

Pathfinder Drawing Honour - Worksheet



Equipment Needed:

- Before the session please ensure that you have the following available:
 - Pencils, (at least one, but preferably a selection of drawing pencils; HB, 2B, 6B)
 - Eraser
 - Ruler
 - Paper (minimum A4 size, at least 4 Sheets)
 - Pencil Sharpener.

Section 1 - Getting Started

Question 1:

- Make a list of drawing media.

Question 2:

- What is Chiaroscuro and what effect does it have on drawing?

Question 3:

- Draw a value scale with at least ten different values.

Section 2 - Techniques

Question 4:

- Understand and describe these types of subject matter:

- a. Portraits _____
- b. Landscapes _____
- c. Still Life _____
- d. Abstract _____

Question 5:

- What is the best way to begin drawing until you are sure all sizes, placement and proportions are correct?

Question 6: (Activity 1)

- Draw an animal using simple shapes such as squares, triangles, rectangles.

Question 7: (Activity 2)

- Make a freehand sketch of an animal showing, in values, the distribution of colour.

Section 3 - Perspective

Question 8:

- Explain Linear Perspective and list three ways to achieve it when drawing a landscape.

Question 9:

- Explain the difference between eye level, bird's eye view and worm's eye view.

e. Eye Level _____

f. Bird's Eye View _____

g. Worm's Eye View _____

Question 10: (Activity 3)

- Draw a cylindrical object and a rectangular object grouped together a little below the eye, showing proper perspective, light and shade.

Section 4 - Landscapes

Question 11: (Activity 2)

- How do you show foreground, middle ground and background in a simple landscape.

Question 12: (Activity 4)

- Make a drawing of some landscape near your home.

Question 13: (Activity 5)

- Draw and shade in a still life. Make it personal and interesting. Add personal touches and objects that you are excited about. This will make your artwork more fun and easier for you to finish.

Question 14: (Activity 2)

- Memorise Psalm 33:6 and discuss how it relates to drawing.
