

# We believe everyone can draw.

Drawing isn't just a skill – it's a powerful way to look closely, think critically and express yourself. In this booklet, we invite you to:





We are going to go through some warm up exercises and then cover 5 key elements of drawing Explore your surroundings and learn the key elements of drawing



Learn the rules to break them!

Let's warm up. Follow the simple activities below to get your mind thinking creatively

Scribble as fast as you can for 3 seconds!

Draw as slowly as you can for 10 seconds.

# Fexture Tone Composition

close your eyes
and let your pencil
guide you for

## Before I started to draw, I started to look ??

**Bridget Riley** 



When looking, you might observe the following elements that we will return to:

path of a pencil, pen, or brush.

FORM - the shape of something and whether it has depth, volume or looks 3-dimensional

TONE OR VALUE - how dight or dark something looks

TEXTURE - how something feels or looks like it would feel, such as rough, smooth, or soft

COMPOSITION - how all the parts of a drawing are arranged



For some inspiration, try these different ways of looking:







#### Make a hole here

Look through the hole and use it as a viewfinder.
What can you see?
Draw it here





Drawing is
about learning
to really look and see
what's there — the more
you practice, the more
details you'll notice
and the better your
drawings will be.



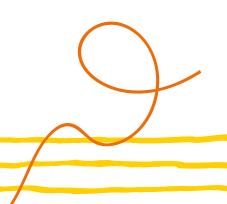


Find a comfy spot where you can sit and observe your surroundings.

2 Look closely around you. What shapes, curves, straight lines, patterns and shapes can you find?

Now, place your pencil
on the page – and don't lift it!
Let your eyes guide your hand
as you draw what you see,
using one continuous line.



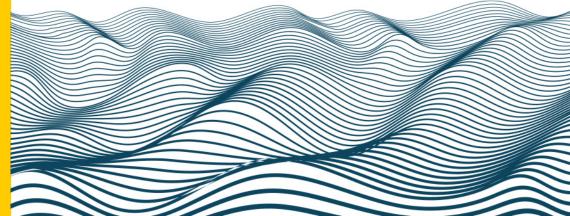






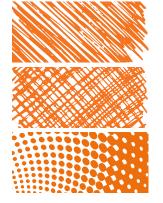
Look out to sea and uncover what patterns, rhythms, waves and lines you see.

Create your own sea here.



Tone is how light or dark something is. It can also be used to create "depth", making a 2D drawing look 3D. It's magic on a page! Sometimes people use the word "value" to describe tone.





Examples of shading, crosshatching, dots

gradient - the
lighter shading is
called "highlight",
and the darker
shading is
called "lowlight"

Us to LOWLIGHT ...:

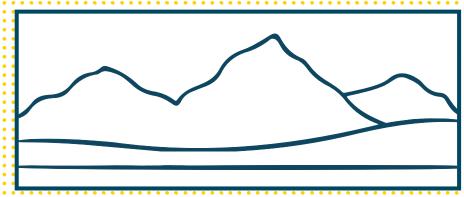
Use the boxes to experiment with tone.



#### TONE

Start with the image at the top and change your tone for each image.





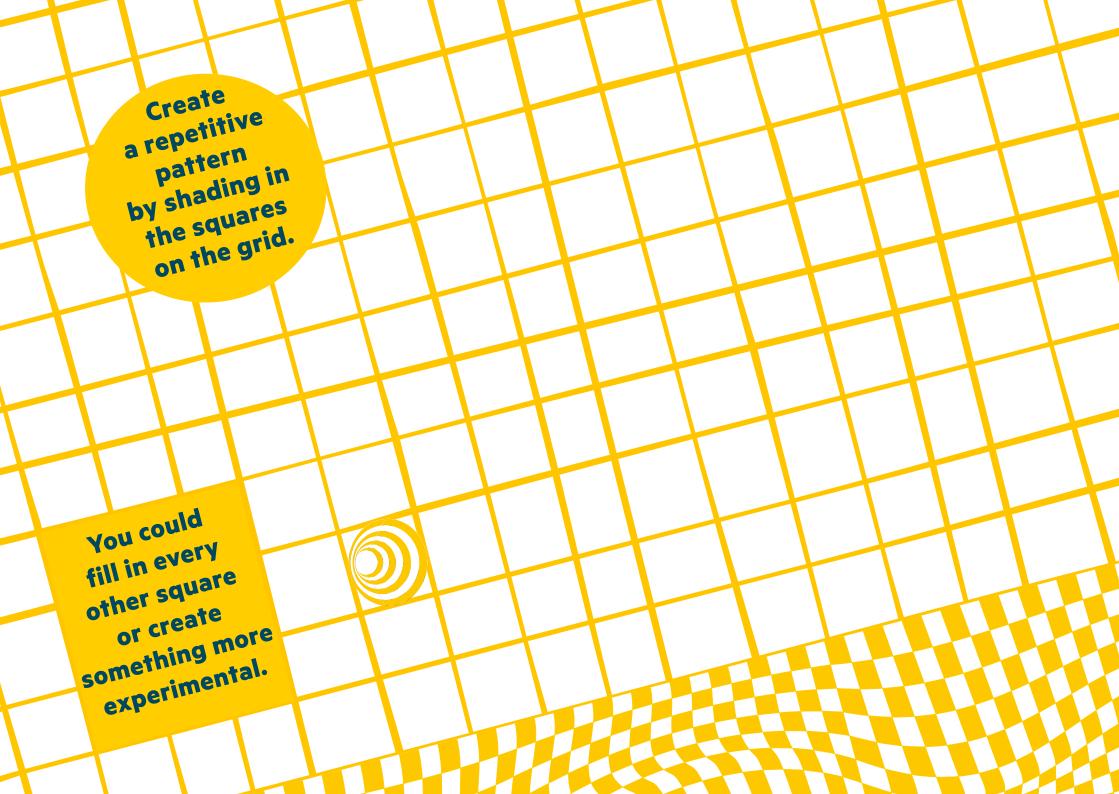


Does one appear to look happier? Which one is your favourite? Why?





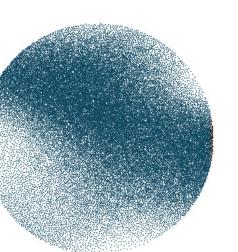


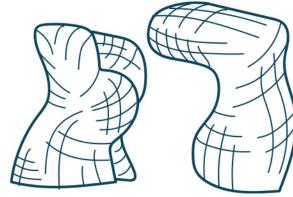


# **FORM**

Now let's try to combine the grid and tone. Observe the objects. Where are the shadows and where does the light hit? Use shading and tone to make a copy.







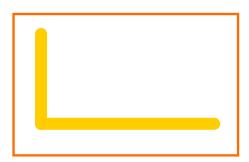
Now let's explore texture. For each word below, draw what you think it would feel or look like:

Prickly	
Fluffy	
•	
Bumpy	
Wet	
Soft	

# **COMPOSITION**

### Go outside.

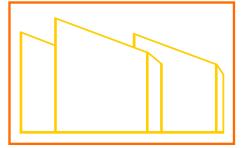
Drawing is a great way to explore different environments. Can you find the following shapes outside?



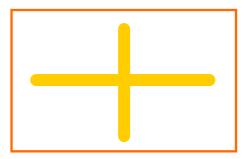


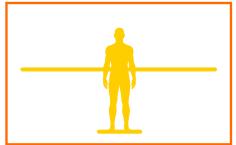
**L-Shape** 





**Diagonal** 





Cross

Tip – choose one of the shapes. Copy it onto tracing paper and hold up to your environment.

