How to Create a Diorama Showing the Features of a River

A diorama is a model representing a scene with three-dimensional figures, either in miniature or large-scale.

Creating a diorama is a fun way to learn about the features of a river. Follow these steps to make your own river diorama.

Materials You Could use

- A shoebox or a similar sized box from Amazon etc
- Brown, blue, and green construction paper
- Scissors
- Glue
- Markers or coloured pencils
- Small items like stones, twigs, leaves, grass
- A ruler
- A pencil

Step-by-Step Instructions

Step 1: Prepare Your Box / Display

- Find an old shoebox or a similar sized box.
- Make sure it is clean and dry.

Step 2: Create the Base

- Take the blue construction paper and cut it to fit the bottom of the box. This will represent the river.
- Glue the blue paper into the bottom of the shoebox.

Step 3: Add Riverbank

- Cut strips of brown construction paper. These will be the riverbanks.
- Glue the brown strips along the sides of the box where the blue paper is.
- Make sure to leave the centre clear for the river.

Step 4: Make the Landscape

- Use green construction paper to cut out shapes that will represent grass and trees.
- Glue these shapes along the riverbanks to show where plants grow.

Step 5: Build the River

- Think about what a river has. You can add:
 - o The features we have been learning about
 - Small rocks (you can use real ones or make them with paper)
 - Twigs to represent fallen branches
 - Paper boats or fish
- Place and glue these items around the river.

Step 6: Label the features

- Using markers or coloured pencils, draw labels for different features of the river on small pieces of paper.
- Glue these labelled pieces onto the corresponding areas in your diorama.

Step 7: Add Background

- You can make a background for your diorama to represent the sky and glue it to the back of the shoebox.
- You can also add large clouds or the sun.

Send in a photo or bring your diorama to school to show the class and talk about it. We will display it in class.