

# CREATIVE CREATURE

Today, you and your partner will be creating a magical and unique creature. For this activity you will both need to read the guidelines carefully and communicate well in order for your dance to be successful. You have an opportunity to be wildly creative with your creature. Push yourself and imagine up something wonderful! Let's get started.

Directions:

1. First you must decide what your creature looks like. Answer these questions:
  - a. How does your creature see?
  - b. How does your creature eat?
  - c. How does your creature move?
  - d. How does your creature sleep?
2. Next, choose how your creature will move from place to place. Your creature must travel two times in your dance. How does it navigate its surroundings? (Think: if your creature has eyes where your feet are, then it wouldn't walk like you walk.)
3. After that, show how your creature eats. Where is its mouth? Does it even have a mouth?
4. Then, show how your creature sleeps. Does it sleep? If it doesn't, how does it rest?
5. Finally, put all of the movement that you have created for your creature together. Your final product should show your creature navigating itself to a new space twice, eating at least once, and sleeping at least once. Make all of the choreographic choices for your creature and rehearse them so that you will be able to truly embody and become your creature enough to perform.

You could also consider: Does your creature make any sounds? How does your creature find food? Does it hunt? Is your creature happy, or grumpy, or scary? Does it have a personality?

Name: \_\_\_\_\_ Number: \_\_\_\_\_ Date: \_\_\_\_\_

## Creative Creature Technical Text

1. What is the purpose of this technical text?
  - a. To explain why we should make a creature
  - b. To tell a story about a creature
  - c. To teach us the steps of creating a creature
  - d. To teach us the history of creepy creatures
  
2. What is the very first step you must do in order to create your creature?
  - a. Gather supplies
  - b. Decide what your creature looks like
  - c. Show how your creature eats
  - d. Create your creature's personality?
  
3. What text structure was used in this Creative Creature text?
  - a. Chronological order
  - b. Cause and Effect
  - c. Alphabetical Order
  - d. Sequential Order
  
4. Why must you choose how your creature looks before choosing how it moves?

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