

Art I & II Elaborate Sketchbook Assignments:

Hello PHS Artist!

You are being tasked to create “upscale” sketchbook entries for NO LESS than 30 minutes a day. You will need to work for this amount of time or longer to earn a high grade on these assignments, and you need to make sure to use good craftsmanship in your work. Be sure to look at the grading rubric on page 2 to see how you will be graded.

Directions: You will complete a high-quality sketchbook entry each day by choosing a prompt and technique/medium from the provided lists on pages 3-5.

Materials to Use: You may use any paper you have available that is near the size of your sketchbook paper. Everything can be done with a simple pencil/pen. If you have colored pencils/markers/watercolor, you may use those to add to your drawings, as well. KEEP your work to turn in!

Techniques: Remember, we have learned a lot this year! You may use hatching, crosshatching, stippling, Zentangle patterns, blending with a pencil, contour lines, color theory, silhouettes, as well as the elements of art. If you do not remember something, google it or look it up on YouTube to help you. These are some great resources at your disposal!

Assignment Examples: Draw family members with things that are important to them using pen and ink shading techniques. Draw a contour line drawing of what you think lives at the very bottom of the ocean.

THINGS TO THINK ABOUT WHILE PLANNING/WORKING/FINALIZING:

1. How will you plan to fill up the page?
2. How will you design your background?
3. How will you ensure your work is nice and neat?
4. What is your finished piece trying to say/What is the message?
5. Are your techniques showing depth?
6. What details will you include in your drawing?

ASSIGNMENT GRADING RUBRIC

10 = 100, 9 = 90, 8 = 80 Etc....

10 - Sketches are thorough and informative. Sketches show an abundance of thought, planning and visual description of ideas for project. Sketches show contemplation of the project and all that is involved, reflecting a thorough amount of time, effort and work put into the drawings. Sketches show use of color, experimentation, creative thought, and exploration of mediums (i.e. Pencil, ink, colored pencil, paint, collage, etc.)

9 - Sketches are well done and contain a lot of information. Sketches show thought, planning, and visual description of ideas for a project. Sketches embody thought for the project and show a good amount of work and effort put into the drawings. Sketches show use of color, experimentation, creative thought, and some exploration of mediums.

8 - Sketches are completed and show some information. Sketches have some thought, some planning, and some visual description of ideas for the project. Sketches show some thought for the project and some work and effort are put into the drawings. Sketches show some use of color, experimentation, creative thought, and minimal exploration of mediums.

7 - Sketches are done. Sketches have thought, planning and visual description of ideas, but could use more elaboration on what is being designed. Sketches exhibit average thought, work and effort on the project and drawings. Sketches have very little use of color, experimentation, creative thought, and exploration of different mediums.

6 - Sketches are mostly done. Thought, planning and visual description is minimally present. Sketches do not exhibit much thought, work, or effort on the drawings. Sketches have little to no use of color, experimentation, creative thought, or exploration of mediums.

5 - Unacceptable work and basically no attempt at the assignment what so ever, but "something" is done.

0 - Nothing is done and nothing is turned in to Instructor.

100 SKETCHBOOK PROMPTS



PEOPLE

- Draw someone you sit by in an odd pose.
- Draw family members with things that are important to them.
- Draw yourself (or someone else) painting toenails.
- Find a quiet place in a crowd. Draw the crowd.
- Draw a relative by the light cast from a TV/Phone/Computer or other screen.
- Make a portrait of yourself in twenty years. Or in fifty years. Or both.
- Draw a masked man (or woman) that is not a superhero.
- Draw the ugliest baby you can imagine.
- Draw two sports figures—one in a dynamic pose, one in a static pose.
- Draw two self-portraits with odd expressions.
- Draw something or someone you love.
- Draw hair. A lot of it.
- Take a picture of someone near you on a bus or in a car. Draw them.



ANIMALS

- Draw an animal eating another animal.
- Draw your art teacher in a fight with an animal.
- Draw an animal playing a musical instrument.
- There is an animal living in one of your appliances. Draw it.
- Draw a dead bird in a beautiful landscape.
- Draw something from a pet's point of view.
- Draw an animal taking a bath.
- Draw an animal taking a human for a walk.
- Combine 3 existing animals to create a completely new creature.
- Draw a family portrait. Plot twist: It is a family of insects or animals.
- Draw an animal playing a musical instrument.
- Draw the most terrifying animal you can imagine. Or the most adorable.



FOOD

- Draw a pile of dishes before they get washed.
- Tighten a C-Clamp on a banana. Draw it.
- Draw a slice of the best pizza you have ever seen.
- Draw junk food and the wrapper.
- Draw your favorite food.
- Create your own restaurant. Draw the restaurant, your executive chef, and a 12-item menu.
- Draw the ingredients or process of your favorite recipe.
- Draw salt and pepper shakers.
- Draw fresh fruit or vegetables, or something fresh from the oven.
- Draw a salad.
- Draw the oldest thing in your refrigerator.
- Draw a piece of fruit every day until it becomes rotten.
- Draw everything on a restaurant table.



OBJECTS

- Draw what is in the rearview mirror of the car.
- Draw moving water. Draw still water.
- Draw an object floating.
- Make a drawing of all of your drawing materials.
- Find a trash can. Draw its contents.
- Draw tools that belong to a certain profession.
- Draw three objects and their environments. One of the three should be in motion.
- Draw the interior of a mechanical object. Zoom in, focus on details and shading.
- Create three drawings of messes you have made.
- Draw five objects with interesting textures: wood grain, floors, tiles, walls, fabric, etc.
- Draw a collection of purses, wallets, or bags.
- Draw your favorite well-loved object or childhood toy.
- Draw a watch or another piece of jewelry.
- Draw something hideous that you keep for sentimental reasons.
- Draw something with a mirror image.



TECHNICAL SKILL/SKILL DEVELOPMENT

- Draw all the contents of your junk drawer with one continuous line.
- Make a detailed drawing of a rock.
- Draw a dark object in a light environment.
- Draw a light object in a dark environment.
- Make a detailed drawing of five square inches of grass.
- Draw a transparent object.
- Draw a translucent object.
- Do several studies of eyes, noses, and mouths in a variety of poses.
- Draw an interesting object from three different angles.
- Value Studies—Draw three eggs and part of the carton with a strong light source.
- Draw three metallic objects that reflect light. Focus on highlights and reflections.
- Refraction—Create two drawings of separate objects partially submerged in water.
- Make three drawings (your choice of subject) using materials with which you are not familiar.
- Draw a piece of patterned fabric with folds.
- Draw a bridge and all of its details.



CREATIVITY/ORIGINALITY

- Draw yourself as an original superhero.
- Make a drawing that looks sticky.
- Draw a mysterious doorway or staircase.
- Draw an empty room. Make it interesting.
- Draw a flower. Make it dangerous.
- Draw an object melting.
- Draw an imaginary place, adding all kinds of details.
- Draw a gumball machine that dispenses anything but gumballs.
- Danger! Draw yourself in a dangerous situation.
- You are on the back of the bus. Figure out who is with you, where you are going, and why. Illustrate and explain.
- Draw what's under your bed (real or imagined).
- Draw the most incredible game of hide-and-seek you can imagine.
- Create a new sport. You can improve an existing sport, combine two existing sports, or come up with something completely new.



OPEN-ENDED THEMES

- Make a drawing that is totally truthful.
- Make a drawing that lies all over the place.
- Make a drawing that is completely and utterly impossible.
- Story Illustration: Fix a story that you don't like, or reflect/improve upon one you do.
- Let someone else choose your subject and tell you what to draw.
- Draw your greatest fear.
- Use song lyrics, quotes, or poetry to inspire a drawing.
- Find the three most useless objects you can and draw them.
- Draw an interesting form of transportation.
- Draw something for which you are thankful.
- Go somewhere new and draw what you see.
- Draw something that can't be turned off.
- Draw something soothing.
- Draw something you think sounds or smells incredible.
- Draw something that needs fixing.
- Draw something you've always wanted.
- Draw something out of place.
- Draw something that should have been invented by now.
- Draw something you keep putting off, or something that causes you to procrastinate.