

# The Sketchbook Journey Step 3: Practice & Explore

[<<< Back to the Main Sketchbook Journey Page](#)

[On to Step 4: Reflect >>>](#)

## Exercises to Build Sketchbooks

The resources in this section of the Sketchbook Journey provide you with lots of ideas for practising sketchbooks skills and for beginning to understand how the sketchbook can be embedded in your day.

You will also find resources which relate to specific sketchbook projects, to help you deepen your exploration of what sketchbooks can be.

All the resources can be adapted for all age groups and the exercises below should be used regularly to help learners develop their sketchbook skills. Use them as standalone activities or embed them in wider projects.



## Explore Sketchbook Exercises...

Ten minutes, five times a week



[If you are new to AccessArt start here with these exercises!](#)

drawing spirals



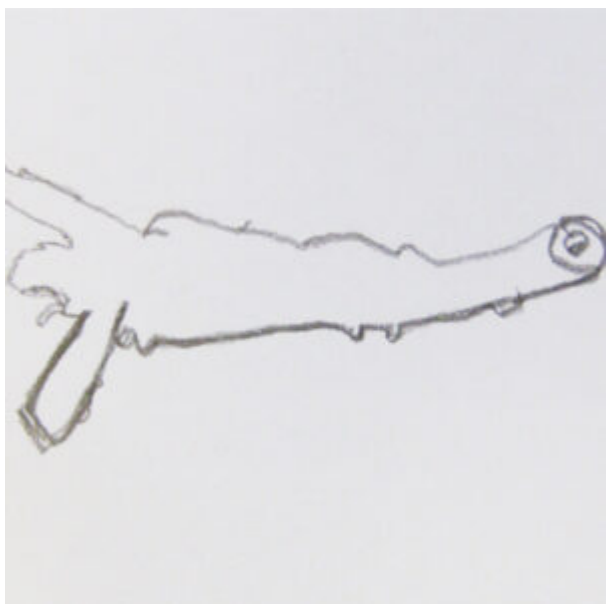
Start with a simple spiral to explore how you control the drawing medium

**continuous line drawing**



Continuous line drawings help learners develop observational skills and coordinate hand and eye

**feely drawings**



**Drawing through the sense of touch**

**Backwards forwards drawings**



**Use the backward forward drawing technique to help slow down your drawing**

**making stronger drawings**



Try this exercise to help learners make bolder drawings

see 3 shapes



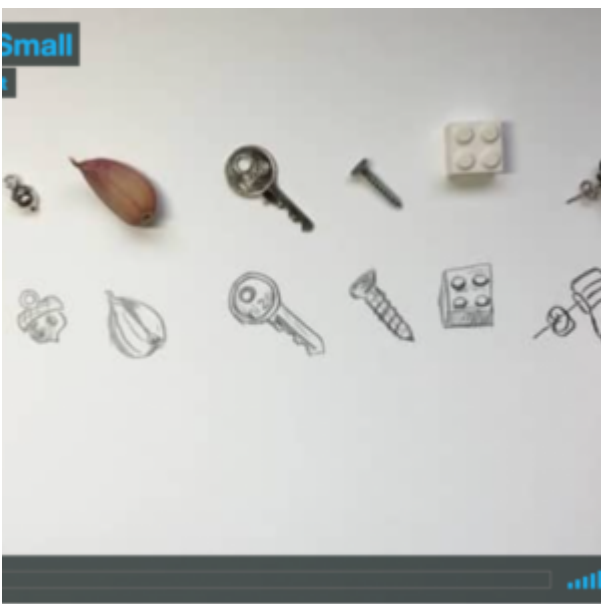
Explore how seeing simple shapes can help develop drawing skills

thoughtful mark making



Develop mark making vocab and decision making skills

drawing small



Make a series of small drawings to settle into the drawing process

finding Marks through artists



Be inspired by the marks made by artists

Deconstructing to help you see



In this exercise pupils will practise close looking, and explore mark-making

drawing hands



Create simple continuous line drawings of hands

**Mark Making & Sound**



Let sound and music inspire your drawing

**drawing with a ruler**





[Make your drawings with straight lines only](#)

**blind contour drawings**



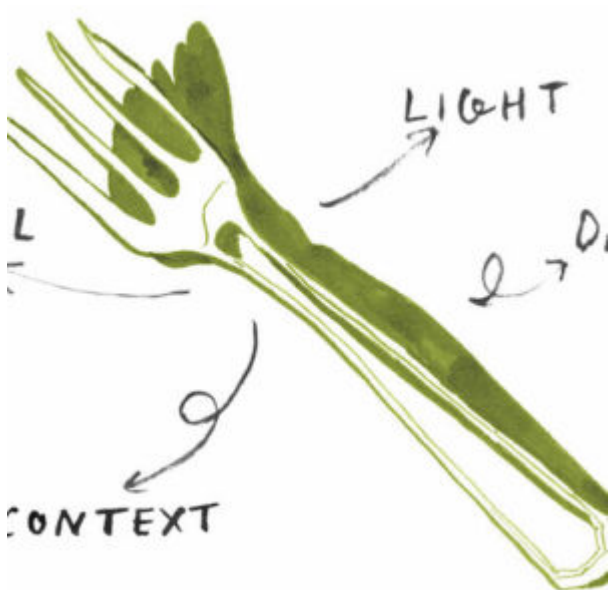
[Match the speed of drawing with the speed of looking](#)

**Drawing Prompts**



## Simple drawing prompts for use in the classroom or gallery

show me what you see



Encourage children to respond to what they are seeing through drawing

# Sketchbook Projects

Once you have introduced your learners to basic sketchbook skills, explore these short projects to help develop skills further and enhance creative thinking.

## A Visual Poetry Zine with Monotype



[Explore printing and making sketchbooks inspired by poetry](#)

**Exciting Colour Sketchbook**



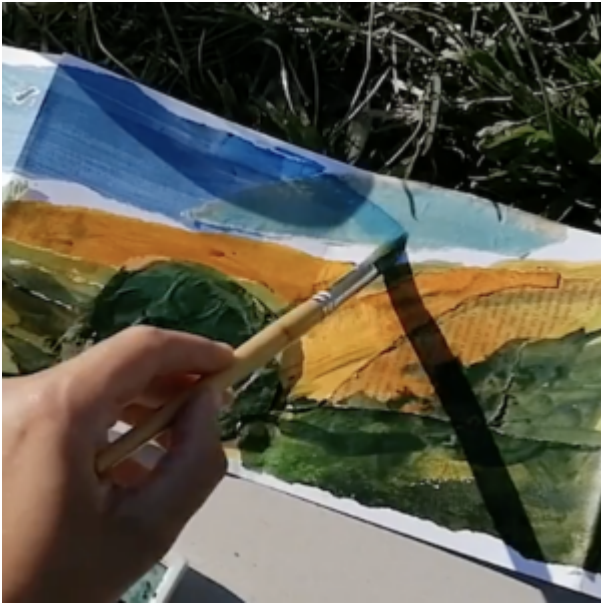
[Collect colour to inspire your work](#)

**Nests: Materials, Tools Testing and Sketchbooks**



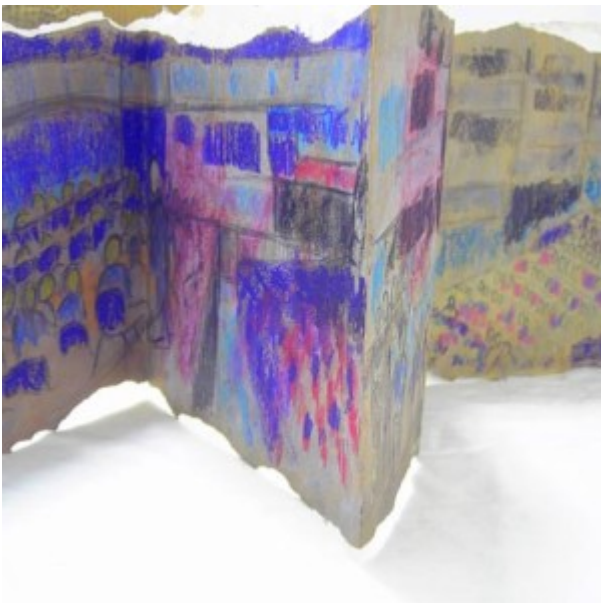
[Explore ways of making marks using a range of drawing tools and ink](#)

**Concertina Landscapes**



Fill a concertina filled with collages, paintings and drawings

**Sketchbooks and Performance**



Capture a sense of theatre and performance in a sketchbook

**What is a canvas?**



Explore drawing surface and understand how it might influence the drawings made

**Developing Ideas through Exploring Media**



Enable children to have the confidence to create their own learning journey

**An Introduction to Sculpture**



Explore artwork in sketchbooks before moving into sculpture

**Develop mark-making and pattern**



Using sketchbooks to develop mark-making, texture and pattern

**Foreshortened Studies**



Practice foreshortening working from photographic source material in your sketchbook

**Walking and Drawing**



Take your sketchbook for a walk to inspire a new kind of mark-making

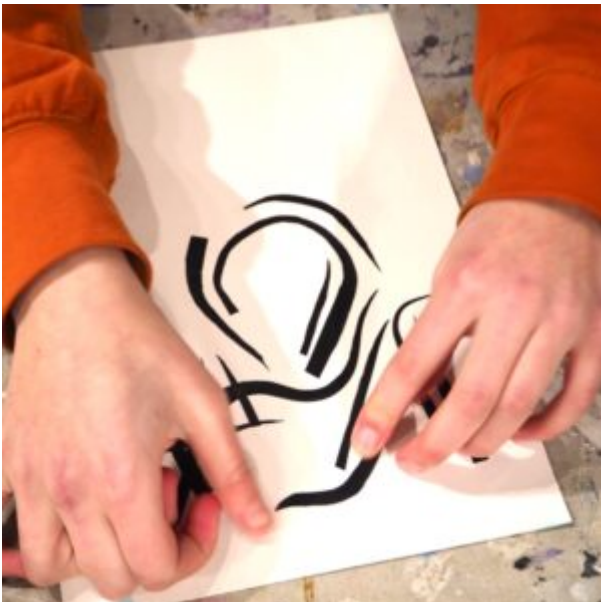


## Drawing in the Dark



Keep your sketchbook with you when you watch films to explore drawing in the dark

## Three Approaches to drawing



Adapt these drawing approaches to

## sketchbook work

### Drawing in Candlelight



## Exploring drawing by candlelight

### Concertina Sketchbook for Wellbeing



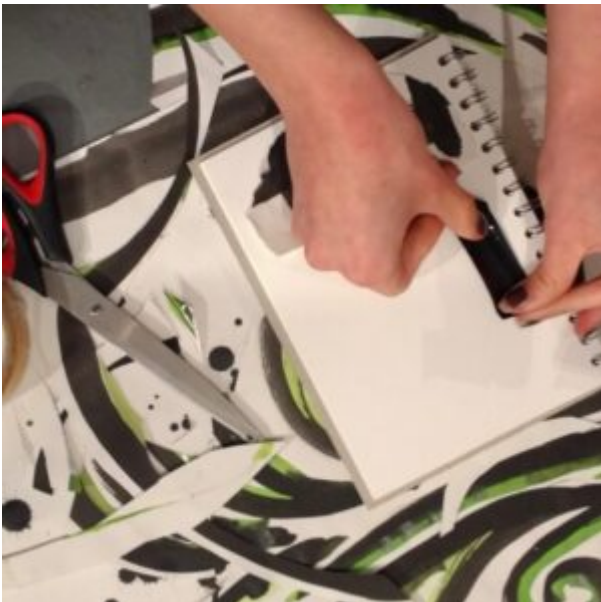
## Use a concertina sketchbook to put mindfulness at the heart of drawing

## Drawing a day



Create a drawing a day with a concertina sketchbook

Using a Sketchbook to develop ownership of imagery



Develop ownership of imagery by collaging

## [artwork](#)

### Animating with Charcoal



[Inspired by William Kentridge, explore making charcoal animations in a sketchbook](#)

### Teenagers Make Their Own Drawing prompts

W YOUR  
OURITE FOOD  
a bad hand pos  
- drawing

## Overcome fear of the “white page”

Using Photocopies to develop ideas



Use photocopies of drawings to help pupils develop their ideas

Mayan Tabletop Eraser Printing Project



Develop sketchbook work around

## printmaking

### Visual Notes



Help children to slow down and process information with this exercise

### Making a Washing Line Sketchbook



A sketchbook exercise to encourage

## collaborative creative thinking

### Sketchbooks for Design



## Use sketchbooks as a tool to inform design

### Show Me What You See



## See how sketchbooks are used to help children see, before they go on to make

## A Sketchbook Challenge!



[Practice your sketchbook skills with our How Much Does A Cloud Weigh? challenge](#)

**Play and Explore**



[Inbal Leitner demonstrates how Line and Shape can be used to illustrate poetry](#)



## Unfolding stories



[Inbal Leitner shows us how to step out of the sketchbook](#)

[<<< Back to the Main Sketchbook Journey Page](#)

[On to Step 4: Reflect >>>](#)