

# Art 30S – Journal Outline

The purpose of the assignments is to make you look harder at things, use your imagination, and explore ideas that interest and challenge you. Full shading and details are expected. Use of coloured pencils, pen and ink, or your favourite materials is fine. This is your place to experiment and grow.

You must choose at least 5 prompts each marking period (10 in total) over the semester. If you do each entry thoughtfully and to the best of your ability, you will always have a good grade in your sketchbook.

Each entry should fill the page. It can even extend to two. Simple entries will earn low grades. Avoid doing entries at the last minute. They take time!

## **Remember, you are only limited by your imagination.**

1. Think of 3 different animals. Combine the head of one, the body of the second, and the legs of the third. Name your creation.
2. Draw an imaginary place and remember to show rich detail.
3. Draw a spider that nobody has ever seen before.
4. Illustrate a famous quote/saying.
5. Draw a view of a jungle.
6. Draw something not pretty.
7. Draw a house built underground.
8. Draw a jar and fill it with something (candy, toys, etc)
9. Triptych: draw yourself at 16 years old, 30 and 80 years old.
10. Create a Dr. Seuss landscape.
11. Create a costume/outfit for 2090.
12. Draw a landscape from another planet (or from the future).
13. Draw a scene from your early childhood.
14. Draw an underwater scene.
15. Keyhole: what would you see through a keyhole?
16. Draw an object of interest from 3 different views.
17. Draw your greatest fear.
18. Draw a cartoon character.
19. Favorite colour – fill the page!
20. “I cannot live without...”
21. Free Choice (the teacher has a list of other topics to pick from, but you may only use this option once).