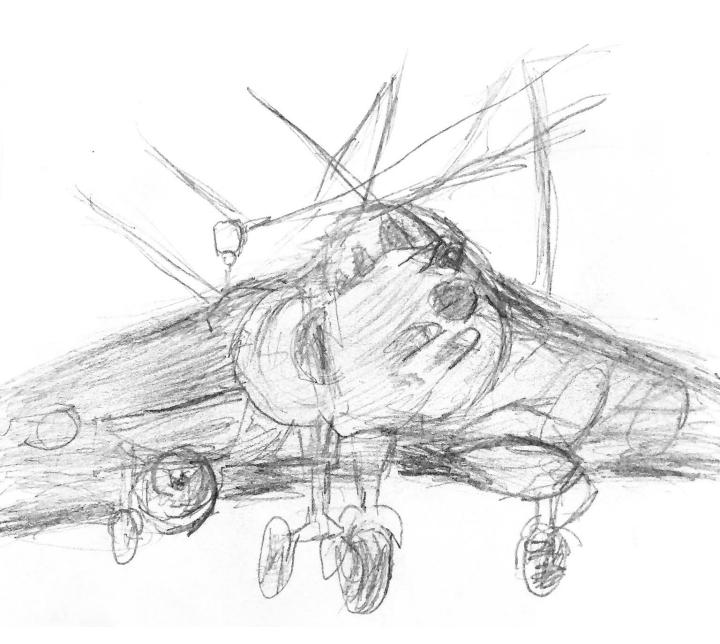
Activity Suggestions





In this pack there are a range of different sketching activities designed to guide a visit to the RAF Museum London.

Materials needed

- A range of drawing materials e.g. sketching pencils, colouring pencils, rubber, pencil sharpener
- Sketchbook or paper (watercolour or cartridge paper are best)
- · Something to lean on e.g. clipboard (if using loose paper).

Tips

- If you're looking for a great view to sketch, try the Mezzanine levels of Hangars 1 and 6 where you can get 'face to face' with aircraft
- · Remember to look up! We have a lot of aircraft that are suspended from the ceiling.



Stage One: Mark making challenge

To warm up and explore some sketching techniques, try filling each of the boxes below with a different type of mark. For example you could use lines, circles, scribbles, cross-hatching or dots. You should notice that different styles of mark making create different textures. You could also explore different types of drawing materials or sketching pencil.

Cross-hatching		

Stage Two: Drawing Texture

Now you've tried out lots of mark making styles, try using these to show different textures you can see around the Museum. Pick four things that you can see around the Museum that have different textures. Fill each box with a close-up drawing that shows their texture, then label underneath to say what the object is. Hangar 2 is the best hangar to see lots of different textures.

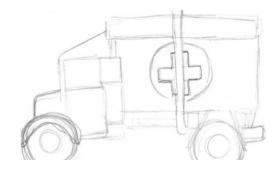
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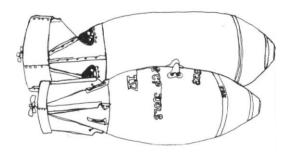
Stage Three: Focusing the Eye

Activity One: Drawing from memory

- 1. Choose a subject
- 2. Look at the subject for one minute
- 3. Turn away and draw it from memory.

Time: Two minutes





Activity Two: Continuous line drawing

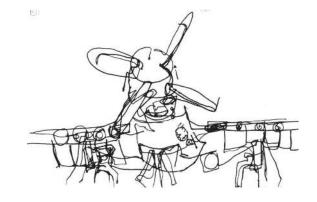
- 1. Choose a subject
- 2. Make a three-minute continuous line drawing. Make sure the pencil stays in contact with the paper. Focus your eyes on the subject, not your drawing

Time: Three minutes



- 1. Choose a new subject
- Focus your eyes on your subject and draw it without looking down at your paper at all. Try not to spend more than one or two minutes drawing
- 3. Draw the same subject twice more. Your drawing should improve with each try.

Time: Five to six minutes





Activity Four. Negative Space

- 1. Choose a new subject
- 2. Instead of drawing the object, focus on filling in the space around the object to create an outline of your object.

Tip: You could use one of your mark making examples from earlier to fill the space around your object.

Time: Three minutes

Stage Three: Focusing the eye

Activity Five: Light and shade

- 1. Choose a new subject
- 2. Focus on the way light is hitting your subject.
- Draw the areas of light and shade.
 Remember to press on harder or go over the same area several times for the darkest areas.

Tip: You may want to use a softer pencil (2B or higher) as this makes shading easier.

Time: Three minutes





Activity Six: No lines allowed

- 1. Choose a new subject
- 2. Use coloured pencils to block out the shapes and colours of your object, without using any pencil lines.

Time: Five minutes

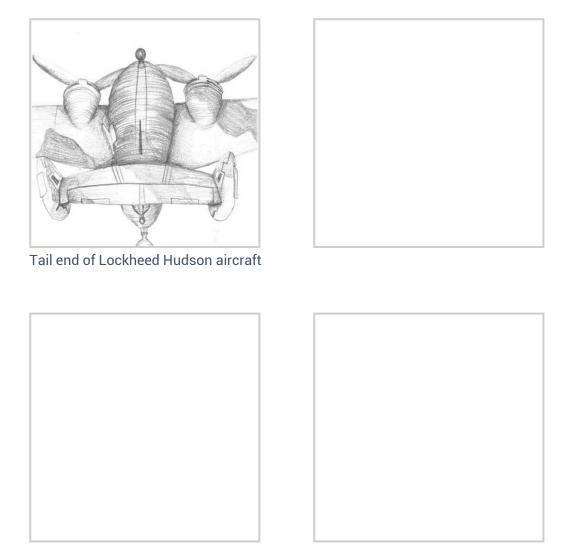
Stage Four. Interesting Angles

Thinking carefully about the angle you draw from can be a great way to make your artwork more interesting before you even put pen to paper.

- 1. Select one object or aircraft that you can comfortably see from at least three different angles.
- 2. In the spaces below, draw your selected subject from three different angles. Each box should show a different angle, e.g. from below, from above, "face on". Try to spend no more than 5 minutes on each drawing.

The first box has been completed as an example.

Time: 15 minutes



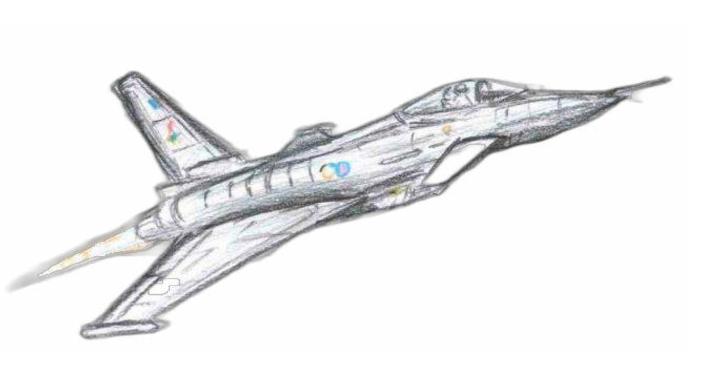
Stage Five: Completing a detailed sketch

Activity Seven: Detailed sketch

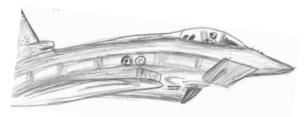
- 1. Choose a new subject that's interesting enough to draw for 15-20 minutes. You could draw the whole object or just a small section.
- 2. Create a detailed sketch. Make sure that you look carefully at the object you're drawing rather than focusing on your page.

Consider the following

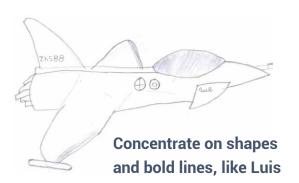
- Light and shade
- Mark making techniques
- Texture
- Negative space

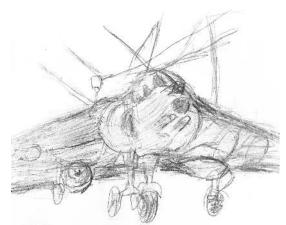


Techniques in action



Create a 3D shape by shading with your pencil, like Aliya

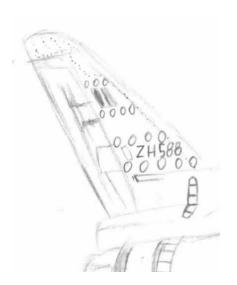




Make your work more interesting by trying out different angles, like Lucy



Try using colouring pencils instead of graphite to create a sense of movement, like Patrick



Focus your attention on small details, like Alexus