

5th and 6th grade art

1. Read the below article about Claude Monet and do the activities on page 2 <https://www.education.com/download/worksheet/125156/monet.pdf>
2. Using the drawing directions, draw the dinosaurs
3. Draw yourself enjoying a day on the beach using the beach directions
4. EXTRA CHOICE #1: Design a rocket ship that would take you to the planet of your choice. What would it look like? Where would you go? How would it work?
5. EXTRA CHOICE #2: Imagine you came across an animal that was a combination between a mythological creature and a real animal. What would it look like? What creatures and animals did you combine? What texture are they (fur, feathers, skin, scales, etc.) What colors are they? Draw what your new animal would look like!

DINOSAURS

DRAWING A PTERANODON...

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1. START WITH A COUPLE OF "EGG-SHAPED" EYES.
 2. ADD THE TOP OF THE BEAK.
 3. ADD THE LOWER SECTION OF THE BEAK.
 4. NEXT, START THE TOP OF THE HEAD.
 5. FINISH THE HEAD



WHEN YOU DRAW LARGE DINOSAURS, IT'S ALWAYS A GOOD IDEA TO START WITH A "LIGHT" PENCIL SKETCH!

A TYRANNOSAURUS

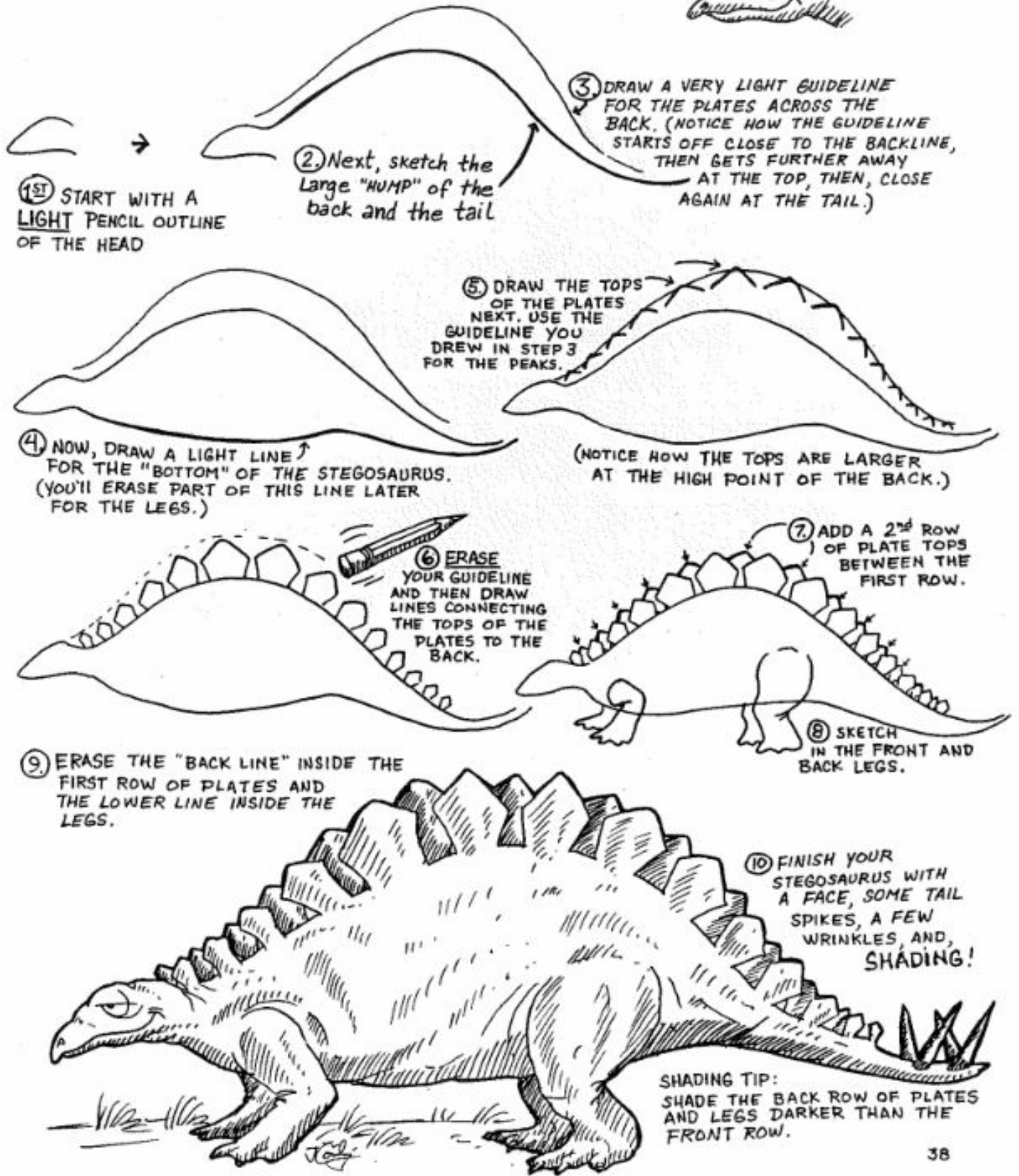
DRAW A HEAVY OUTLINE AROUND YOUR DINOSAUR TO HELP IT "STAND OUT"

USE SEVERAL "SHAKY, BROKEN" LINES TO SHOW THE LEATHER-LIKE TEXTURE OF THE SKIN.

FINALLY, FINISH YOUR DRAWING BY ADDING SHADING TO MAKE YOUR DINOSAUR LOOK 3-DIMENSIONAL.

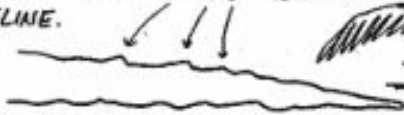
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6. NEXT, ADD THE ARMS AND FINGER TIPS.
 7. FINISH THE FRONT OF THE WINGS WITH 2 LONG CURVED LINES.
 8. NOW, ADD THE BACKS OF THE WINGS.
 9. FINISH YOUR PTERANODON WITH A SHORT TAIL, A BACK, AND A COUPLE OF LEGS.

HOW TO DRAW A STEGOSAURUS



Adding Wrinkles...

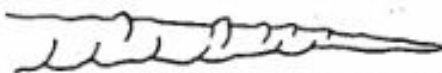
1st. AS YOU OUTLINE YOUR DINOSAUR, PLACE A FEW "BUMPS" ALONG THE OUTLINE.



Use "CONE" Shading ON YOUR DINOSAUR'S BUMPS TO MAKE THEM LOOK 3-D.

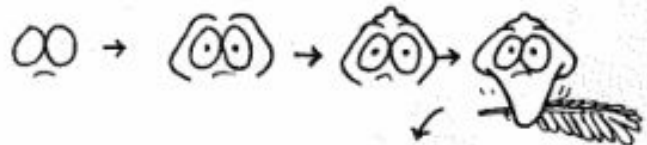


2nd. MAKE THE "BUMPS" INTO WRINKLES WITH A FEW CURVED LINES.



NOTICE HOW ALL THE CURVED LINES CURVE THE SAME DIRECTION!
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3rd. WHEN YOU ADD SHADING, REMEMBER TO ADD SHADING TO YOUR "WRINKLES"!



To Create a "SCENE", FIRST START WITH A ROUGH OUTLINE.

NEXT, CLEAN UP YOUR LINES AND REFINE THE SHAPES.

FINALLY, ADD TEXTURES AND SHADING TO YOUR DRAWING!



SKIN PATTERNS FOR YOUR DINOSAUR!

ZEBRA STRIPES
FIRST OUTLINE THE STRIPES AND THEN FILL THEM IN.

SINCE NO ONE KNOWS WHAT THE SKIN OF A DINOSAUR MIGHT HAVE LOOKED LIKE, YOU CAN BE AS CREATIVE AS YOU WISH WHEN YOU FINISH YOURS. HERE'S SOME DIFFERENT PATTERNS ON A BRONTOSAURUS.

CAMOUFLAGE
OUTLINE THE SHAPES 1ST, THEN FILL THEM IN WITH DIFFERENT SHADES OR COLORS.

SCALES →

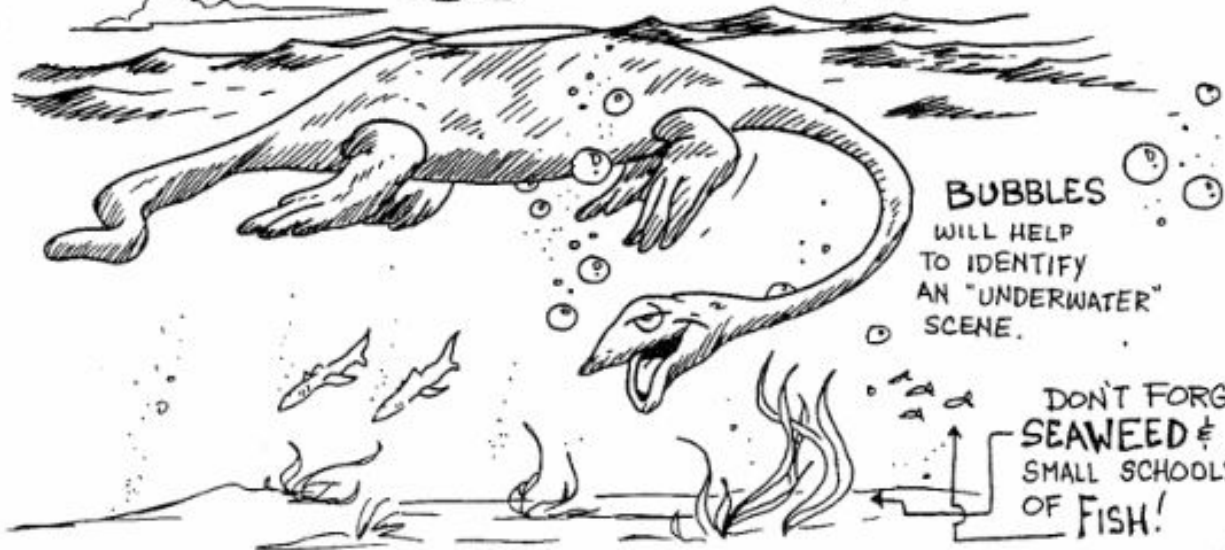
TO CREATE THE LOOK OF 'SCALES', DRAW A LONG ROW OF U'S (uuuuu), THEN ADD ANOTHER ROW UNDER THE FIRST (uuuuu). KEEP ADDING ROWS UNTIL YOU COVER YOUR DINOSAUR. AFTER YOU HAVE COVERED YOUR DINOSAUR WITH SCALES, THEN, ADD SHADING.

FUR →

ALTHOUGH MOST PEOPLE WOULD DOUBT A "FUR-COVERED" DINOSAUR, IT IS YOUR CREATION SO... WHY NOT?

HOW ABOUT WRINKLES?

BUMPS
CAN ADD AN INTERESTING "TEXTURE" TO YOUR CREATION.



BUBBLES
WILL HELP TO IDENTIFY AN "UNDERWATER" SCENE.

DON'T FORGET SEAWEED & SMALL SCHOOLS OF FISH!



1. START WITH A "SPIDER" SHAPE.



2. ONE AT A TIME, ADD PALM "LEAVES" ALONG EACH SPIDER LEG.



3. FINISH THE PALM TREE WITH A TRUNK.

LIFE ON THE

BEACH



BURY PART OF SURFBOARDS IN THE SAND. (NOTICE HOW DOT SHADING HELPS WITH THE "SAND")



USE "RINGS" TO SHOW THINGS STICKING OUT OF THE WATER.



USE SOME CLOUDS & BIRDS TO ADD A LITTLE INTEREST TO THE SKY



REPEAT THE BEACH LINE INTO THE WATER.



USE DOTS, LITTLE CIRCLES, AND STARS TO "FILL IN" YOUR BEACH.