

LESSON PLAN DRAWING on Your Brain (SECOND EDITION)

TOPIC 2.2 BEGINNER to INTERMEDIATE

Guide to using the lessons in this topic

Drawspace lessons are designed for art students with recreational and/or professional goals, and are used by art educators, home schooling families, and self-directed learners.

This lesson plan has four sections:

- Sequential List of Core Lessons
- About Drawspace Lessons
- · Copyright Basics for Artists
- For Art Educators

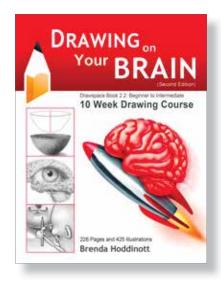


As an Aside

Lessons in this topic are included in the course-in-a-book: *Drawing on Your Brain (Second Edition)*:

http://tinyurl.com/hnxpbl6

Topic 2.2 lessons are designed to strengthen visual intelligence, creativity, memory, and drawing skills with richly-illustrated resources and activities. Current and insightful research also helps demystify the relationship between drawing and the brain.



Sequential List of Core Lessons

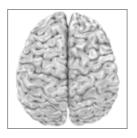
These 36 lessons are designed to be completed in the order listed in this section. The information, skills, and/or techniques in each lesson build on the previous lesson and prepare you for the next.



LESSON 1

2.2.R1 Exploring the Space Between Your Ears

An introduction to the physical components of the skull and brain

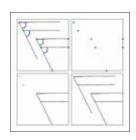


LESSON 2

2.2.R2 Drawing on Both Sides of Your Brain

An introduction to how your brain works with a focus on hemispheric functionality and creativity

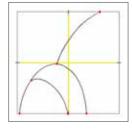
ISBN: 978-1-77193-314-8



LESSON 3

2.2.R14 Introduction to Plotting and Dotting

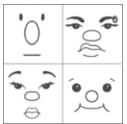
Using a simple visual technique to identify key points on a reference image to help draw a subject accurately



LESSON 4

2.2.A28 Outline a Simple Subject in a Square

Use plotting and dotting to accurately outline the curved lines of a subject inside a square drawing space



LESSON 5

2.2.A3 Ready! Set! Go Draw!

Outline squares on your drawing paper and accurately draw lines and shapes inside your squares



LESSON 6

2.2.R3 Enhancing Your Visual Intelligence

Insights into how your vision and brain work together to strengthen your visual intelligence



LESSON 7

2.2.R17 Where Realism and Fantasy Meet

Examining a peaceful scene to find subliminal faces lurking within its mountainous terrain



LESSON 8

2.2.A1 Turn a Doodle Into Contour Drawings

Draw a doodle, identify familiar shapes, and then transform them into contour drawings



LESSON 9

2.2.R15 Drawing on Your Memory

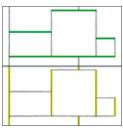
Techniques for seeing and remembering subjects so you can translate your memories into drawings



LESSON 10

2.2.A18 Draw Still Life from Memory

Draw a familiar object from memory; then, use a memory-enhancement technique to recall more details as you draw it again



LESSON 11

2.2.R4 Horizontal and Vertical Comparisons

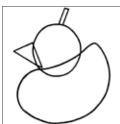
Comparing horizontal and vertical spaces to find clues for accurately rendering a broad range of drawing subjects



LESSON 12

2.2.A29 Calibrate Your Visual Perception

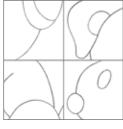
Discover how accurately you visually measure distances, and explore ways to compensate for recurring inaccuracies



LESSON 13

2.2.A5 Outline a Duck by Identifying Visual Clues

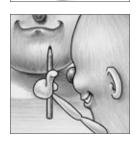
Accurately outline a duck-shaped candle by examining shapes and visually measuring spaces



LESSON 14

2.2.A22 Plot, Dot, and Draw Inside Squares

Visually measure distances and use plotting and dotting to practice accurately outlining 24 designs inside squares



LESSON 15

2.2.R10 Ok – What's With The Pencil?

The answer to the age-old question: "why do artists hold up pencils in front of whatever they're drawing?"



LESSON 16

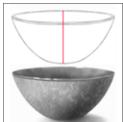
2.2.A7 Draw with Lines, Spaces, and Shapes

Create 22 drawings by comparing lines, shapes, and spaces to each other and the sides of the drawing space



LESSON 17 2.2.R8 Identifying Shapes in Subjects

The process of visually breaking down a complex subject into simple shapes



LESSON 19

2.2.R18 Drawing on the Magic of Symmetry

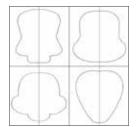
Diverse artworks demonstrate practical applications of techniques used for drawing/painting symmetrical subjects



LESSON 21

2.2.A6 Draw a Symmetrical Design

Outline symmetrical curved and straight lines on each side of a line of symmetry



LESSON 23

2.2.A23 Turn Shapes into People

Outline two or more symmetrical, circular shapes and then turn each into a fun human face



LESSON 25

2.2.A10 Draw Grendel Gremlin Sideways

Use a horizontal line of symmetry and reference images turned sideways to create an accurate contour drawing



LESSON 27

2.2.A11 Draw the Negative Space of Chairs

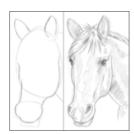
Create two negative space drawings of chairs: one from a photo reference and another from life



LESSON 29

2.2.R5 Checking Out Drawing Spaces

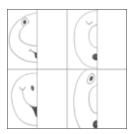
Examine subjects inside drawing spaces to gain insights into selecting drawing spaces for your own subjects



LESSON 18

2.2.A16 Frontal View of a Horse's Head

Draw a horse in three steps: sketch accurate proportions, outline shapes, and add shading with hatching



LESSON 20

2.2.A2 Draw with Simple Symmetry

Outline 36 squares (or print three pages), and then examine one reference image at a time to draw 36 symmetrical designs



LESSON 22

2.2.A4 Draw Two Faces and a Vase

Follow along with step-by-step illustrated instructions to create an optical illusion



LESSON 24

2.2.A9 Draw Linus Upside Down

Sketch a symmetrical cartoon lion upside down to challenge your visual intelligence, and then add details and shading



LESSON 26

2.2.R9 Exploring Positive and Negative Spaces

Understanding the process of identifying positive and negative spaces to help you draw accurately



LESSON 28

2.2.A12 Contour Negative Spaces

Outline 10 negative spaces and use your artistic license to transform each into a unique drawing



LESSON 30

2.2.A14 Plot, Dot, and Draw Inside Squares

Draw a mystery subject in grid squares by using contour lines that seamlessly join other lines in adjacent squares



LESSON 31 2.2.A24 Overlapping Parts of Cuddles

Create the illusion of depth by using a grid to accurately outline the various overlapping sections of a cartoon snake



LESSON 33 2.2.A13 Plot, Dot, and Draw a Manikin

Use points of reference marked on a photo to render a proportionally-accurate contour drawing of a manikin



LESSON 35 2.2.A26 Crisscross Patterned Shading

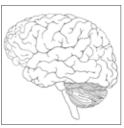
Challenge your visual intelligence and mental acuity as you draw sets of parallel lines that create patterned shading



LESSON 32

2.2.R16 Turning Plotted Dots Into a Drawing

How to accurately outline the contours of a complex subject by identifying and drawing through various reference points



LESSON 34

2.2.A15 Contour a Human Brain

Use either plotting and dotting in a grid or only your visual skills to outline a detailed drawing of a human brain



LESSON 36

2.2.A21 Crisscrossing a Surreal Scene

Outline a simple scene and use crisscrossed sets of straight hatching lines to add patterned shading

About Drawspace Lessons

Drawspace is logically organized into lessons, topics, and modules:

- Lessons: Drawspace lessons are the foundation of Drawspace on which all books and courses are created.
- **Topics**: A topic is a container for a series of related lessons that are separated into two categories: resources and activities.
- Modules: A module is a container for a series of related topics.

Each series of related lessons is grouped together in a topic, and each series of related topics is grouped together in a module. Each Drawspace lesson is either a resource (requires no supplies) or an activity (requires supplies).

Resource: Information and/or Demonstrations

A resource (R) lesson is a heavily-illustrated mini textbook of information. Resources discuss and/or demonstrate art-related topics such as techniques, skills, styles, artists, philosophy, and/or history. The information in each resource serves as a reference for one or more related call-to-action activity lessons.

Activity: Call-to-Action Requiring Supplies

An activity (A) is a call-to-action assignment or project that requires supplies. Each activity includes a list of all supplies needed to complete the assignment(s).

Naming Conventions for Lessons

Each Drawspace lesson is assigned a unique number/letter curriculum code based on its:

- Module number
- · Topic number in a module
- Type of lesson: Resource (R) or Activity (A)
- Rank (sequential ranking in a resource or activity)

An example of curriculum code for a published lesson is:

1.1.R15 Understanding Talent: Module 1; Topic 1; Resource R; Rank 15

Each lesson is also assigned a unique Drawspace Publishing ISBN number, which is then legally-registered with *Library and Archives Canada* and *The Canadian ISBN Service System (CISS)*.

Sizing Up the Sidebars

Scattered throughout most lessons are sidebars filled with useful information related to the assignments and/or topics being discussed. Each of the six different types of sidebars can be easily identified by a simple icon.



ArtSpeak

Definitions of visual art terms with a focus on the vocabulary of drawing and painting to help you better understand lesson content.



As an Aside

Inspirational and/or informative art-related information, such as contemporary and historical artists and their philosophies.



Tip!

Invaluable information that saves you time, energy, and frustration by suggesting easier ways to accomplish your artistic goals.



Caution!

Better safe than sorry! Protect your drawings (or yourself) from potential mishaps by learning how to prevent problems.



Challenge!

Enhance your visual intelligence by identifying and/or examining specific art-related components in drawings or your environment.



Challenge!

Gather your drawing supplies and try a new technique, spend additional time practicing a skill, and/or create a sketch or drawing.

Assigned Degree of Difficulty

Drawspace lessons are designed for students of all ages and abilities, including many for whom English is not their first language. The overall text is simple and direct, but not dumbed-down.

Drawspace authors select the most appropriate level for a lesson from the following six options:

- 1. Beginner (B): knows very little about drawing.
- 2. Beginner to Intermediate (BI): has basic drawing skills.

- 3. Beginner to Advanced (BA): includes all skill levels.
- 4. Intermediate (I): has a solid foundation of beginner skills and techniques.
- 5. Intermediate to Advanced (IA): has a solid foundation of intermediate techniques.
- 6. Advanced (A): aspires to learn advanced techniques within specific areas of expertise.

Copyright Basics for Artists

Copyright is a form of protection that grants artists of all disciplines the exclusive right to sell, reproduce, or exhibit their own original creations.

You are Protected

Artists who live in a country that has signed the *Berne Union for the Protection of Literary and Artistic Property* (also known as the *Berne Convention*) automatically own the copyrights to their completed original creations. An artwork can only be considered original if you were the first to bring the work from its intellectual conception to its creative conclusion.

Artworks that you create from step-by-step lessons are completely yours to display, share, reproduce, and add to a website, but are not considered original.

Drawspace is Protected

All Drawspace published lessons, books, and illustrations are also copyright protected by the Berne Union for the Protection of Literary and Artistic Property (also known as the Berne Convention), Library and Archives Canada, and The Canadian ISBN Service System (CISS).

For Art Educators

Drawspace lessons and books are used by home-schooling families, private art teachers, and art educators in diverse learning environments such as schools, colleges, universities, recreational organizations, and senior centers.

With the purchase of an Unlimited Membership (\$149.00/year), art educators:

- receive unlimited access to all digital/printable formats on Drawspace.com for a full year.
- have permission to distribute Drawspace lessons and books to up to 100 students and/ or incorporate lesson content into an existing syllabus.

https://www.drawspace.com/upgrade



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