H first · A pretend scarf vending window

Separately selected learner source · First stage: capture before targeted teaching, staff criteria and worked examples.

Complete supplied source

This original imagined job is a scarf vending window that offers a thing you invent; it is not a real shop or money task. Make or direct a picture for it. Choose an optional clue, your own words, an exact description or no clue. You set what the clue means here. No picture, correct caption, real customer or customer reply is supplied.

Choose your way

Broad drawing, actual large-card arrangement, local empty maker, established communication and child-directed willing adult fabrication are available. Rest, later, private and pass are welcome. Adult reads every part neutrally. Your own idea is welcome; nothing has to be neat or fast. A plan can stay a plan.

Q1

What one picture idea would you like to make?

Q2

Make or direct the chosen feature. Would you like words, another clue or none?

Q3

Inspect the actual feature and any actual clue. What do you want them to communicate here?

Q4

Would you keep, remove or change one actual choice, or come back later?

This stage's own blank (blank.html) · Complete source notice (../../../source/SOURCE-NOTICE.md)

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