



EduTrend Contents

G4C · ART AND CRAFT GAMES · MIDDLE SCHOOL

Look Longer Drawing Games

Practise observation with blind contour drawing, timed sketches and a partner who asks what you noticed

Ages 12–14

Level: Intermediate

45 minutes

Individuals and pairs ·
up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Look Longer Drawing Games

Students draw an everyday object, such as a shoe or a plant, three ways. First, a blind contour drawing: eyes on the object, pencil moving slowly, no looking at the paper. Next, a 30-second sketch. Finally, a three-minute sketch. Partners compare the three and ask: what did you notice in the long drawing that you missed in the short one?

Learning outcomes

By the end of the session students can:

- observe closely;
- control a continuous line;
- compare quick and slow looking;
- talk about observation.

KEY WORDS

observation · contour · line · detail · sketch · look

CURRICULUM LINKS

Art and design: observational drawing. Science: observation.

1**WARM UP**

Hands and ideas ready

2**EXPLAIN**

One game, one rule

3**MAKE**

Try, change, try again

4**SHARE**

Show and explain

5**TALK**

What did you decide?

6**TIDY**

Clear up together

Materials (whole class)

- Everyday objects
- Paper and pencils
- Timer
- Worksheets 1, 2 and 3

Before the session

- Collect objects.
- Set up tables.
- Model a blind contour.
- Explain timing.

SAFETY

Blind contour drawings look odd by design; laugh with, not at, the results.

ACTIVITY 04 · SESSION PLAN

Step by step

The point is looking, not a beautiful drawing.

Time	What happens	Say or ask
0–5 min Warm up	Describe an object without drawing.	<i>“What did you notice first?”</i>
5–10 min Explain	Three drawing rules.	<i>“Why not look at the paper?”</i>
10–35 min Make	Blind, 30-second, 3-minute.	<i>“What did you see this time?”</i>
35–45 min Share	Partner comparison.	<i>“What did longer looking reveal?”</i>

CHALLENGE CARD (print or copy onto the board)

Notice and draw three details in the long sketch that you missed in the short one.

ACTIVITY 04 · FACILITATOR NOTES

The art game know-how in brief

Controlling a continuous line strengthens fine motor control.

Slowing down helps artists notice details they usually miss.

Common ideas to listen for

- “Observational drawing is copying.” It is careful looking.
- “Blind drawings are failures.” They train the eye.
- “More time always means better.” It means more noticing.

Adapting the activity

Support

Use a simple object with a clear outline.

Stretch

Draw the object from an unusual viewpoint.

WORKSHEET 1

Three drawings

Name: _____

Class: _____ Date: _____

Compare your drawings.

Drawings

Drawing	Time	What I noticed
Blind contour		
Quick sketch	30 s	
Long sketch	3 min	

WORKSHEET 2

Details found

List details from the long sketch.

Details

Detail	Missed before?

WORKSHEET 3

Reflection

Reflect.

Looking longer helped me...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Observes closely	Controls line	Reflects on looking

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Look Longer Drawing Games is a sample activity from the EduTrend Contents G4C Art and Craft Games programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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