

# Sketchbook Assignments

As an artist in junior high, you will be required to complete at least five sketchbook assignments every nine weeks. The purpose of a sketchbook is to encourage you to look harder at things, use your imagination, and explore ideas and techniques that interest, challenge, and stimulate you. In addition to the required sketchbook assignment, you are encouraged to fill this space with your own work and drawings of your choice (as long as they are appropriate for school). Use your sketchbook as a place to let out your ideas and thoughts through your art.

Sketchbook due dates will be posted on the white board at the beginning of each nine weeks. Each entry will be worth 50 points. To receive the full 50 points your drawings must meet the following expectations:

- Only draw on one side of the paper, do not use the back.
- Drawing must fill the entire page.
- Drawing must use full color or shading. You may use crayons, pencils, colored pencils, etc. – No Paint!
- You should use at least 3 different materials each nine weeks.
- Drawing must show great attention to detail (no stick figures!) Draw from life as much as possible.
- Drawing must be chosen off of the list of ideas given to you (in no particular order).
- The date that your sketch is due must be written in the top right corner of the sketchbook page.
- The number of the sketch idea you completed must be written in the top left corner of the sketchbook page

Grading Rubric (Each category is worth 10 points)	
Fulfilled all points of the idea	10
Fills the page	10
Page is well designed; interesting composition	10
Time & effort is evident in craftsmanship and detail	10
Turned in on time	10
<b>Total:</b>	<b>50</b>



<ol style="list-style-type: none"> <li>1. Draw the inside of your closet</li> <li>2. Illustrate your favorite poem</li> <li>3. Draw the contents of a trashcan</li> <li>4. Drawing of a house plant (real or artificial)</li> <li>5. Draw an object with a surface texture</li> <li>6. Draw tools used in certain professions (ex. plumber, hairdresser, teacher)</li> <li>7. Draw a tennis shoe</li> <li>8. Draw a grouping of leaves</li> <li>9. Draw something you might find in a department store display</li> <li>10. Draw a large jar and fill it up with something (candy, toys, rocks, etc.)</li> <li>11. Design a school desk</li> <li>12. Draw your favorite snack food</li> <li>13. Draw an object melting</li> <li>14. Draw a bowl of fruit and shade it</li> <li>15. Draw hands holding something</li> <li>16. Draw a mechanical object</li> <li>17. 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.</li> <li>18. Draw important people in your life</li> <li>19. Draw what you would see if you looked through a key hole</li> <li>20. Draw the contents of your desk drawer</li> <li>21. Draw the contents of your refrigerator</li> <li>22. Draw the inside of your garage</li> <li>23. Draw the view from your bedroom window</li> <li>24. Before the dishes are washed, draw them</li> <li>25. Draw a pile of laundry waiting to be washed</li> <li>26. Draw yourself in a mirror</li> <li>27. Draw someone playing an instrument</li> <li>28. Draw your hand in multiple positions (at least 3)</li> <li>29. Draw your hand holding different objects (at least 3)</li> <li>30. Draw your favorite animal</li> <li>31. Draw what is in the rear view mirror of a car</li> <li>32. Draw a piece of cake and make it look delicious</li> <li>33. Draw moving water; Draw still water</li> <li>34. Draw an object looking through a microscope</li> <li>35. Draw an object seen through glass (draw from observation, not your imagination)</li> <li>36. Draw something floating</li> <li>37. Draw what you would see below if you climbed a ladder</li> <li>38. Draw what you would see below if you climbed a mountain or hill</li> <li>39. Lie on the floor and draw what is at eye level</li> <li>40. Draw an apple, pear, banana, etc...</li> <li>41. Draw your favorite ice cream</li> <li>42. Cut a picture into small pieces, rearrange the picture in a different order, and then draw it.</li> <li>43. Draw an invention you would like to create</li> <li>44. Make a portrait of yourself and what you think you will look like in twenty years</li> </ol>	<ol style="list-style-type: none"> <li>45. Draw a vase and a beautiful flower arrangement in it</li> <li>46. Draw your idea of paradise</li> <li>47. If animals could draw, what would their artwork look like? Draw it.</li> <li>48. Draw a necktie and design an interesting pattern on it</li> <li>49. Draw a medal for yourself. It must be designed for the thing that you do best.</li> <li>50. Draw a city</li> <li>51. Draw another planet</li> <li>52. You are a toy designer; Draw your new toy</li> <li>53. Draw a scene from your early childhood</li> <li>54. Draw a crowded elevator on Halloween</li> <li>55. Draw a poster to advertise your favorite movie</li> <li>56. Draw your view from an airplane window</li> <li>57. Draw what you think a garden would like from the view of an insect</li> <li>58. Draw a sandcastle you would build</li> <li>59. Draw a view under a magnifying glass (include the magnifying glass)</li> <li>60. Draw a boat you would like to travel in around the world</li> <li>61. Design a house that you would like to live in</li> <li>62. Write a large number in the middle of the page. Turn it into a person/animal.</li> <li>63. Draw a picture. Cut your picture into squares. Glue the squares in a new design.</li> <li>64. Illustrate a famous saying/quotation of your choice, include the saying/quote</li> <li>65. Draw your greatest fear</li> <li>66. Create your own © (You must get the idea approved BEFORE</li> </ol>
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