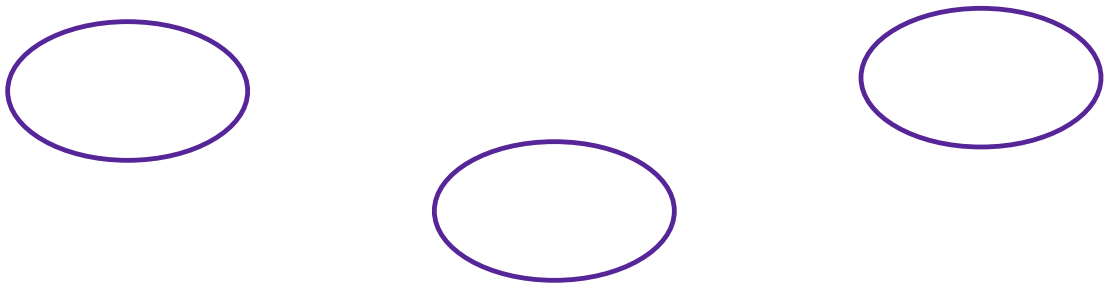
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EXERCISE 03 / 10 DRAW & DISCOVER

Underwater adventure

Turn the ovals into fish. Add fins, tails and a home for them under the sea.



My creation is called: _____

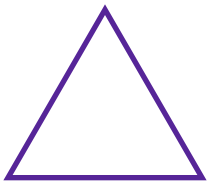
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EXERCISE 04 / 10 DRAW & DISCOVER

Rocket to the stars

Use the triangle as the top of a rocket. Add its body, windows and five stars.



My creation is called: _____

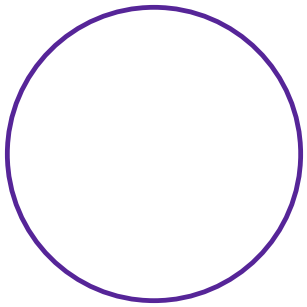
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EXERCISE 05 / 10 DRAW & DISCOVER

The friendly creature

Use the circle as a head. Invent a friendly creature with four legs and two antennae.



My creation is called: _____

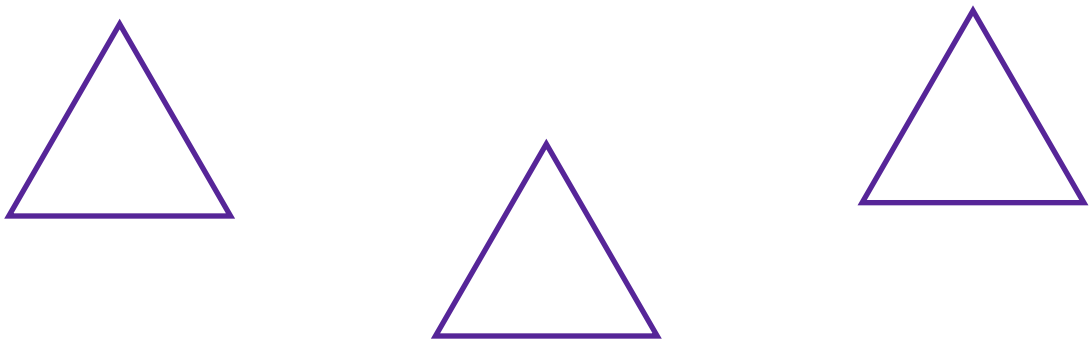
◯ I made something only I could imagine!

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EXERCISE 06 / 10 DRAW & DISCOVER

Mountain magic

Turn the three triangles into a mountain scene. Add a river, the sun and a winding trail.



My creation is called: _____

◯ I made something only I could imagine!

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EXERCISE 07 / 10 DRAW & DISCOVER

Pattern party

Decorate the strips with repeating patterns. Use a different pattern in each strip.

My creation is called: _____

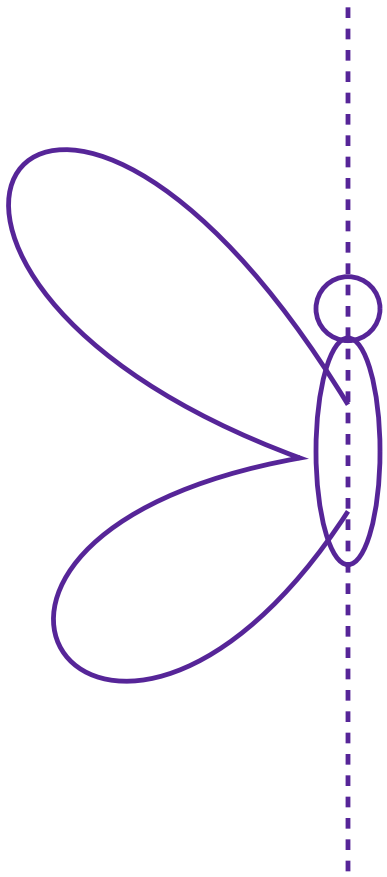
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EXERCISE 08 / 10 DRAW & DISCOVER

A butterfly for Pip

Draw the missing right half of the butterfly. Try to match the wings, then color both sides.



My creation is called: _____

◯ I made something only I could imagine!

There is no single right picture. Make this adventure your own.

EXERCISE 09 / 10 DRAW & DISCOVER

My adventure map

Connect START to the treasure with a winding path. Add a bridge, a forest and a castle.

START

TREASURE

My creation is called: _____

◯ I made something only I could imagine!

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EXERCISE 10 / 10 DRAW & DISCOVER

My paper invention

Invent a machine that makes people smile. Draw it, label three parts and give it a name.

My creation is called: _____

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Grown-up guide

Exercises 1-5 / Check together and celebrate effort.

01 Pip's shape garden

Creative task: Turn the three circles into flowers. Add stems and leaves. Color each flower differently. Celebrate the child's own ideas; there is no single correct drawing.

02 Build a paper town

Creative task: Turn the squares into buildings. Add doors, windows and a road that connects them. Celebrate the child's own ideas; there is no single correct drawing.

03 Underwater adventure

Creative task: Turn the ovals into fish. Add fins, tails and a home for them under the sea. Celebrate the child's own ideas; there is no single correct drawing.

04 Rocket to the stars

Creative task: Use the triangle as the top of a rocket. Add its body, windows and five stars. Celebrate the child's own ideas; there is no single correct drawing.

05 The friendly creature

Creative task: Use the circle as a head. Invent a friendly creature with four legs and two antennae. Celebrate the child's own ideas; there is no single correct drawing.

Grown-up guide

Exercises 6-10 / Check together and celebrate effort.

06 Mountain magic

Creative task: Turn the three triangles into a mountain scene. Add a river, the sun and a winding trail. Celebrate the child's own ideas; there is no single correct drawing.

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