

# WINDOWS ON YOUR WORLD

## DRAWING DOs and DON'Ts



The primary purpose of the project is to develop eye opening, observation skills, the first step towards increased visual awareness. Drawing in the field achieves this in a way that taking a photograph and drawing from it does not. Resist taking or drawing from photographs.

### NO ONE NEEDS TO BE PICASSO

The drawing activities in these workshops are devised to help participants describe what's inside their heads or what they see around them. The aim is to observe and record – drawing quality is unimportant. Perfect or completed drawings aren't the objective.

There's no right and wrong way to draw.

Mistakes are fine and there's no need for erasers. If someone wants to start again encourage them to continue with the drawing they've started.

It's okay to 'go over the line' when colouring in.

Encourage participants to draw quickly. Colour in with crayons, markers, twistables or pencils. It's okay to go over the line when colouring in.

'Draw what you see – not what you think you see'.

Remind participants to keep looking up at their chosen subject – a window, the view, a building. Ensure everyone can easily see whatever they've picked to draw. Turn desks around if necessary.

### Painting Window Shadow Patterns

In the excitement participants may mistake a sunshine shape for a shadow shape. If the wrong colour is painted into the wrong shape – keep going but guide them back again.

### ENCOURAGE MAXIMUM CREATIVITY

Within the requirements of each activity leave participants free to choose what they want to draw. Part of the fun is discovering what each participant chooses.

Resist temptations to choose one thing for everyone to draw.

Encourage them to use as much of the page as possible.

Leave participants free to choose how they position their paper:

– eg. portrait, landscape, diagonal etc.

**RESIST URGES TO DEMONSTRATE OR DRAW FOR PARTICIPANTS!**

## **AIM FOR A FAST MOVING PACE**

Keep the drawing process fast – this overcomes tendencies to produce a perfect drawing. A fast moving pace avoids children becoming bored. Introducing a last 5 minute count-down generates a last burst of energy. Wind down with a slow closing 10 second count down.

