

Sketchbook Assignments

Each sketchbook assignment should take between 20-60 minutes to complete. Feel free to work on your assignments in your "down time" or take your sketchbooks home to work on your assignments. Sketchbooks are assessed on techniques, processes and individual growth.

The assignments are worth 25 points each. Your Drawing MUST:

- Fill the entire sketchbook page
- Include color or shading with pencil or colored pencil (**No Markers or Paint**)
- Show great attention to detail and creativity
- Not be traced
- Be free of careless mistakes (finger prints, smudges, rips, stains, etc.)
- Have proper borders and a proper label within the border ***A Proper Label contains: Name, Week # & Topic/Title***

Sketch Bank Ideas

Each week you choose one idea from the Sketch bank to complete in this sketchbook.

- Draw an imaginary room
- Express in your drawing, your happiest time that you've had in the past year.
- Draw something that you are good at doing or playing.
- Draw a picture of something you'd like to become better at doing.
- Using any type of line or shape, create a picture with only the 3 primary colors.
- An alien spaceship has landed in the schoolyard. Draw a picture of it.
- High in the Himalayan Mountains lives an abominable snow-person. Draw what the snow-person looks like.
- You have made a startling discovery while scuba diving. Draw what it is.
- Have you ever been to a circus? Draw a picture of your favorite act with yourself as the ringmaster.
- Draw a picture of one of your family members at work.
- Draw a picture of your pet or the pet you would LOVE to have.
- Fill your page with drawings of bugs, seashells, or something that you collect.
- Draw a family member or a friend.
- Have you ever had a daydream instead of doing your work? Draw a picture of your daydream.
- Draw a picture of your house and yard with a BIG, HUGE, dinosaur in the yard.
- What is the best story your grandmother/grandfather tells about the olden days? Draw a picture of this story.
- Draw a picture of your favorite (or least favorite) part about school.
- Draw a picture of your dream car.
- What does the boogeyman look like?
- If you could cast a magic spell, what would it be? Draw a picture of it.
- The famous American Pop artist Andy Warhol said, "Everyone will have at least fifteen minutes of fame in a lifetime." Illustrate your 15 minutes of fame.
- Think of 3 different animals. Draw the head of one, the body of the second, and the legs of the third one. Give it a name and write the name under the picture.
- Draw the silliest thing you ever saw.
- Draw a monster truck.
- Draw what you would look like if you received a MEDAL at the US OLYMPICS.
- Draw yourself as you will look when you are 80 years old (or any other age)
- Illustrate your favorite poem
- Draw a clock cooking a meatloaf
- Draw the monster that hides under your bed.
- Draw your greatest fear.
- Be an ant. Draw what you would see in the cafeteria.
- If you were a flower, what kind would you be? Draw a picture of yourself as this flower.
- Draw a character from a book you like
- Quickly sketch out an original design of a soda can label. Make a brand name, an image, and a slogan to create a market identity, Write a catchy slogan
- I always like to start with "what-if" questions. What if it got bigger? Smaller? Bolder? More subtle...? Etc...
- What I have been doing for my warm ups is to write a quote... any that will make a difference in my students and even myself and I make them draw something out of it... wonderful visual art comes from this quotes! Just don't let them use too many symbols like hearts and stars or else they will just decorate the quote with too many of them...
- Draw a vase and a beautiful arrangement of flowers
- Draw a picture of the inside of your stomach and the food in it after a big meal
- Draw your idea of Paradise
- Draw a picture of someone you would like to kiss (your boyfriend/girlfriend, a baby, your cat, etc.)
- Draw a necktie and design an interesting pattern on it.
- Draw a city on another planet.
- You are a toy designer; draw your new toy.
- Draw a logo for a TV. show.
- Draw a picture of the perfect garden for your house.
- Draw a scene from your early childhood.
- Draw a cover for a CD of your favorite singer
- Draw a picture of somewhere you would like to fly to.
- Draw a poster to advertise your favorite movie.
- Draw a construction site.
- Draw your view from an airplane window.
- Artist's Choice: Sketch something that interests you be sure to give a title to your creation.