

# Create a world

This time, you will create a suitcase with clues on for other to infer the place inside. First, what will your world be like? Gather your ideas here:

<u>Climate</u>	<u>People</u>	<u>Landmarks</u>
<u>Nature</u>	<u>Unusual features</u>	<u>Other Ideas</u>

Now, think about how you could hint and suggest at these things on your case: think about the size and shape of the case: the age and material of the case; then think about pictures and items you could attach to the case. Sketch and label the case here:

