

# Arts Track Sketchbook Assignments

Sketchbook assignments are given to help you grow as an artist. The more you draw, the better you get! Please do not copy or trace any images for your sketchbook assignments. You may use photos if needed or draw from observation. You can look at the work of others to draw inspiration, but should make it your own original piece.

## Sketch Rubric:

Students are responsible for turning in one sketchbook assignment every Friday\*. Sketches are posted on my website. Sketches should take at least an hour to complete. A late sketch will only be accepted from a student who had an excused absence on the Friday the sketch was collected. The student must hand in the sketch on the next class day they are present or it will be marked as a "0." Sketches must fill a minimum of 80% of the page, be shaded with pencil or colored pencil and done with the student's best effort to earn full 10 points.

*\*If we do not have class on Friday, sketches will be due on the following Monday.*

10-9 - "A" - Best effort, followed directions for assigned sketch, fully colored or shaded with pencil/colored pencil, used at least 80% of page,

8 - "B" - missing 1 of the requirements (didn't fill 80% of page, not shaded, not best effort, incomplete, not assigned sketch)

7 - "C" - missing 2- 3 of the requirements (didn't fill 80% of page, not shaded , not best effort, incomplete, not assigned sketch)

6 - "D" - did homework sketch in class on due date.

5 - "F" - Very poor effort.

0 - "F" - was present and didn't hand in anything. *Zeroes cannot be made up.*

## Assignment #1:

Draw something you like to draw or something that you feel you draw well. This is your chance to show what you can do!

## Assignment #2:

Draw a toothbrush and tube of toothpaste. Use line and value to capture the texture of the bristles on the brush and the creases in the tube. Re-name the toothpaste if you would like. Take time to capture all the details. Add a background if needed.

## Assignment #3:

Draw a shoe or pair of shoes. Any type of shoe will do. You could even draw flippers. Use value to capture the form of the shoes. Make sure you have dark and light values.

**Assignment #4:**

Illustrate your favorite poem or part of song. Use lettering or images that go with the words and arrange them in a creative way. Remember to fill the page!

**Assignment #5:**

Create a superhero. Your superhero can be male or female but must include a belt, a cape and a logo (like Superman's "S"). Add a setting or design to the background that goes with the superhero.

**Assignment #6:**

Find a cute baby picture of you and draw it. Copy the photo and use the grid method (learned in class) to draw if needed.

**Assignment #7:**

Find three objects around the house that don't go together and draw them. Use overlapping to create a sense of space in your drawing.

**Assignment #8:**

Find three objects that go together and draw them. For example, a jar of peanut butter, jar of jelly and a loaf of bread. Or, a blow-dryer, hairbrush and hairspray.

**Assignment #9:**

Draw a junk food from observation - chips, soda, candy, desserts, etc. You could draw several together.

**Assignment #10:**

Draw something that is not pretty. Be creative!!

**Assignment #11:**

Draw an animal in its natural environment. Can be a wild animal or a pet.

**Assignment #12:**

Draw a house built underground.

**Assignment #13:**

Draw an animal doing something only a human can do. For example, a cat riding a bicycle or a pig making pancakes.

**Assignment #14:**

Draw a view under a magnifying glass. Include the magnifying glass in the drawing.

**Assignment #15:**

Draw the interior of something. Could be the inside of jar of something, a drawer, a closet, a make-up bag, your mouth, etc. Include at least part of the outside as well.

**Assignment #16:**

Draw a landscape in winter. Can be realistic or imaginary.