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BY RACHEL GOLDSTEIN

**ART DRAWING GAMES AND
ACTIVITIES FOR KIDS**

**HUGE ACTIVITY BOOK TO PROMPT
CREATIVITY AND SILLY DRAWINGS**



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DRAWINGHOWTODRAW.COM
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TUTORIALS
FOR KIDS
LIKE YOU!**

DRAW A FACE

Draw a cartoon face from the word "face"!



1. face

2. face

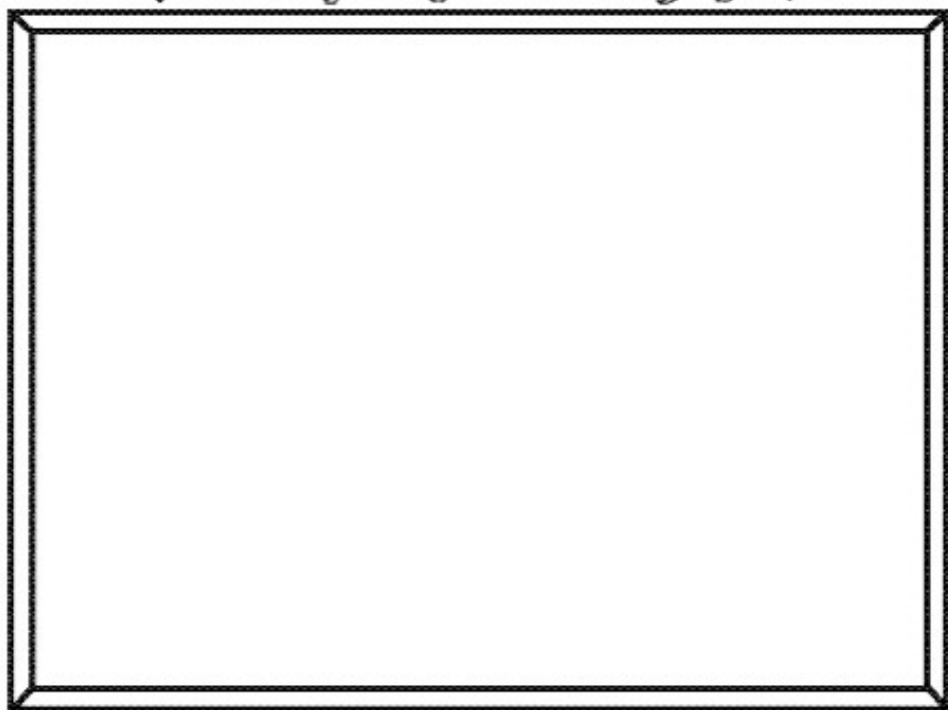
3. face

4. face



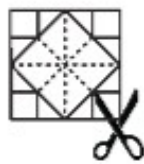


↓ NOW YOU TRY ↓

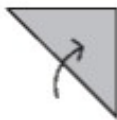


DRAWING COOTIE CATCHER

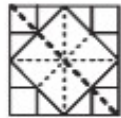
On the following pages you will find a few cootie catcher games. If you have never seen one, I'm sure your parents can clue you in how to play. These are super fun to play with!



Cut out the square.



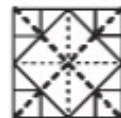
Fold over.



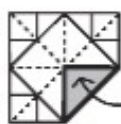
Unfold.



Fold over.



Unfold.



Fold all
4 Corners
to Center.



So it
Looks
Like This.



Keep Folds
Together &
Turn Over.



Now Fold
All the
Corners in
Again.



Until it
Looks Like
This.



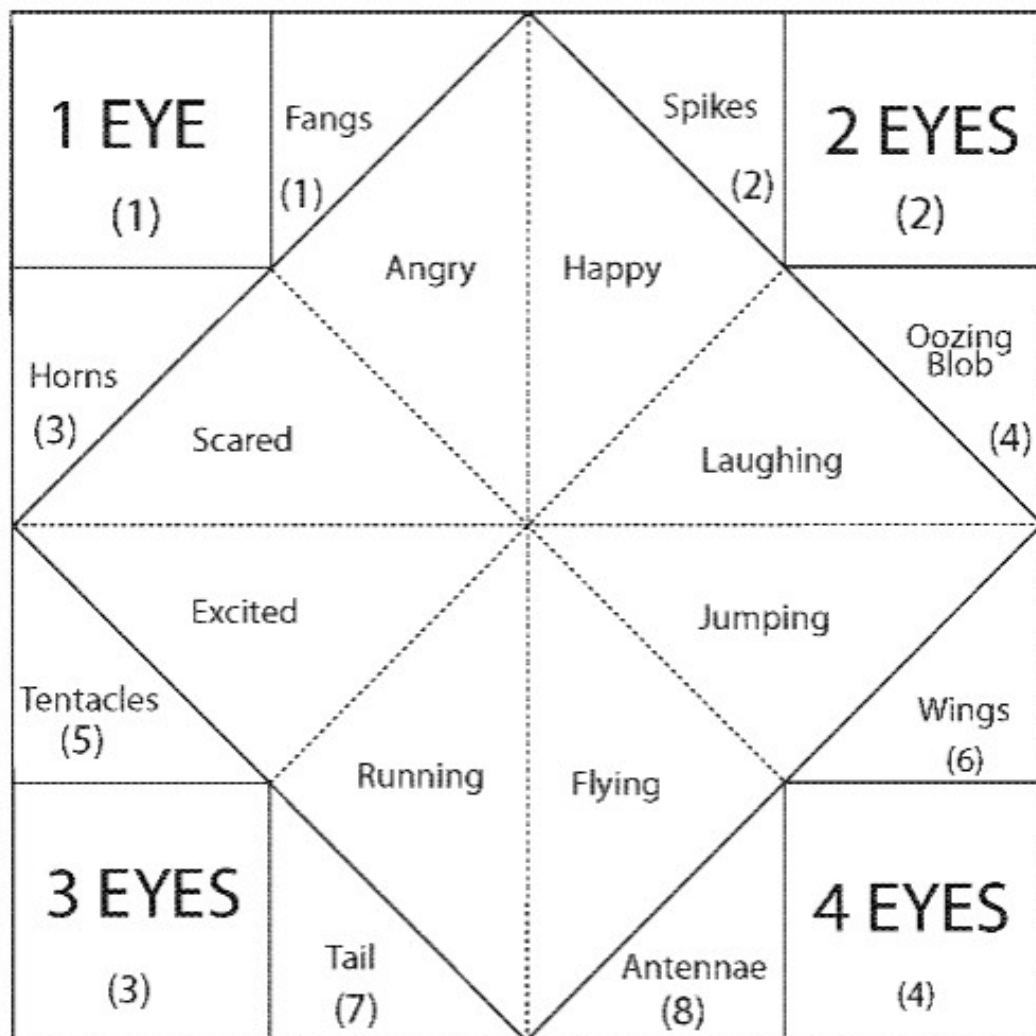
insert fingers
in pockets

Fold in half
inwards.



Now you should rotate your hands, bringing your thumbs and index fingers together. Now the cootie catcher should expand and then shrink back again.

MONSTER COOTIE CATCHER



(1) Ask a partner to pick a number. Whatever number they choose is how many eyes their monster has. The partner should draw the eyes. Pinch and Pull the Cootie Catcher opened and closed the number of times that they chose. Tell the partner the numbers available for them to choose.

(2) Ask partner to choose another number. Tell them the word that is next to that chosen number. The partner should draw that item too. Pinch and Pull the Cootie Catcher opened and closed the number of times that they chose.

(3) Then open up the cootie catcher and give the partner the 2 options that are inside the cootie catcher (for example, Running / Flying). Your partner then gets to choose which one of these he wants to draw.

ROLL-A-DOODLE GAME

Let this game of chance predict your next drawing!



1. Either find a dice or fold the paper dice template (on the next page).

1st Turn Body						
2nd Turn Eyes						

1st Turn

2. Go to the turn that you are on ... so, for example, if you are on your first turn, then go to "1st Turn" on the first column.

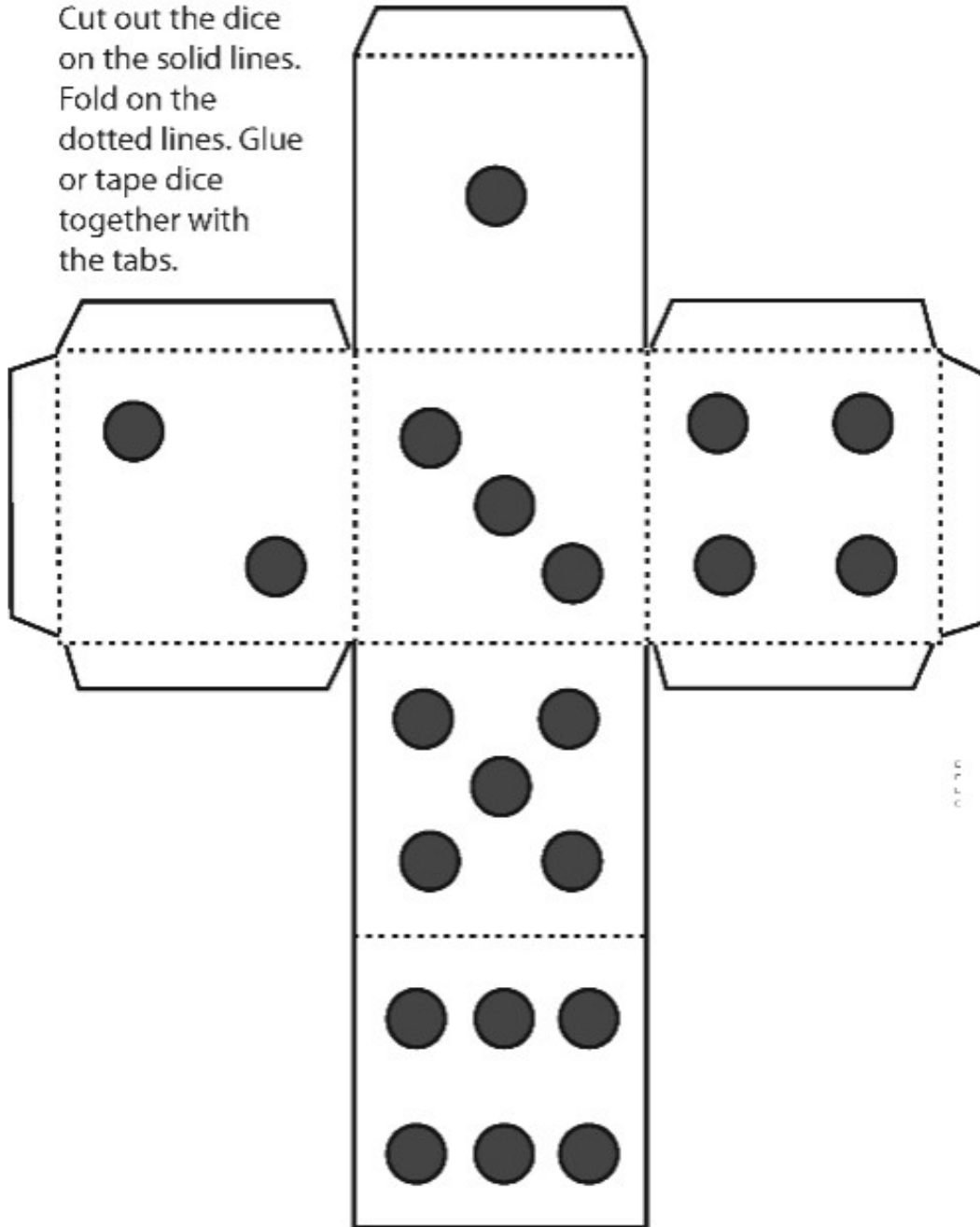
1st Turn Body						

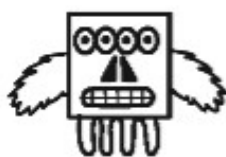
3. Roll the dice. Look for the number on the dice and match it to the dice pictured in the first row. If you are on the first turn, and you rolled a 3 on the dice, then you would draw a triangle shape (in the example above).

4. Continue on to "Turn 2" (and then the next turn, etc) until your drawing is done.







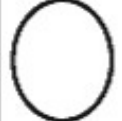














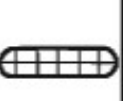


















FOLD-A-DICE

Cut out the dice on the solid lines. Fold on the dotted lines. Glue or tape dice together with the tabs.



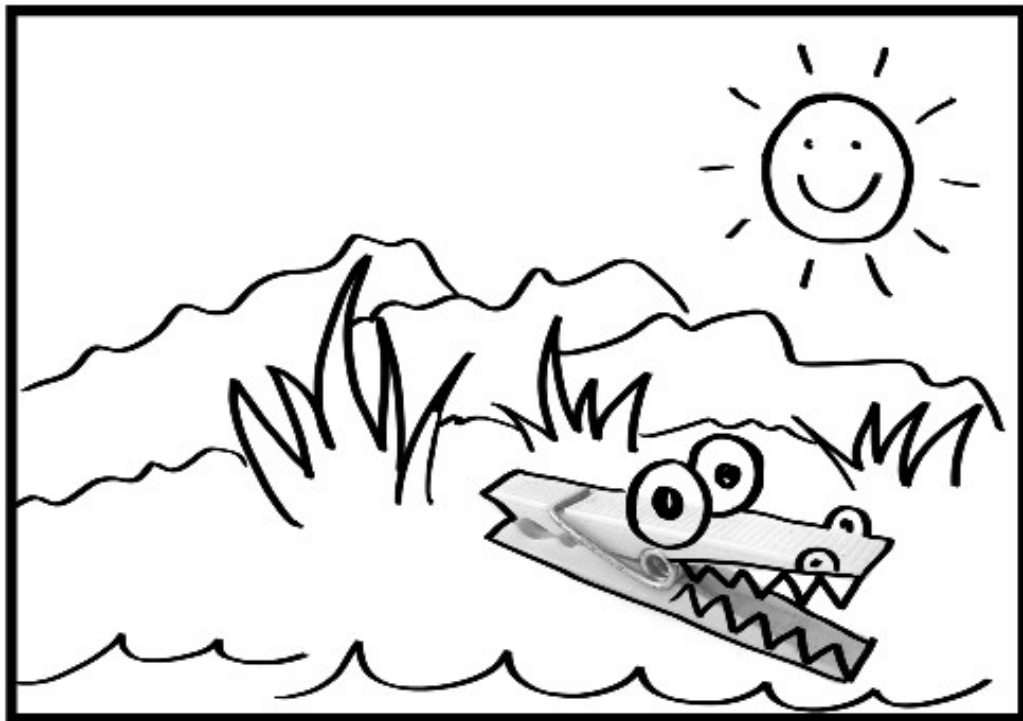


ROLL-A-CREATURE

						
1st Turn Body						
2nd Turn Eyes						
3rd Turn Mouth						
4th Turn Nose	no nose					
5th Turn Arms						
6th Turn Legs	no feet					

CLOTHESPIN PROMPT

Use the boring clothespin picture (on the next page) to start your imagination churning. Below is an example drawing...but imagine up your own picture!



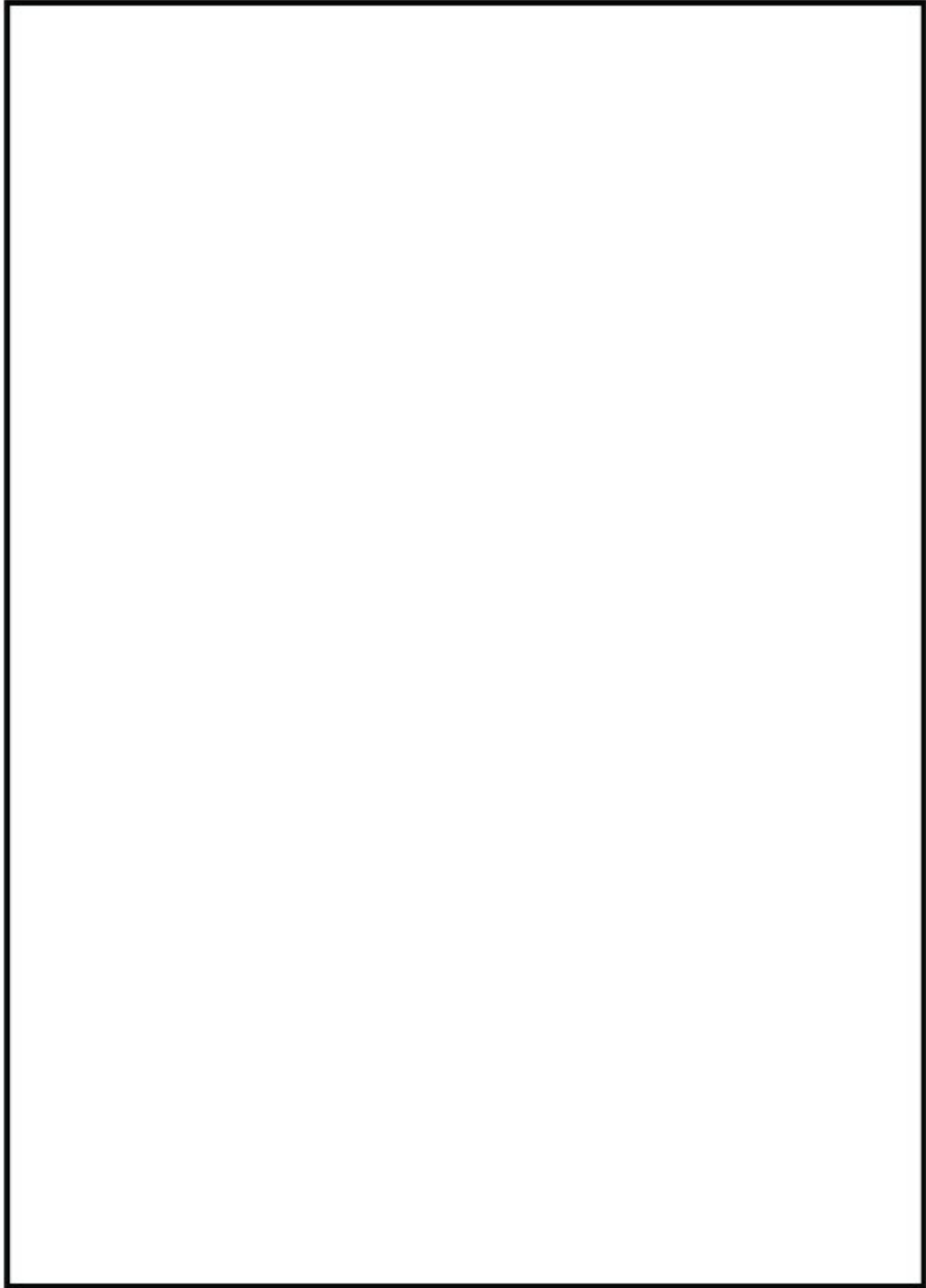


WORD SEARCH DRAWINGS

Write down the first 10 words that you find in the following word search. Then, if you dare, draw a picture using all of those words. There is a spot on the next page to draw your words.

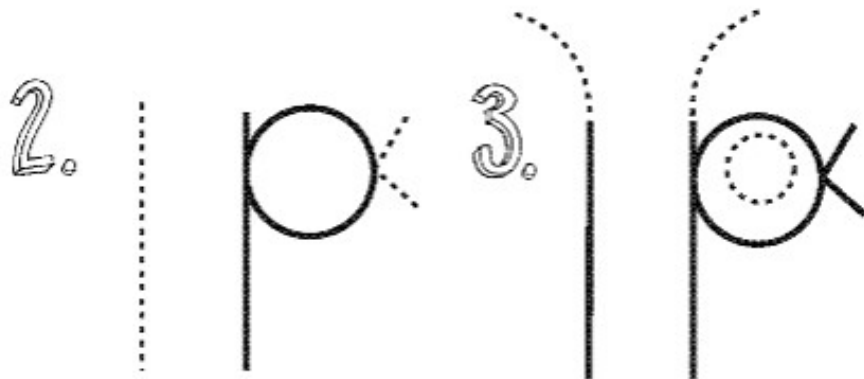
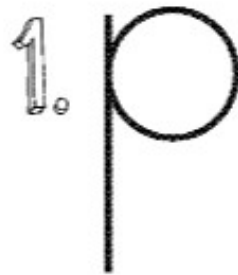
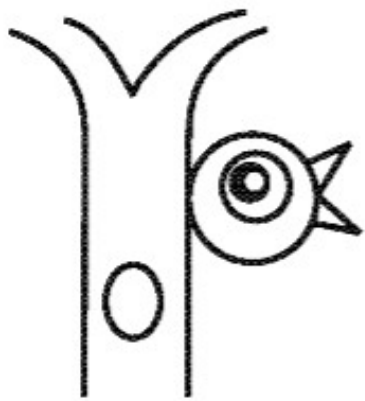
E E A E G A B R A G F E N C E
N A I C I S U M Y R S T U V S
G R E L C G B N A U R N C A G
O E K R H L T M O E I H X P P
R A R R O A E H S C I O A E U
F P V I C S N E O L P I M S T
T E G I O S D R L H N K U R G
E N A T L E N S O T C L U O A
B C R S A S I N I O J C C H R
A I D I T O E N L E K R A C A
H L E T E D G B W S S L V U G
P N N R N T T E K N A L B D E
L I E A S E L Y E N M I H C L
A L H O C R T E N T R E E S M
E S O N Y S S E C N I R P N R

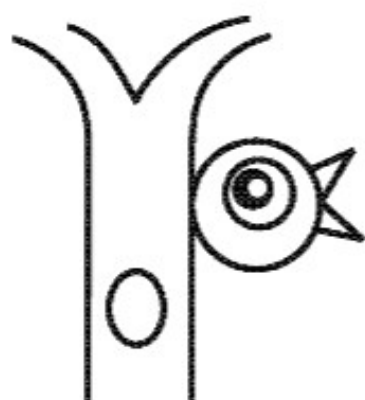
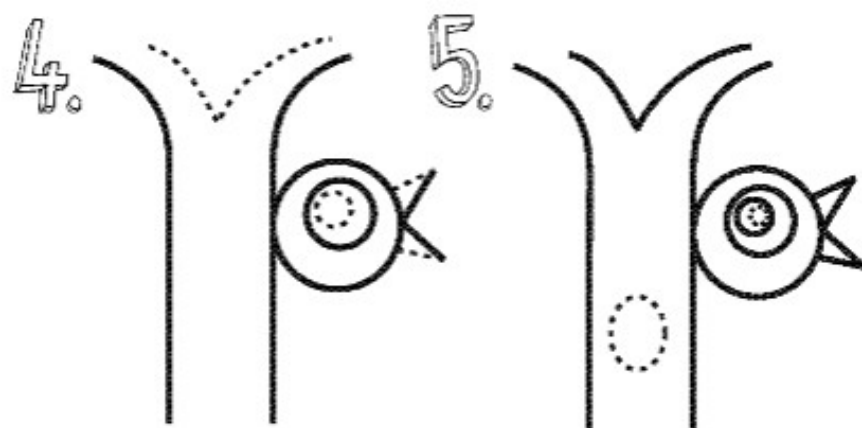
FOUND WORDS:



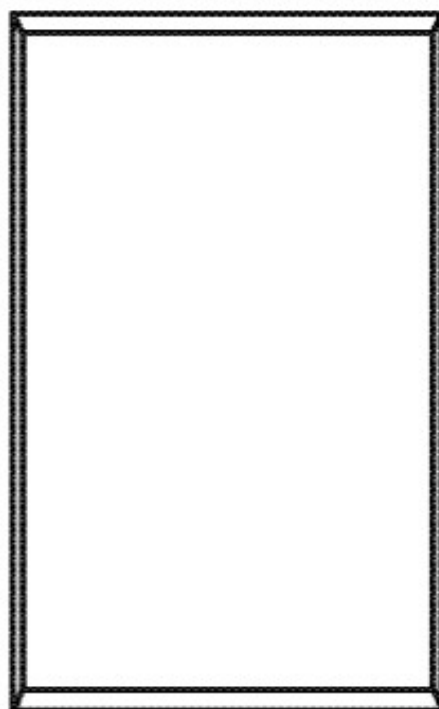
DRAW LETTER P BIRD

Here is a cute drawing lesson for turning a letter "P" into a bird peeping out of a tree.





↓ NOW YOU TRY ↓



LETTER NUMBER DOODLES

Now you invent some letter and number drawings!

#8 Snowman

Letter E Robot

Letter A Witch

LETTER NUMBER DOODLES

Now you invent some letter and number drawings!

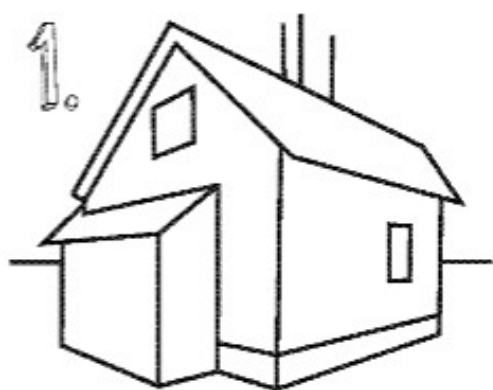
Letter B Butterfly

Letter F Building

Letter H House

DRAW MISSING PARTS

We have erased parts from the 3 drawings below. Look at the first picture to see what we erased...then draw the missing parts.



DRAW MISSING PARTS

We have erased parts from the 4 drawings below. Look at the first picture to see what we erased...then draw the missing parts.



1.



2.



3.

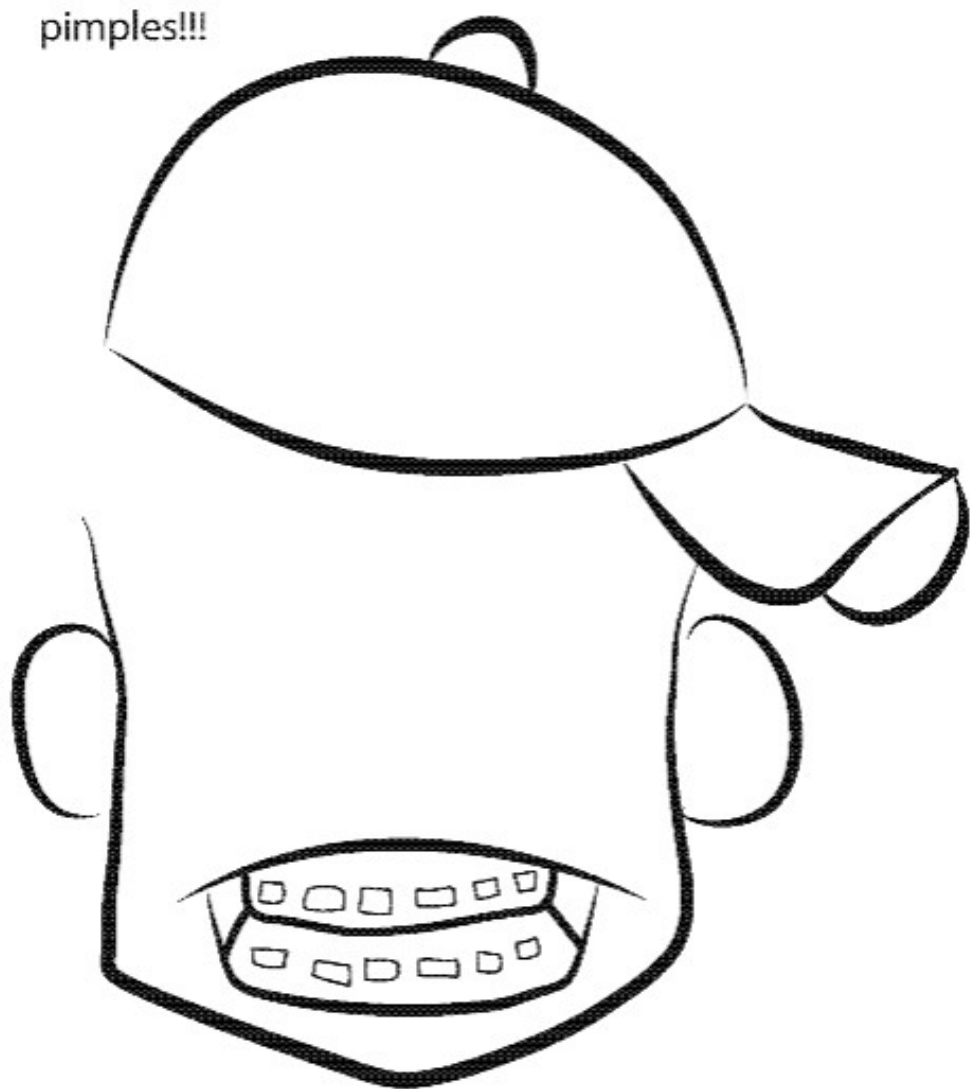


4.



3D TEEN PIMPLES

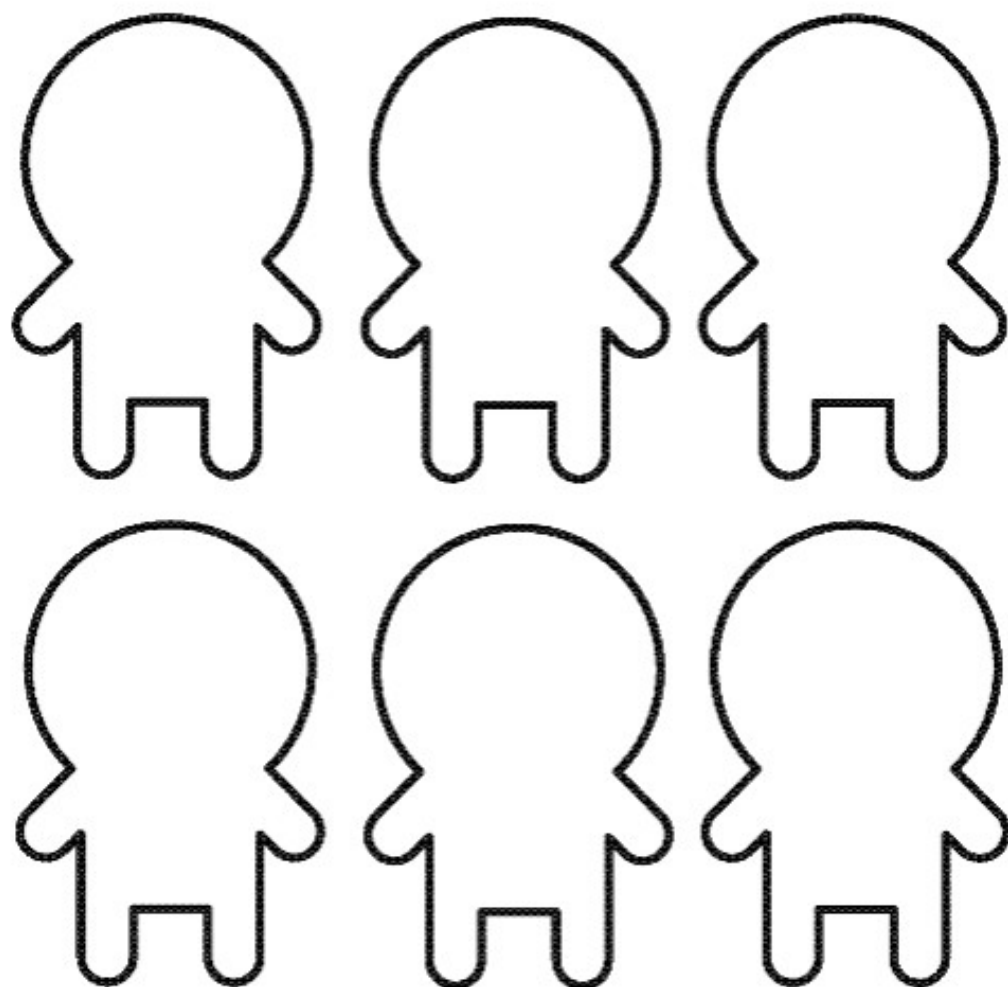
Finish this drawing of a teenage boy or girl (you choose). Then turn the page over and give him or her disgusting pimples!!!



Use your pencil to poke holes behind the teen's face to make it look like pimples are popping out of the face.

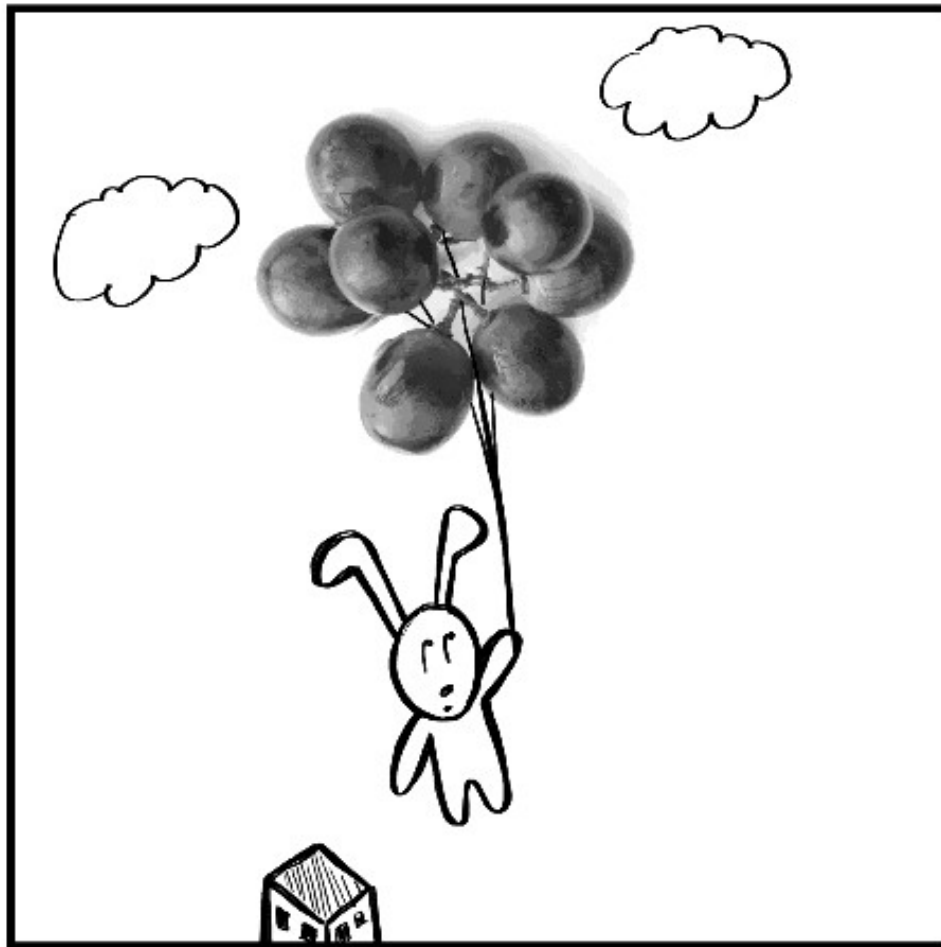
FINISH THE FIGURES

What or who are these figures? Are they monsters, robots, kids, or whatever? Choose what each of these figures are and then draw them...the sillier the better!



GRAPES PROMPT

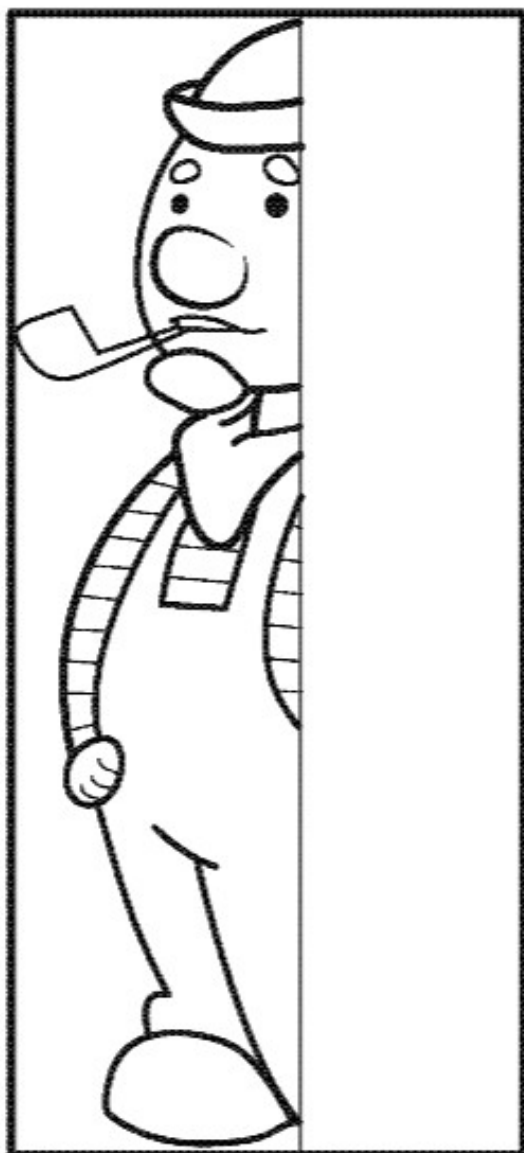
Use the boring grapes picture (on the next page) to start your imagination churning. Below is an example drawing...but imagine up your own picture!





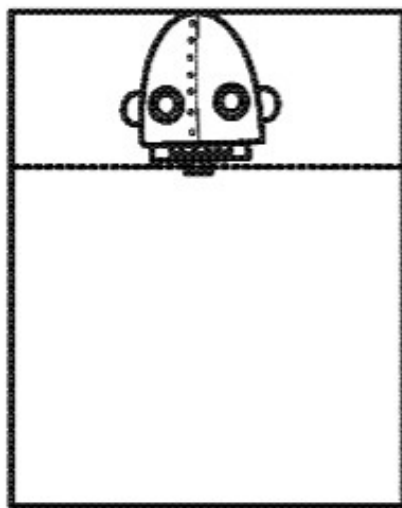
FINISH THE SAILOR

Uh Oh! Part of this sailor has disappeared!! Draw the other part of his body before his ship-mates notice!



FUNNY CREATURE GAME

Here is a fun game that needs to be played with a friend. In this game you will make a crazy creature together. You can play it with 3 folds (head / body / feet) or with 4 folds (head / upper body / lower body / feet).

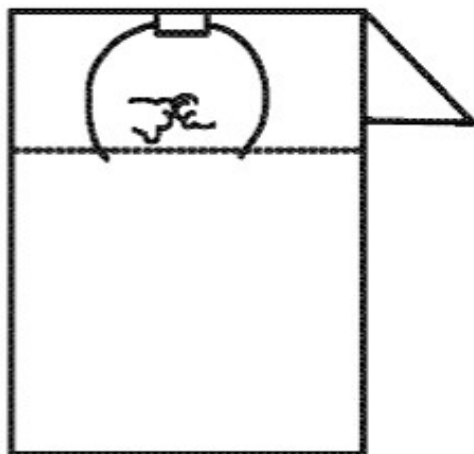


1.

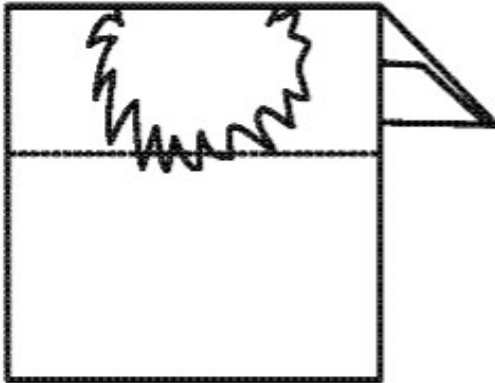
The first person should draw an Animal, Person, or other Figure on the top portion of the paper...then fold the paper back. Extend the neck past the fold.

2.

Now the second player will draw the body of a different Animal, Person, or other Figure. Then fold paper back again. Extend body a bit past the fold.



FUNNY CREATURE GAME



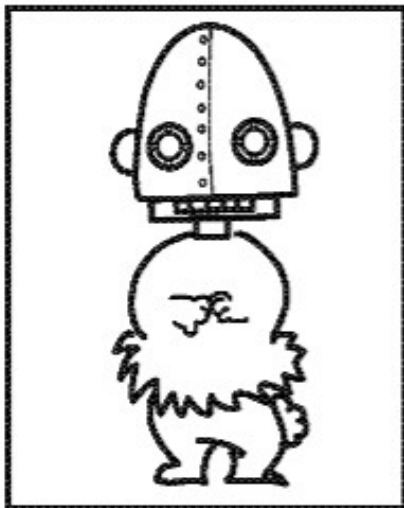
3.

Now it is the first person's turn again. Draw the lower body of a different Animal, Person, or Figure, extending it a bit past where you will fold it. Fold over the paper again.



4.

Now the second person draws the legs of a different Animal, Person, or Figure.



Now open up the paper so you can both giggle about the picture you just drew! You can play this for hours...it never gets old!

DRAWING TELEPHONE

Have you ever played telephone? It is a fun game where the first player in the circle whispers a word into the ear of the person sitting to their right. Players whisper the word to their neighbors until it reaches the last player in line. Then the first and last player compare their words to see if it was relayed correctly.

Well in Drawing Telephone, words are replaced with drawings - as you probably have guessed. Here is how to play the game:

1.



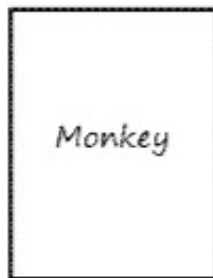
The first player writes down a word on a notepad

2.



The notebook is handed to the player to the right. This player secretly looks at the word, then turns to the next page and draws a picture of that word.

3.



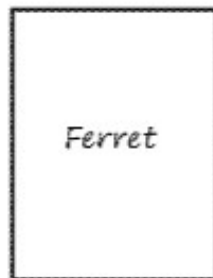
The notebook is passed to the next person to the right. This player examines the picture and then writes down what he/she thinks the word is on the next page.

4.



The notebook is handed to the player to the right. This player secretly looks at the word, then turns to the next page and draws a picture of that word.

5.

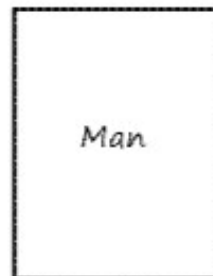


6.



And it continues on until the last person.

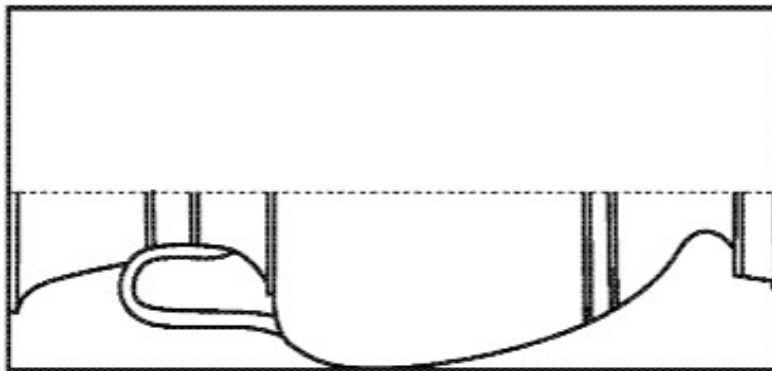
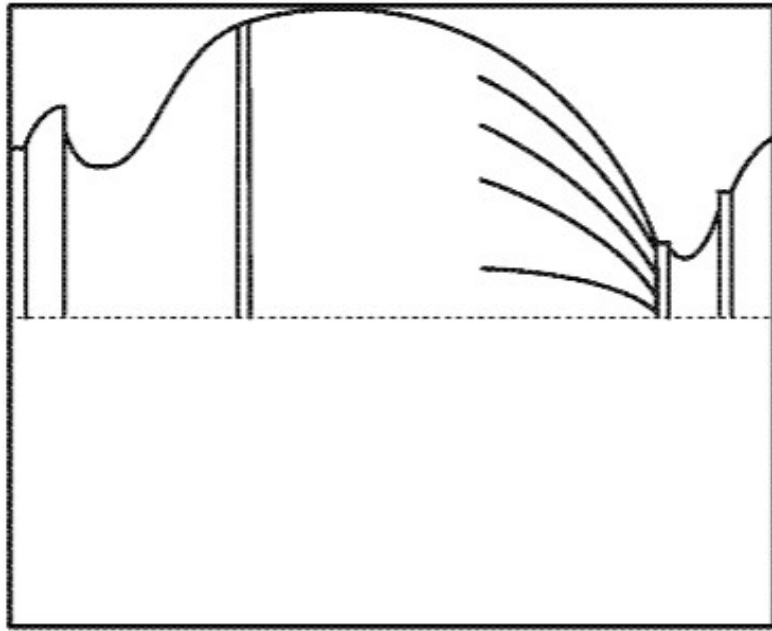
7.



Compare the first word and the last picture to see if they match!

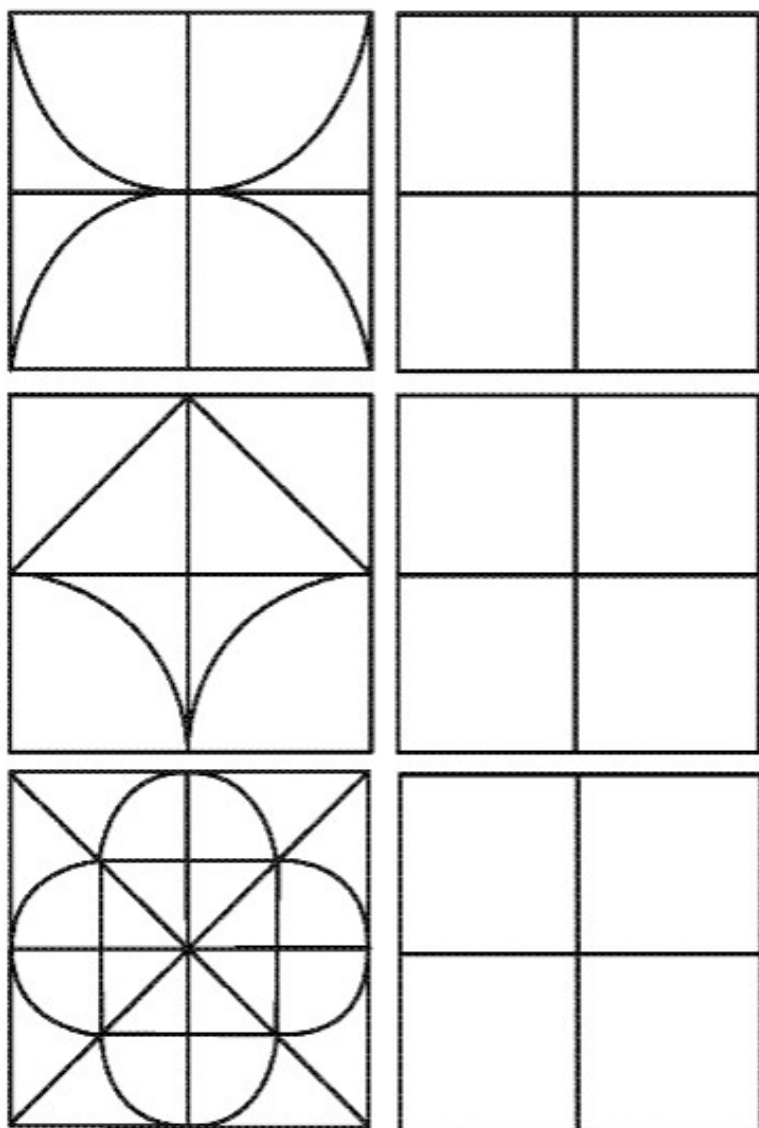
SYMMETRICAL DRAWING

Vases are symmetrical - meaning that if you cut the vase in half, both sides would be exactly the same. Draw the other halves of these vases.



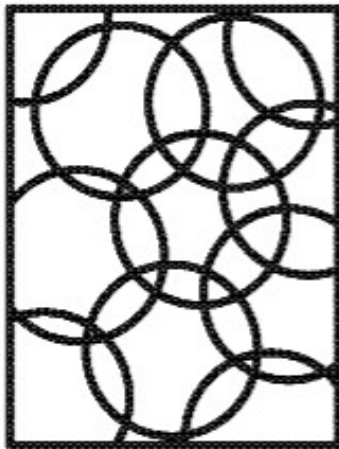
SYMMETRICAL DRAWING

Here are some fun designs to try to imitate. Use the boxes to guide you through the process of drawing these symmetrical designs. Have fun!

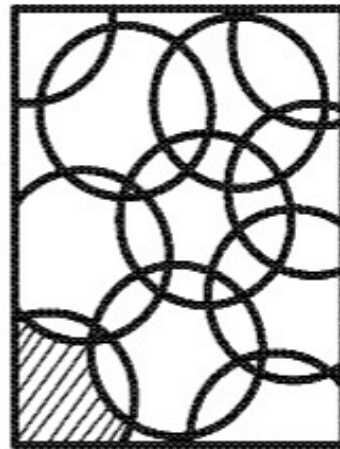


ZENTANGLES FUN

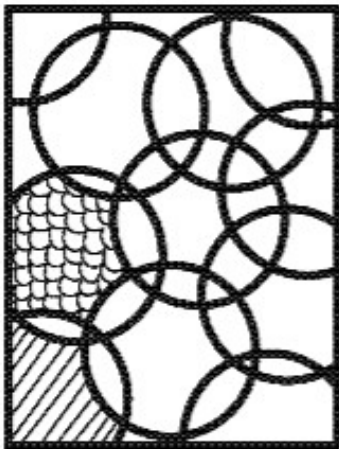
What are Zentangles? Well Zentangles are an easy way to relax and just have fun with drawing structured patterns. It sounds boring but it is a fun way to provide yourself with some creative fun!

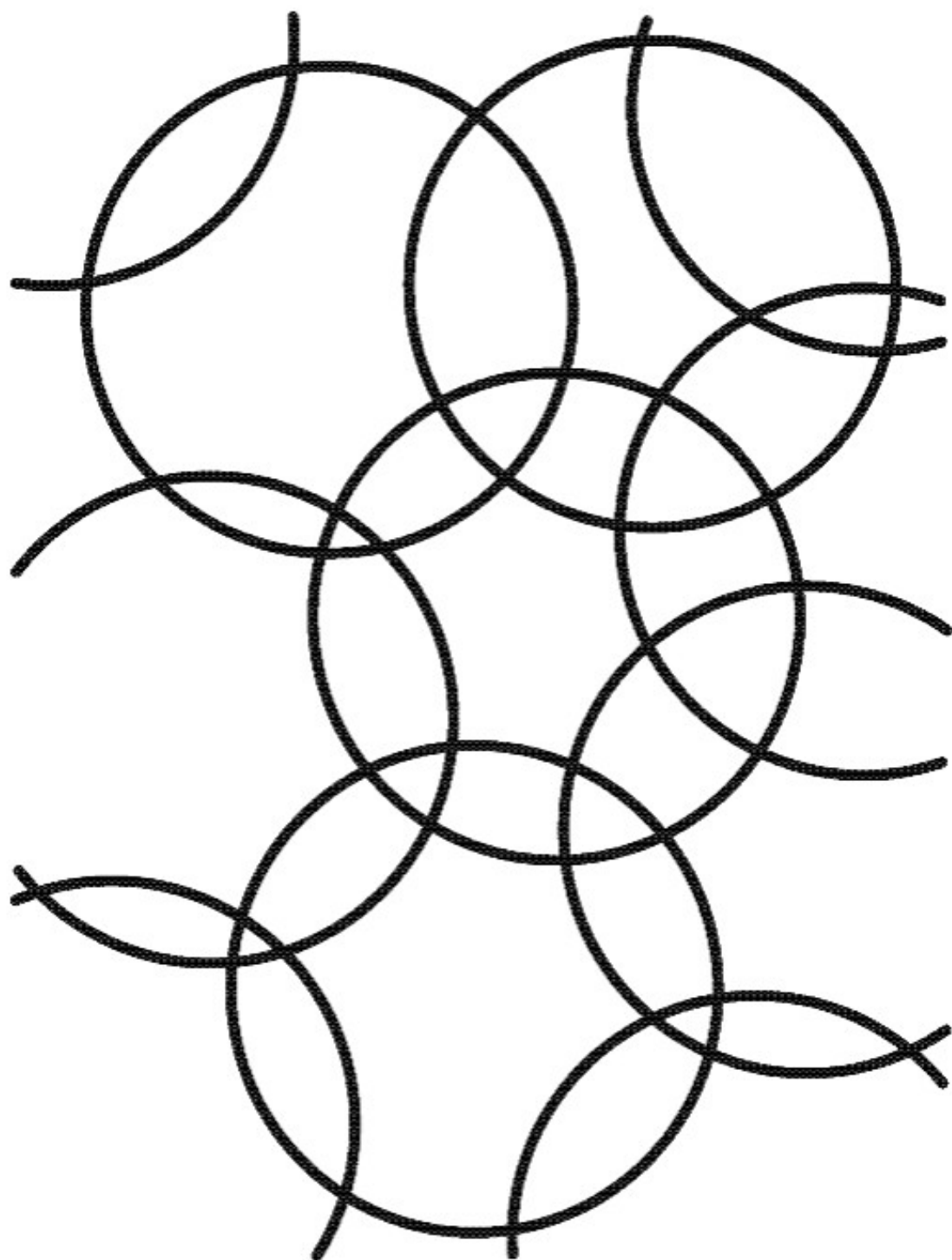


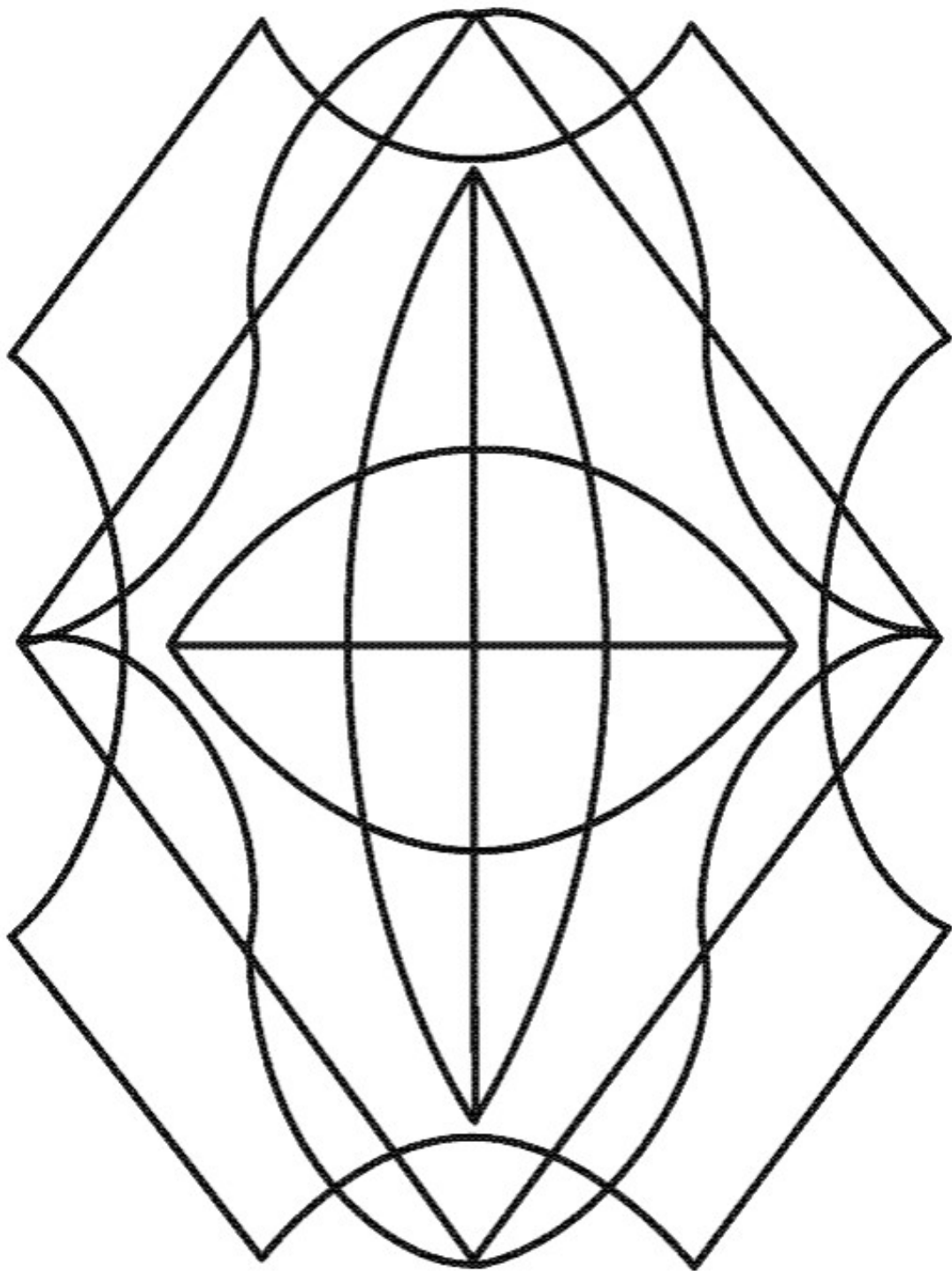
You start with some geometric shapes



Then you fill the empty spaces with various patterns

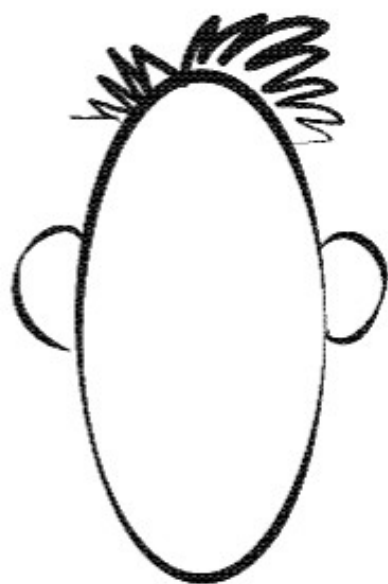






FUN WITH FACES

Finish these faces by using your creativity!



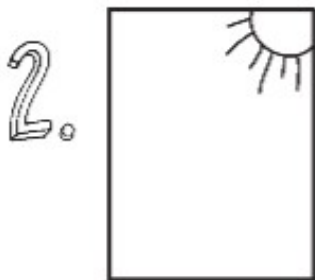
SHARED DOODLE GAME

This game is so much fun. My daughter and I play it and we always draw very silly things in order to make each other laugh. This is how you play:

This can be played with 2 or more players. Set a timer for 5 or 10 minutes. Then pass the paper back and forth between you and the other player(s). Each person draws one thing before passing the paper to the player on the right. Keep passing to the right, each player drawing another thing, until the timer dings.



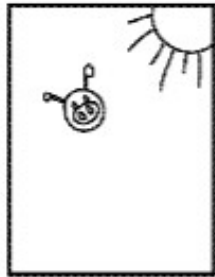
Set the timer to 5 or 10 minutes.



The first person should draw one item on the paper.

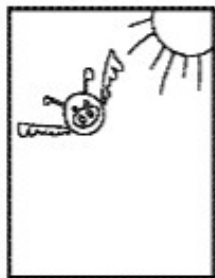
SHARED DOODLE GAME

3.



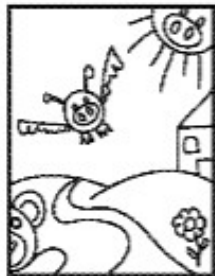
Pass the paper to the right and let the next player add something to the paper.

4.



Continue to pass the paper to the right and let the next player add something to the paper.

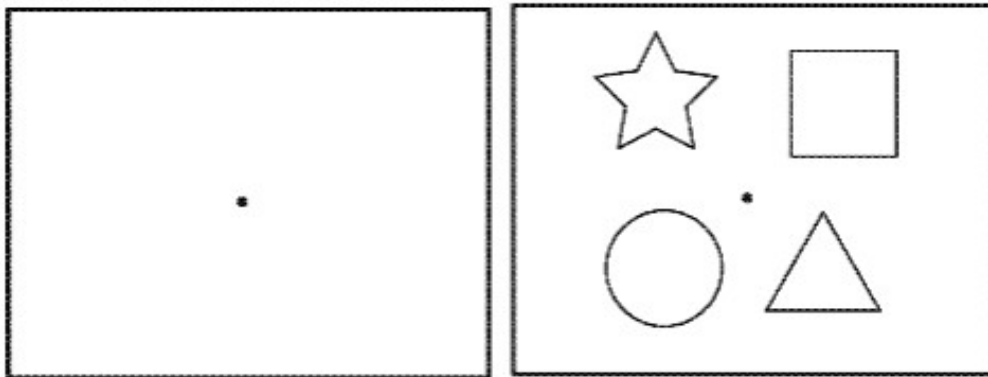
5.



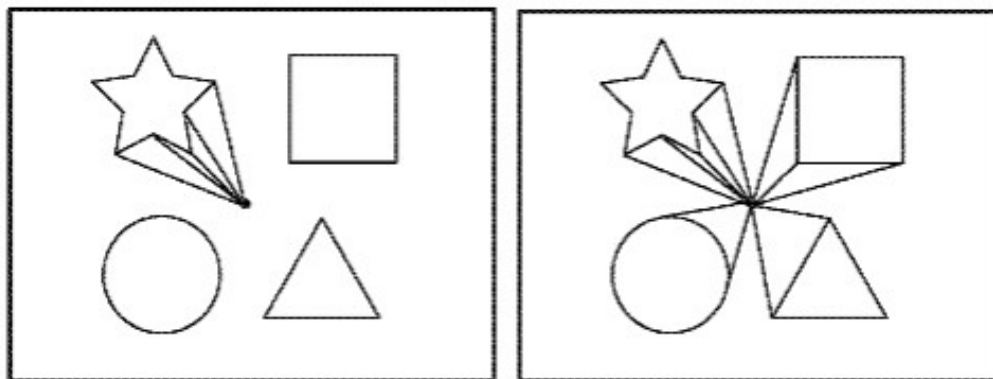
When the buzzer rings, then your drawing is complete. Share it with each other and laugh at its silliness.

3D SHAPES

Do you want to know how to make 3-dimensional shapes? Here is a really easy way to create the 3d effect that you're looking for.



Draw a dot in the center of the page. Then draw some shapes around the dot.

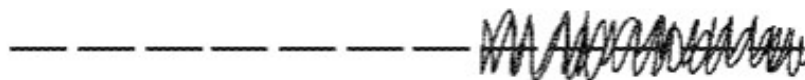


Then just draw lines from all the inner edges of the shapes towards the dot, as I have above. It will create a 3d effect!

DRAWING HANGMAN

This is a 2 player game. Play it just like normal hangman, except you won't be drawing a body part every time a letter is chosen incorrectly. Instead, when a letter is chosen incorrectly, the player needs to draw a step of the tutorial that is on that page. The player loses if the entire tutorial is completed.

1. Player 1 thinks of a word. This player counts how many letters are in the word. This player then scribbles out any extra spaces. So, for example, if the word is "Bologna" (7 letters), then Player 1 would scribble out 5 of the spaces so that only 7 spaces were remaining.



2. If Player 2 guesses a letter that is incorrect, then he or she has to draw a step in the tutorial that is included. So, if this was the tutorial set included...



Then Player 2 would draw this the first time they got a letter wrong.

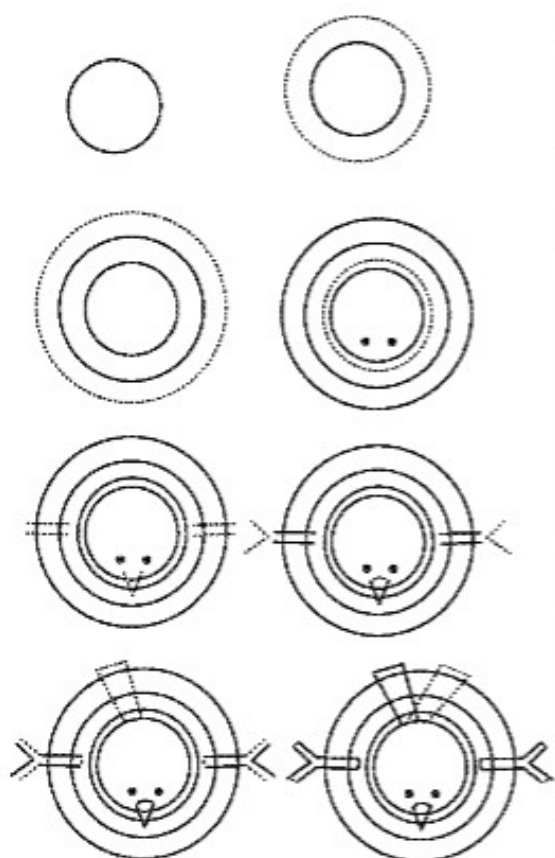


3. Player 2 wins if he or she guess the word correctly. Player 1 wins if Player 2 doesn't guess the word before getting completely through the tutorial.



DRAWING HANGMAN

Scribble out any extra spaces.

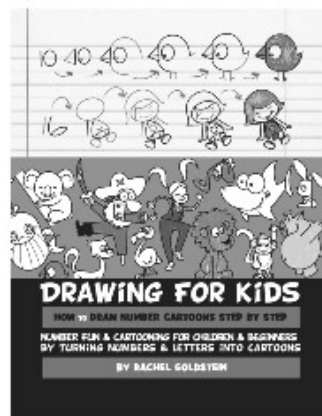
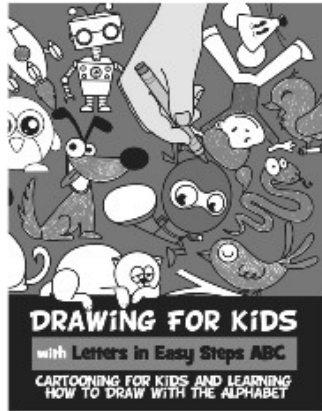


LETTERS

ABCDEFGHIJ
KLMNOPQRS
TUVWXYZ

DRAW HERE

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