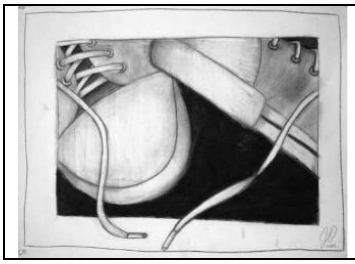
Art Sketchbook Assignments

			**Ex.** **Sketchbook: # 2** **Idea: 34** **Date:12/11/26**

<u>SKETCHBOOKS ARE DUE EVERY WEEK ON THE FIRST DAY OF THE WEEK</u> **(Usually due Mondays)**

You need to do at least one sketch per week in your sketchbook. The purpose of a sketchbook is to strengthen your drawing skills, encourage you to look harder at things, use your imagination, explore techniques that interest you, and challenge you.

In addition to the weekly sketchbook assignment, you are encouraged to fill this space with your own work and drawings of your choice. Use your sketchbook as a place to let out your ideas and thoughts.

Each sketchbook assignment should take at least **20 to 60 minutes** and must be done on <u>your</u> own time, unless you are finished with your project. Sketchbook assignments are **worth 10 points each.**

You will receive 10 points for drawings that meet the following expectations:

- Drawing must **fill the entire page**
- Drawing must have **full color or shading** (media of your choice)
- Drawing must show great **attention to detail**
- Drawing must be chosen off the following list (in no particular order)
- Write sketchbook number, idea number, and date in the top corner on the back of the page sketchbook page.

Sketchbook List

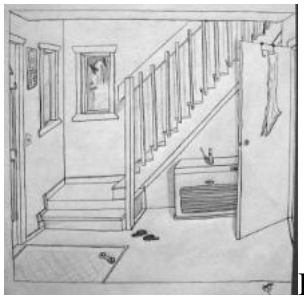
Choose one from the list and complete a finished drawing each week. Remember to **fill the entire page, use full color or shading** (media of your choice), and show attention to detail.

Write sketchbook number, idea number, and date in the top corner on the back of the page sketchbook page

1.Draw the inside of your closet
2.Draw the contents of your desk drawer
3.Draw the contents of your refrigerator
4.Draw the contents of your garage
5.Draw your dad's work table after he's worked on a project
6.Before the dishes are washed, draw them

7. Choose a subject, topic, and area of interest - Think of as many facets of the subject as possible. What are all the pieces and parts that make this interesting to you and draw them.
8.Draw a pile of laundry waiting to get washed
9.Draw a pile of bicycles on the sidewalk
10. Draw the guests at a dinner party
11. Draw yourself in a mirror
12. Draw your brother/sister/friend practicing his/her instrument
13. Draw your hand in multiple positions
14. Draw your hand holding a variety of objects
15. Draw your hand spelling out each single letter of a word in sign language
16. Draw your pet(ex. bird, cat, dog, fish, snake)
17. Draw what is in the rear-view mirror of your car
18. Draw a beautiful landscape-you may find one in a book or online

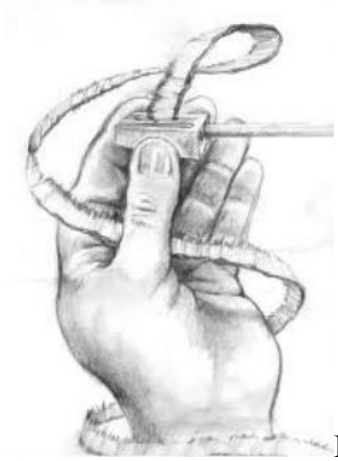
19. Draw an aerial view of your back yard
20. Draw a landscape in a bird eye view
21. Draw a pen/pencil and have and image coming out of in on to the page
22. Pick a flower or part of a plant and draw it from direct observation
23. Draw a grouping of three objects (still life), draw them how you see them, not individually (ex. apple, pear, banana)
24. Draw a piece of cake and make it look delicious
25. Draw one large popcorn kernel; draw a bag of popcorn with pop splitting out
26. Draw your favorite CD cover,
27. Create a new cover for your favorite CD
28.

Draw the cover of your favorite video game
29. Create a new cover for your favorite video game
30. Draw an object when looking through a tube (microscope)
31. Look through a kaleidoscope and draw what your see, or make up your own design
32. Draw an object seen through glass (how does the glass make a difference)
33. Draw something floating or something that floats
34. Draw a dark object in a light environment
35. Draw the contents of a light room when sitting in a dark room
36.  Draw a room/hallway in one point perspective
37. Lie on the floor/ground and draw what you see
38. Draw a crowd (ex. Lunch room, a footfall game)
39. Draw an object that is lit by a light source (ex. Candle, lamp, flashlight)
40. Draw a picture of your Mother or Father at work.
41. Draw a person by the light cast by the TV or computer screen
42. Draw a scoop of ice cream in a bowl
43. Make a drawing that says something about the environment
44. Look out your bedroom window, draw what you see

45. Create a collage. Look through magazines and cut out pictures and words that best describe you. Then glue the pictures and words down to your sketchbook page. Overlap the images and make sure to leave no white areas.

46. Change the size relationship (scale) of two things and draw them next to each other (ex.. a large bug the same size as a building)
47. Draw a portrait of your best friend
48. Draw a self portrait of you
49. Make a portrait of yourself as you see yourself in twenty years
50. Draw a family portrait
51. Draw an object by drawing only the negative space. Negative space is the area around the object, also known as the back ground.
52. Cut out a photo/image into small pieces, rearrange the photo in some other order, draw it

53. Draw a table and chair
54. Illustrate your favorite poem
55. Drawing of a house plant (real or artificial)
56. Draw an object with a surface texture
57. Draw tools used in certain professions (ex. Paint brush, pencil, sketchbook)
58. Draw a grouping of leaves
59. Draw something you might find in a department store display
60. Draw a large jar and fill it up with something (candy, toys, rocks, etc)
61. Pick a holiday and draw a scene for it
62. Draw your favorite snack food- you make draw it large than life

63.  Draw a food item, them eat half of it, and then draw it
64. Draw an object melting
65. Draw a bowl of fruit and shade it

66. Draw a tennis shoe or boat in full detail
67. Draw a meaningful object from home
68. Draw a mechanical object
69. Draw the word as the shape of the object: Such as, the word apple in the shape of an apple, or apples spelling out the word.
70. Draw a pen/pencil with images and words coming out of it on to your page
71. Draw important people in your life
72. Draw what you would see if you looked through a key hole
73. Draw your version of a Warrior. It can be only the head or a full figure in action
74. Draw your favorite animal
75. Create an imaginary animal by using the head of one animal, the body of a second animal, and the legs of a third animal. (you may use any animal, bug, or reptile)
76.

Draw something in a camouflage setting (ex. A bug on a leaf, a lizard on a rock, you in your room.)
77. Cut a picture into small pieces, rearrange the picture in a different order, and then draw it.
78. Draw an invention you would like to create
79. Find a magazine image, cut it in half, glue half the image down to the sketchbook page, and redraw the missing half.
80. Expressive line drawing-Using a pencil, try to make as many different types of lines as possible, repeating each type of line several times. Try all types of line: wavy, curly, jagged, dashes, thick, thin, etc. Fill up the entire page with as many lines as you can.
81. Find a photo of yourself and draw your self-portrait
82. Draw a vase and a beautiful flower arrangement in it
83. Draw your idea of paradise
84.

If animals could draw, what would their artwork look like? Draw it.
85. Draw a necktie and design an interesting pattern on it
86. Draw a medal for yourself. It must be designed for the thing that you do best

87. Research a Famous artist and recreate one of their artworks
88. Draw a city on another planet
89. Draw an alien spaceship landing at our school.
90. You are a toy designer; draw your new toy
91. Draw a scene from your early childhood
92. Draw a crowded elevator on Halloween
93. Draw your greatest fear
94. Draw a poster to advertise your favorite movie
95. Draw your view from an airplane window
96. Draw what you think a garden would like from the view of an insect
97. Draw a sandcastle you would build
98. Draw a view under a magnifying glass (include the magnifying glass)
99. Draw a boat you would like to travel in around the world
100. Design your own treasure map
101. Design a house that you would like to live in
102. Write a large number in the middle of the page. Turn it into a person/animal.
103.

Draw a picture. Cut your picture into squares. Glue the squares in a new design.
104. Illustrate a famous saying/quotation
105. Create your own storyboard/ comic strip.
106. Draw your favorite cartoon character with background.
107. Create a new cover for the book you are now reading
108. Think of a funny joke and draw it (ex. Why did the chicken cross the road)
109. FANTASY DRAWING – Create a fantasy building, creature, or landscape.
110. Fill the page with a variety of lettering styles (ex. Bubble letters) . Be creative! Find a poem – a favorite song - a list of favorite sayings –
111. Illustrate a two-word phrase using drawings of objects related to its meaning.
112. Freedom draw- You may draw anything you want- **You May use this only one time**

Each week you will learn about a new artist. You will be asked to keep notes of each artist in your sketchbook. The artist of the week notes will be graded with your sketchbook assignment on the first day of the week, usually **Mondays**. The Artist of the week notes are **worth 10 points each.**

In your notes you should included the follow:

ARTIST FULL NAME:
TITLE(S) OF ARTWORK:
DATES: born. - Died
ART MOVEMENT:
COUNTRY:
ART TERMS AND DEFINITIONS

Along with notes on each artists