Draw Your Own Monster Worksheet: A Feature Checklist Design Task

Original tasks 1, 2 / complete keys

Task 1

A monster has three eyes placed in a ring, two arms and two legs, scaly primary texture with no secondary accent, and a desert habitat with burrowing as the adaptation. The student measures an x-height of 5 mm and notes the head is one x-height tall (5 mm) and the torso is two x-heights tall (10 mm). List the checklist entries and one check for each sketch box.

Answer: Checklist: eyes = 3, ring; limbs = 4 total (2 arms + 2 legs); texture = scales, none; habitat = desert, burrowing. Checks: head box shows three eyes in a ring and label '3 eyes, ring'; torso box shows scales and label 'scales, no accent'; limb box shows two arms and two legs and label '2 arms + 2 legs'; habitat box shows sand and a burrow and label 'burrowing.' Height notes use 5 mm x-height: head 5 mm, torso 10 mm.

Reason: The checklist must record each category exactly. The sketch boxes must match the checklist and be labeled. The height notes must use the same convention and units.

Check: Compare each sketch box label to the checklist entry. Count the eyes and limbs in the drawings. Confirm both height notes use 5 mm as the x-height and the same unit.

Task 2

A student chooses zero limbs, one front eye, smooth texture with bump accents, and an ocean habitat with jet propulsion. The student uses a grid of 1 cm squares and notes the head is two squares tall and the torso is three squares tall. Describe how to verify the design and the height notes.

Answer: Checklist: eyes = 1, front; limbs = 0; texture = smooth + bumps; habitat = ocean, jet propulsion. Verification: head box shows one front eye and label '1 eye, front'; torso box shows smooth surface with at least three bumps and label 'smooth + bumps'; limb box states '0 limbs' and shows how the monster moves by jet propulsion (for example, a siphon); habitat box shows ocean and label 'jet propulsion.' Height notes: head 2 squares (2 cm) and torso 3 squares (3 cm), both using 1 cm squares.

Reason: Zero limbs is allowed if movement is explained. The grid convention must be stated and used consistently. Each sketch box must match the checklist.

Check: Confirm the limb box explains movement without limbs. Count the bumps in the torso box. Check that both height notes use the same 1 cm square unit.

Draw Your Own Monster Worksheet: A Feature Checklist Design Task

Original tasks 3, 4 / complete keys

Task 3

A monster has six eyes placed on the front, eight tentacles, plate primary texture with spine accents, and a sky habitat with gliding. The student measures an x-height of 3 mm and notes the head is three x-heights tall (9 mm) and the torso is four x-heights tall (12 mm). Identify one possible mistake in the height notes and explain how to fix it.

Answer: A possible mistake is mixing units, such as writing the head as 9 mm and the torso as four x-heights without converting. The fix is to use one unit throughout: either write both in millimeters (head 9 mm, torso 12 mm) or both in x-heights (head 3 x-heights, torso 4 x-heights). The checklist and sketch boxes should still show six front eyes, eight tentacles, plates with spines, and sky with gliding.

Reason: Consistent units are required for checkable arithmetic. The feature choices are valid, but the height notes must use one convention and one unit.

Check: Read both height notes and confirm they use the same unit. Convert if needed: 3 x-heights × 3 mm = 9 mm; 4 x-heights × 3 mm = 12 mm. Check that the sketch boxes match the checklist.

Task 4

A student draws a monster with two side eyes, four legs, fur texture with no accent, and a forest habitat with climbing. The student writes 'x-height = baseline to midline of letter B' and measures 6 mm. The head is noted as 12 mm and the torso as 18 mm. Check whether the height notes follow the stated convention and list two features to verify in the final frame.

Answer: The height notes follow the convention if 12 mm = 2 x-heights and 18 mm = 3 x-heights, using the 6 mm x-height. Two features to verify in the final frame are the two side eyes and the four legs; also check fur texture and the forest climbing adaptation. The checklist should read: eyes = 2, sides; limbs = 4 legs; texture = fur, none; habitat = forest, climbing.

Reason: The convention is stated and the arithmetic is consistent: 12 ÷ 6 = 2 and 18 ÷ 6 = 3. The final frame must show every checklist feature.

Check: Divide each height note by 6 mm to confirm the x-height count. Count the eyes and legs in the final frame. Confirm the texture and habitat labels match the checklist.

Draw Your Own Monster Worksheet: A Feature Checklist Design Task

Source rubric / reflection

- [ ] Checklist is complete: one choice recorded for eyes, limbs, texture, and habitat.
- [ ] Sketch boxes are labeled and each shows the corresponding feature.
- [ ] Final monster includes every checklist feature and is original, not a copy of a known character.
- [ ] Height or proportion notes use one clearly stated convention and consistent units.
- [ ] Labels are readable and match the drawn features.
- [ ] Valid alternatives are accepted: any eye count from one to six, any limb count from zero to eight, any texture and habitat combination that is explained.

Reflection: What did you check, what did you change, and what will you try next?