



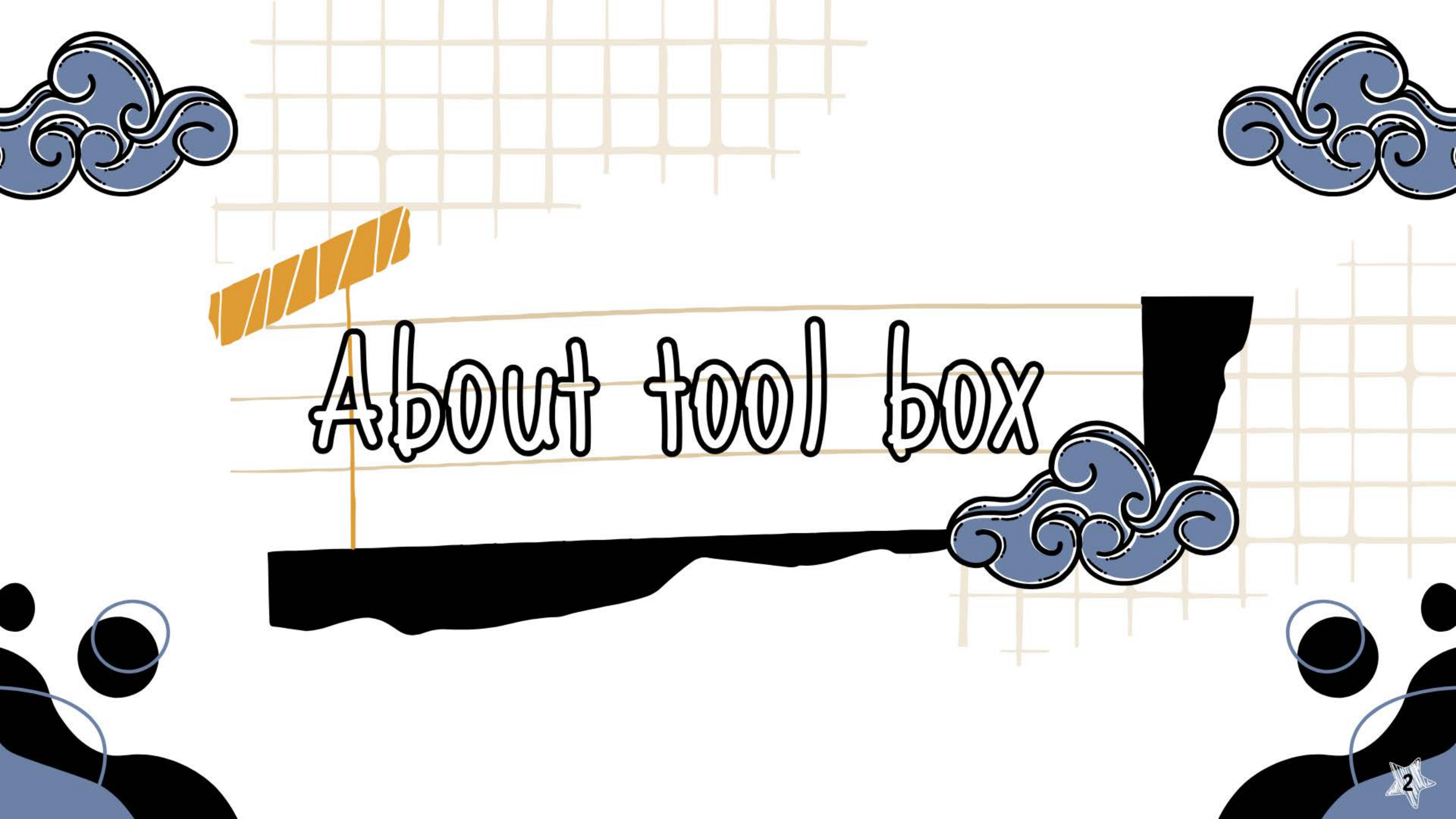
# Graphic Educational Toolbox

VISUAL THINKING TOOLS FOR EDUCATORS  
AND YOUTH



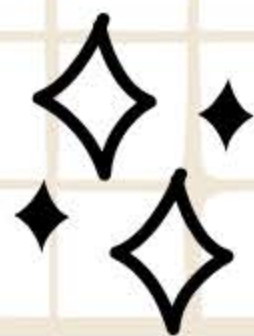
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the European Union





About tool box

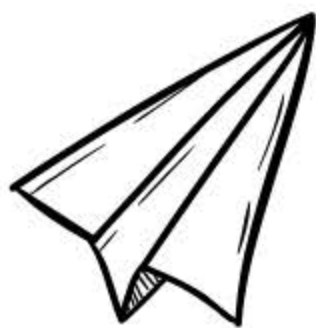




# Introduction



Welcome to our Graphic Educational Toolbox, an integral part of the Go Visual project. The toolbox is designed to empower educators and youth workers with visual thinking tools. It offers a diverse range of resources, including graphic facilitation educational material, visual tools, games, activities, a visual library, and visual tutorials. We hope that our toolbox will help you explore the power of visual learning and graphic facilitation techniques, support your creativity, inspire new outcomes, and provide a great experience with beautiful results





GRAPHIC EDUCATIONAL TOOLBO DEVELOPED IN  
THE FRAME OF GO VISUAL PROJECT

GO  
VISUAL

#govisual



# About Project

Go Visual - visual thinking tools for educators and youth - is a project aiming to raise awareness and develop the competence of educators, trainers, teachers, youth workers, and young individuals in visual thinking and graphic facilitation. The goal is to empower participants, enhancing the effectiveness and quality of the educational process and learning.



Co-funded by  
the European Union

Go Visual - visual thinking tools for educators and youth (2020-3-NL02-KA205-003302) - is co-funded by the Erasmus+ Programme of the European Union.







# About drawing, visuals and art...

## DRAWING IS PERSONAL

Drawing is a personal process. All your pictures are unique, created by you, and reflect your personality. They didn't exist before you drew them. Even if you replicate someone else's picture, you do it with your hand and in your own way



## VISUALS ARE INFORMATION

The aim of our visuals is not to produce beautiful pictures or perfect shapes; instead, our goal is to present information in the most convenient and impactful ways, making it more captivating, engaging, and easy to digest.

## NOT AN ART

Drawing is not merely art; it's an essential skill everyone possesses, meaning everyone can draw. In this book, you'll learn the simple art of drawing, not how to create a masterpiece.







# Why visuals

[Follow the online course for deeper learning.](#) - Related module:



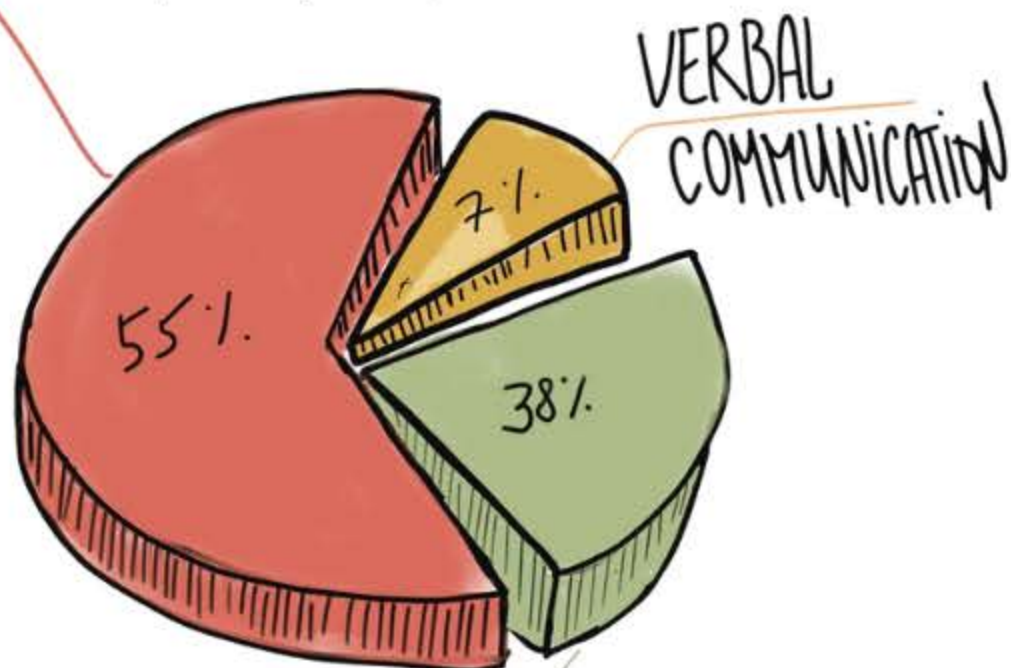


# COMMUNICATION MODEL

by Dr. A. Mehrabian

## NON VERBALE ELEMENTS

(facial expression, gestures,



VOCAL ELEMENTS

We are incredible at remembering pictures. Hear a piece of information, and three days later you'll remember 10% of it. Add a picture and you'll remember 65%.

## WORDS VS PICTURE

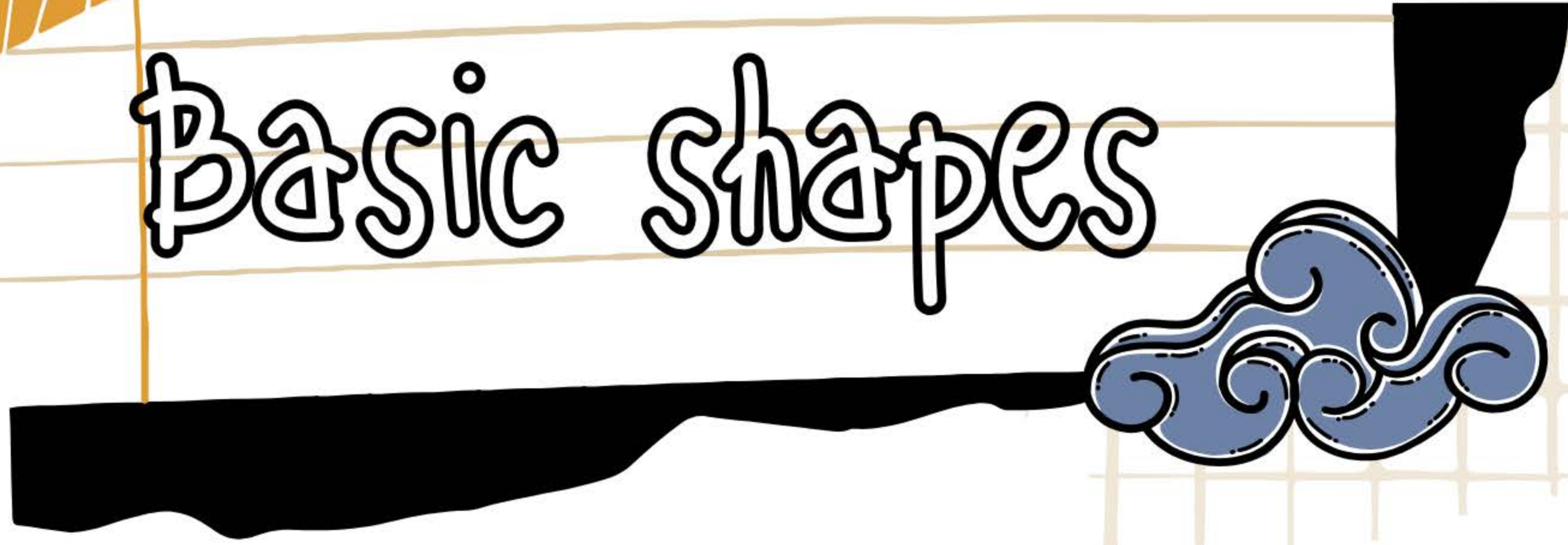
- Pictures are also more effective than text, in part because reading is inefficient for us. Our brain interprets words as lots of tiny pictures, requiring us to identify certain features in the letters to read them.

Words strongly depend on languages. Visuals have no language; they are international.





LET'S GET STARTED...



# Basic shapes

[Follow the online course for deeper learning.](#) - Related module:





# ABC of visuals

## BASIC SHAPES

ALL YOU NEED  
is ...



AND SOME MORE...



- We are beginning to learn the visual language, and like any language, you start by learning the alphabet. The visual alphabet is very simple and consists of basic shapes.

The ABCs of visuals, or basic shapes, are the Line, Circle, Triangle, Square, and Dot. By playing with these shapes, we can create our first simple visual words.

Lines can transform into waves, and triangles can form stars and mountains. By combining different shapes, we can create a multitude of simple visual words: houses, ships, umbrellas, clouds, trees, and many others. As we add complexity and detail, we can derive even more visual words. The central idea, however, is that we can visualize anything using just basic shapes and their variations. We can deconstruct anything we see into basic shapes and then reconstruct it as needed.



### ACTIVITIES TO PRACTICE

1. Construct-Deconstruct - 36.
2. 10-Second Draw - 37.
3. Dixit in Basic Shapes - 38.
7. Drawing Shapes - 42.







# Frames and Arrows

CONNECTORS AND CONTAINERS



[Follow the online course for deeper learning.](#) - Related module:

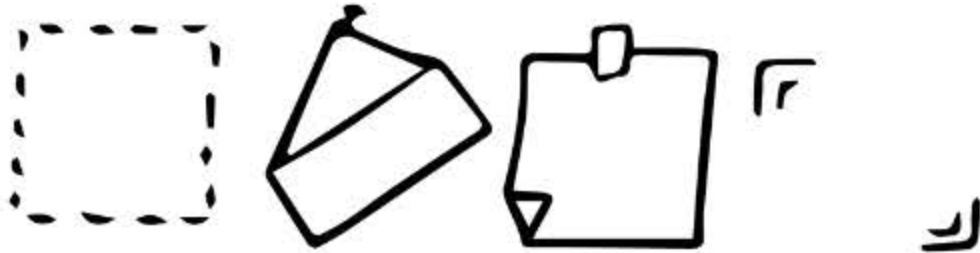


# FRAMES

- Frames and containers help us to:
  - Divide information into separate parts and structure it.
  - Highlight important information or titles.
  - Store supporting information and show the relatedness of the content.
- Sometimes, the frames themselves can convey information.
- The style of a frame can indicate the type of information it contains, whether it's important, additional, or verbal (like a quote, speech, or dialogue). It can also convey an emotional tone, whether fun, serious, or merely serving to connect visuals with the information.



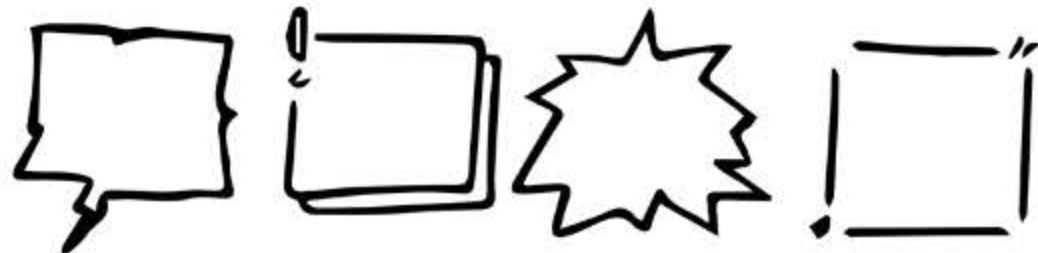
**BRING IN FRONT IMPORTANT INFORMATION, STRUCTURING AND CLUSTERING TEXT, TO MAKE IT EASIER TO READ AND NAVIGATE.**



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**BRING IN FRONT IMPORTANT INFORMATION, STRUCTURING AND CLUSTERING TEXT, TO MAKE IT EASIER TO READ AND NAVIGATE.**



**EMOTIONAL, IMPORTANT, HIGHLIGHTED, POINTED OR STRESSED OUT INFORMATION**



**FRAME ITSELF CAN BE INFORMATION, DELIVERING, EMOTIONS, TOPICS OF THE CONTENT, GRABBING ATTENTION AND SAYING SOMETHING BY ITSELF.**



## PRACTICAL TASK

The practical task is very simple, draw as many frames and arrows as possible. Look around and think about what you can transform in the frame, Google examples, copy whatever you want and practice drawing different containers and connectors.









# Fonts

TEXT, LETTERING, CALLIGRAPHY TYPOGRAPHY



[Follow the online course for deeper learning.](#) - Related module:



# VISUALS & WORDS

VISUALS DO NOT EXCLUDE WORDS. WORDS AND VISUALS CAN BE GREAT FRIENDS IF THEY SUPPORT EACH OTHER AND WORK TOGETHER.

## FONT

Font style can capture people's attention. It can set the mood of a message and even act as information itself, emphasizing the content. Before people even begin to read, the font can already hint whether the message pertains to something strict, fun, emotional, scientific, scary, light, or dynamic.



**IT'S IMPORTANT TO REMEMBER THAT A WORD SHOULD STILL BE READABLE. IF YOU WANT PEOPLE TO EASILY READ IT, AVOID MAKING IT TOO COMPLICATED. ENSURE IT CAN BE READ FROM A DISTANCE AND VISUALLY SUPPORTED WITHOUT CONFUSING THE AUDIENCE UNLESS THAT CONFUSION WAS YOUR CONSCIOUS INTENTION**

Usually, creative and interactive fonts are used for short phrases, statements, titles, and headers.

## TEXT

Written text shouldn't be overly complex. Typically, simple text conveys the main content information, and its primary function is readability. Therefore, the best way to ensure that content text is readable is to...

Keep it typographical, consistent, simple, and the same...

The text should be contrasted to be visible and easy to read - so if the background is white (or light) black is the best choice or if you want to use colours use dark contrast colours, dark blue, dark round, etc. Opposite if the background is black or dark.

**USE OF COLORS CAN ALSO SUPPORT THE HIERARCHY OF THE TEXT.**

- **THE CONTRAST (USUALLY BLACK) IS THE MOST VISIBLE AND MOST IMPORTANT TEXT.**
- **DARK COLORED TEXT IS A SECONDARY TEXT, READER AFTER BLACK ONE.**
- **LIGHT COLORED TEXT IS A SUPPORTING TEXT, LAST TO READER, USED FOR ADDITIONAL INFORMATION.**

Also, you can use color psychology (more in the colors) to play with your text. to highlight important information with red, or scientific with blue...



# LETTERING, CALIGRAPHY AND TYPOGRAPHY.

LET'S SEE THE DIFFERENCE BETWEEN LETTERING, CALLIGRAPHY AND TYPOGRAPHY.

## TYPOGRAPHY

is a consistent typed text style, when letters in the same style consistently repeat the same way. So mostly different fronts in any digital program have certain typography styles and repeat them throughout the whole text.

## CALIGRAPHY

It can be defined as “an art of writing letters.” It is a technique that characterizes handwriting text.

Elegant	Believe
Stylish	Classic
Family	Grace
Lively	Lemon
Beauty	Cupcake
Paris	Danut
Bold	Chocolate

## LETTERING

It is “an art of drawing letters”. It can take any form and style, but what defines it is that we draw each letter, meaning we choose style, size, etc. As we talk about drawing, we will concentrate more on the last two.

UNIQUE DESIGN  
LAYOUT  
WEBSITE  
DESIGN  
STRATEGY  
CORPORATE  
TEMPLATES  
SOCIAL MEDIA  
CAMPAIGN  
WEBSITE  
GRAPHICS  
TYPOGRAPHY  
TREND  
THINKING  
CONTENT  
VECTOR DESIGNS  
POSTER  
PRINTING  
BROCHURE  
BANNER  
DESIGNING  
BRANDING





# Calligraphy

## calligraphy AND handlettering FOR BEGINNERS



- Calligraphy consists of writing letters while paying attention to how the strokes or elements that form the letters are created, examining speed, direction, and sequence. Calligraphy is always done by hand, usually with pens, markers, or brushes.
- Digital media (for example, a tablet) can be used as well, as long as the letter is handwritten. Each key part of a letter must be created using a single stroke. Making corrections is not permitted. This means that each letter is unique. The author of a calligraphy is the person who has drawn it.

### PRACTICAL TASK

In our online course, you can find full practice tasks for the development of your calligraphy skills.





# Lettering

LETTERING IS DRAWING LETTERS AND WORDS. SO WE CAN PLAY AND BE CREATIVE WITH THIS A LOT.

## FONT

we can play with the form of the letters by choosing different fonts.

## SERIFS

we can use simple letters but change their serifs

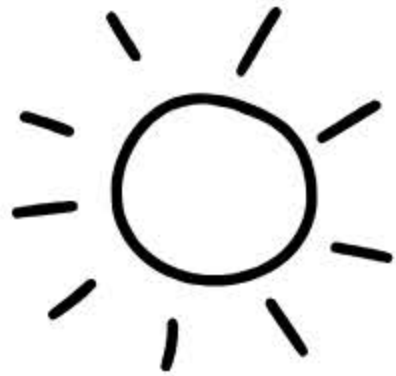
## SIZES

we can play with the sizes and location of letters.

## SHAPES

we can play with shapes of letters and words.

finally, we can add decorations and design elements





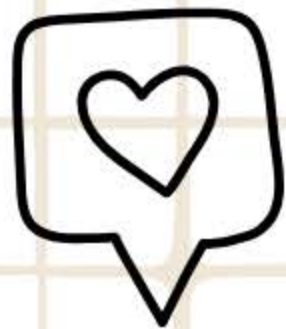
# Faces

AND EMOTIONS

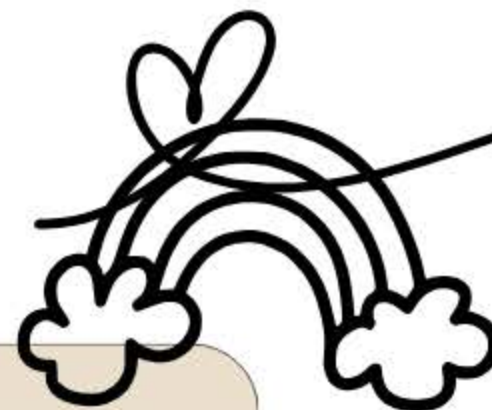


[Follow the online course for deeper learning.](#) - Related module:



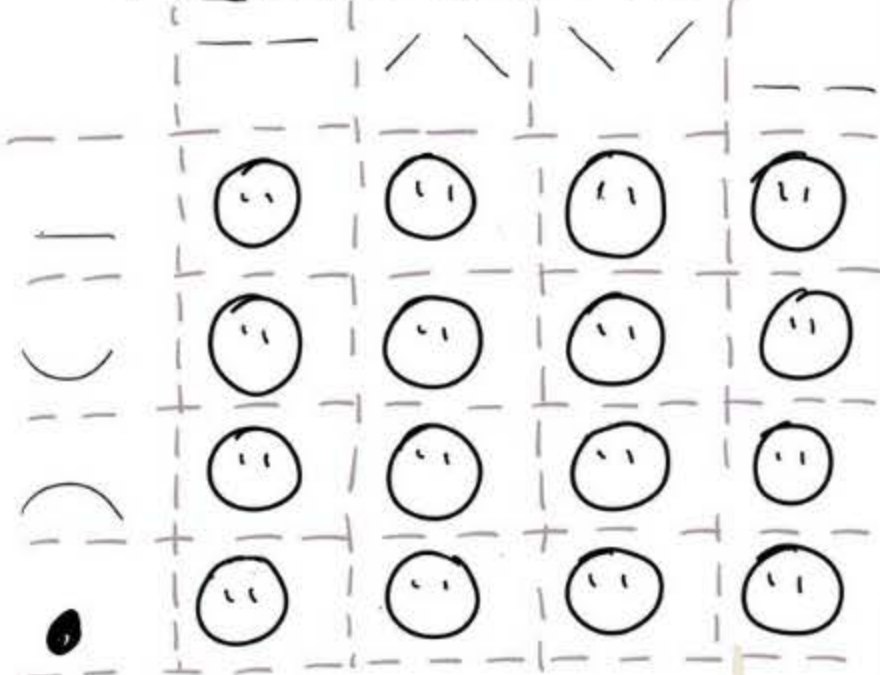


# Emotions

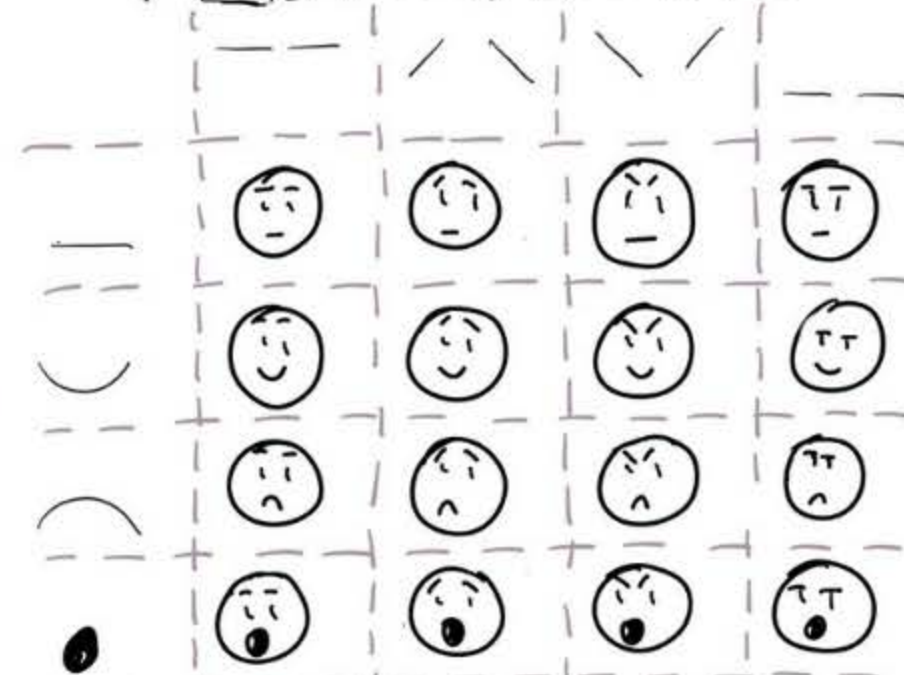


- Emotions are not easy to draw.
- As with the basics of drawing, we start with ABC of emotions.
- and Basic motion can be shown with basic shapes using just three elements: eyes, eyebrows, and mouth.
- Here is basic Emotion's Greed showing that different combinations of just eyebrows and mouth bring different emotions and as usual simple things can make a big difference.

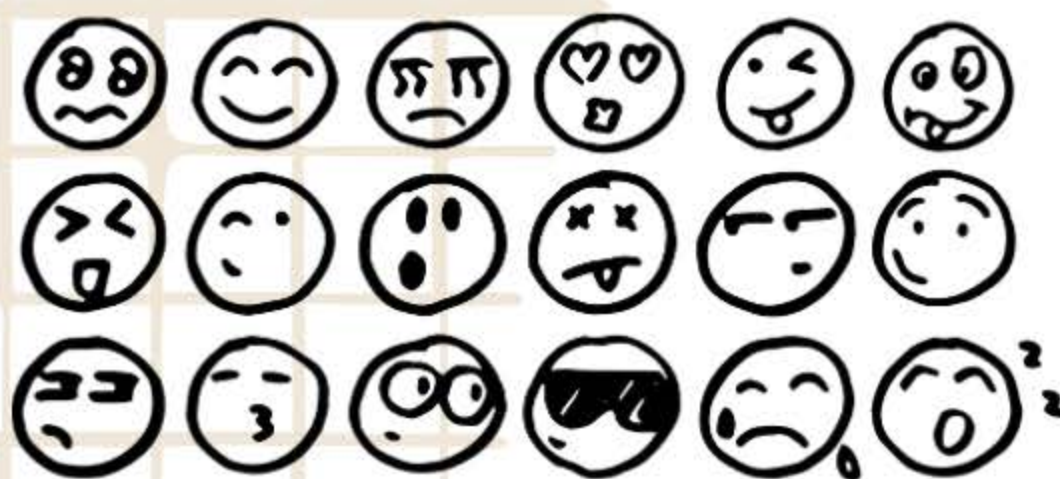
EMOTIONS



EMOTIONS



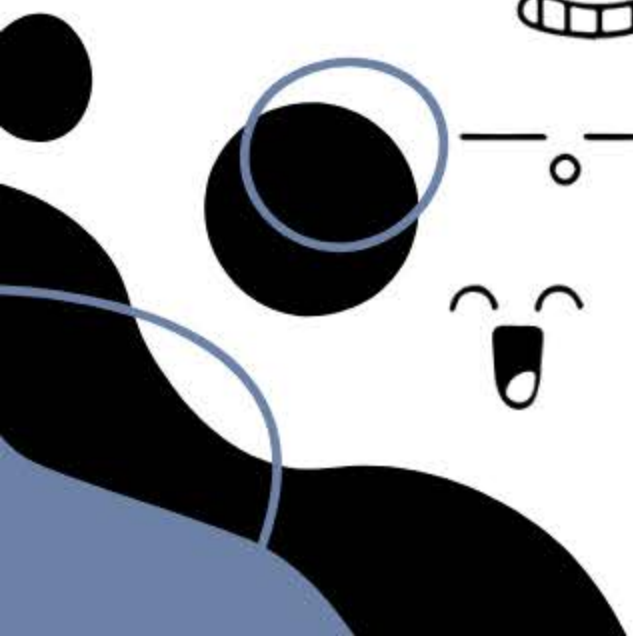
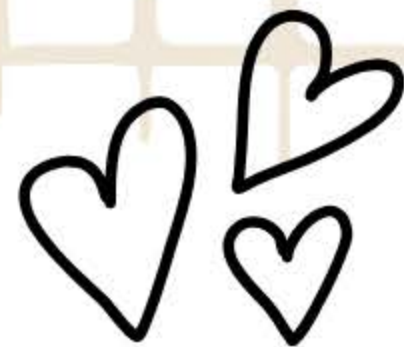
And some more examples of combining different symbols and elements can deliver different emotions







MORE EMOTIONS....







AND MANY MORE EMOTIONS....





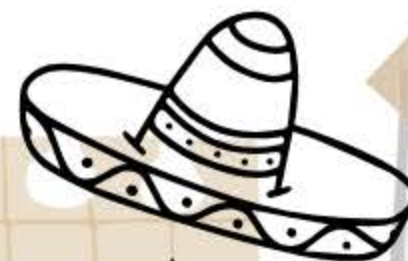


Drawing faces is akin to assembling a Lego set. You have different pieces, and by combining them in various ways, you create diverse faces.

While there can be different approaches to drawing faces, the basic idea is to select elements and combine them step by step. Here, you can see one method of assembling faces.

Your task is to draw 100 faces in any style form and way. Important is to don't repeat what you have already drawn.

You can get inspired and copy from any source. Just keep on drawing and practice.







# People & Characters

Follow the online course for deeper learning. - Related module:



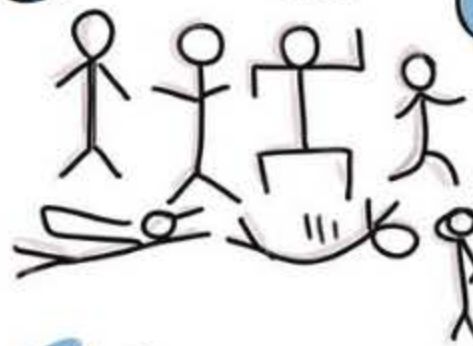




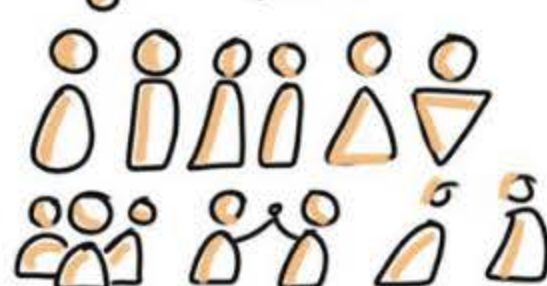
# PEOPLE



1. STICK MAN



2. !-PERSON



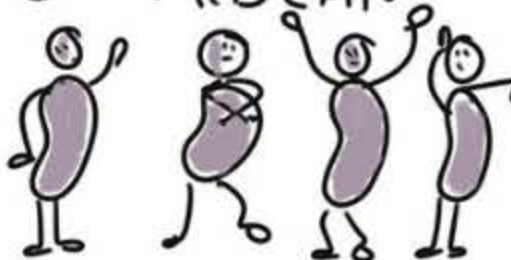
3. BOARD MAN



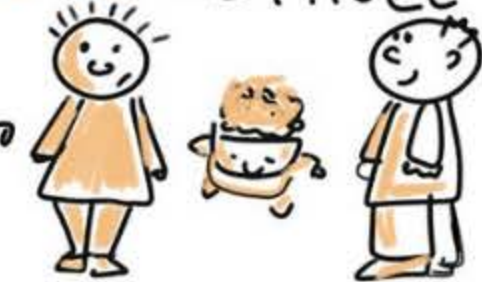
4. STAR MAN



5. MR. BEAN



6. KEYHOLE



# People



Drawing people is simple if you approach it with simplicity. Starting with the basic representation of a human as a stick figure, you can branch out into various other styles. Here are a few of them.

When drawing people, three things are important:

**Purpose** - What is the intent behind the figure you're drawing? Ensure you illustrate a figure that aligns with your idea.

**Ease** - Draw in a manner that's most comfortable for you. Avoid overcomplicating things; aim for practicality.

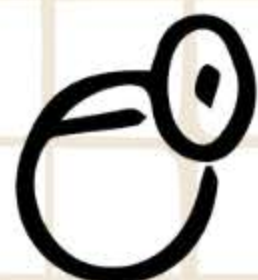
**Enjoyment** - Opt for styles that you find enjoyable. After all, drawing is about relishing the process..







# Characters

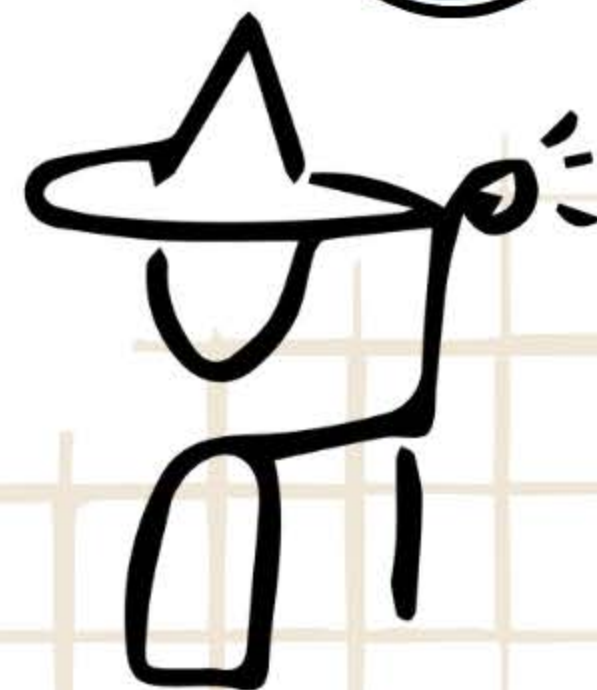


A Doctor

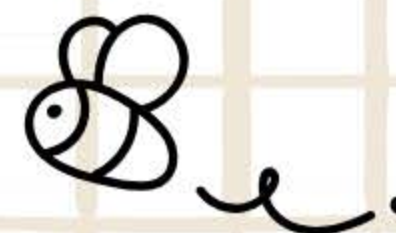
What makes the person a character?  
A Small details!  
And if we add just a few details to our figures they can easily become...



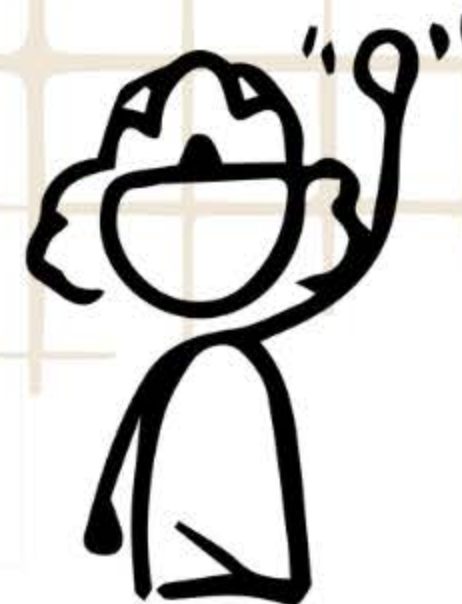
A Postman



A Mage



A Spaceman



A Queen


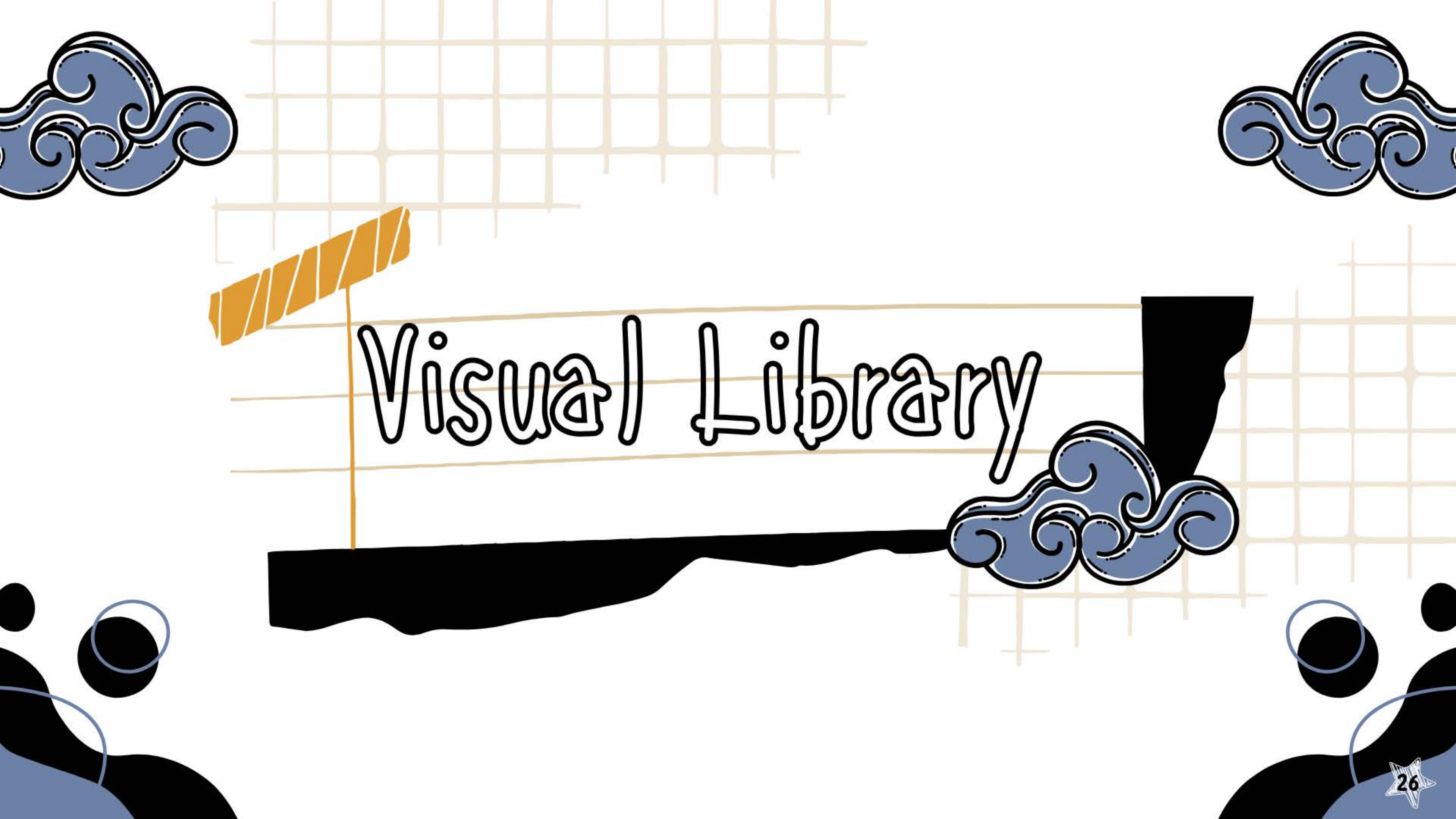


A Cook



A Fireman





# Visual Library



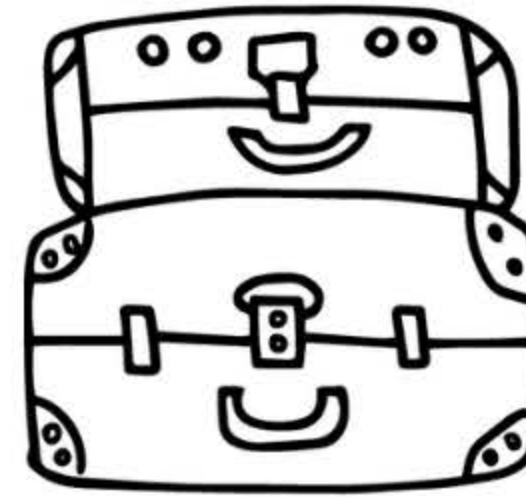
Visual Library



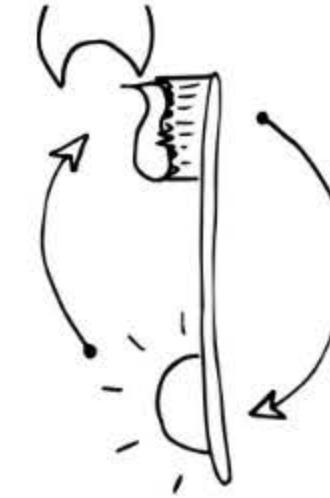
Failure



Cylinder



Suitcase



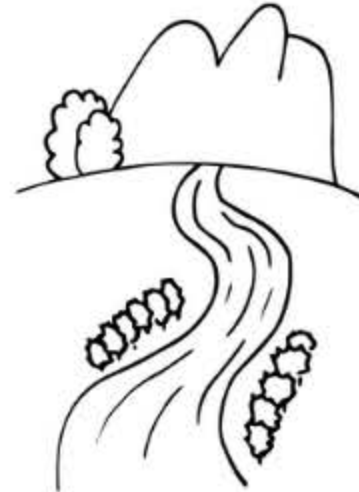
Habbit



Volcano



Color-blind



River



Jungle



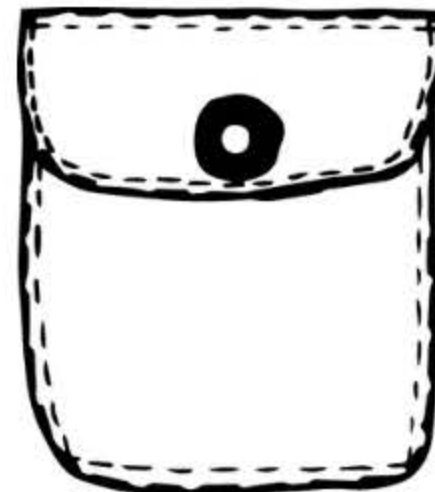
Modest



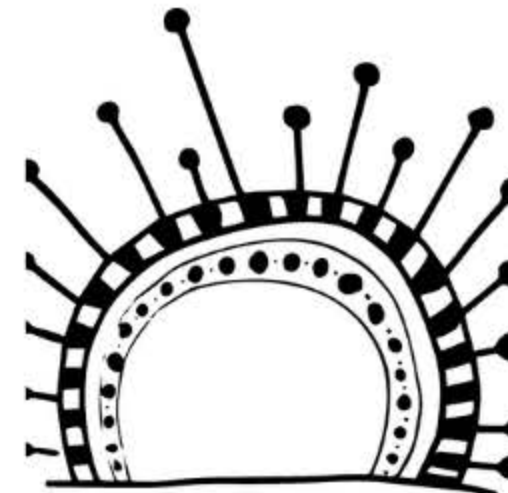
Seasonal



Adventure



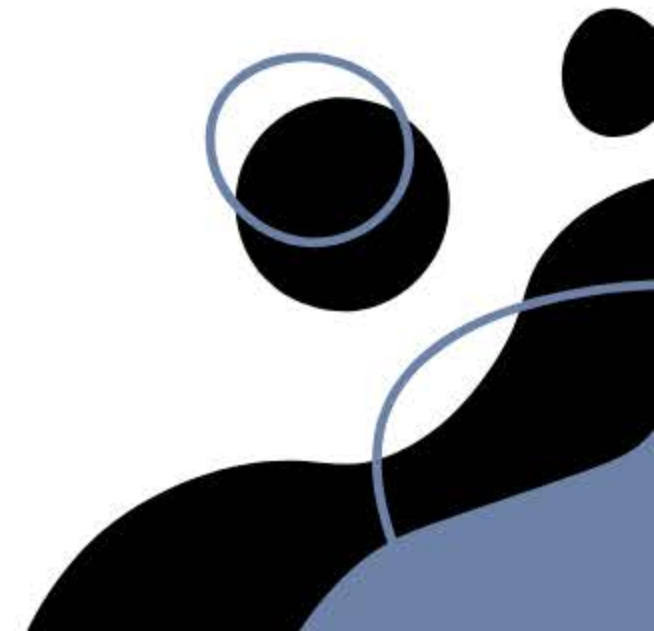
Pocket



Sunshine



Visit





Visual Library



Folk



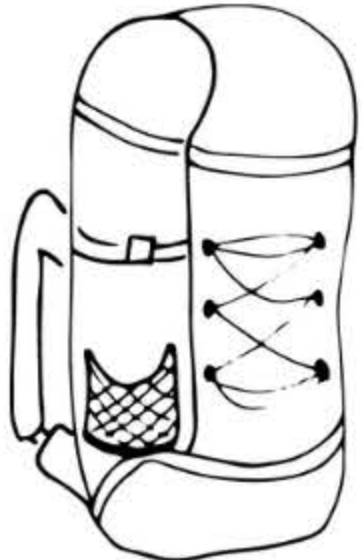
Pill



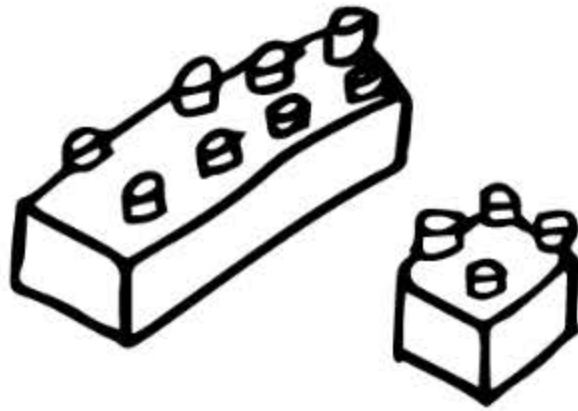
Wind



Sugar



Volcano



Lego



Atmosphere



Laundry



Coconut



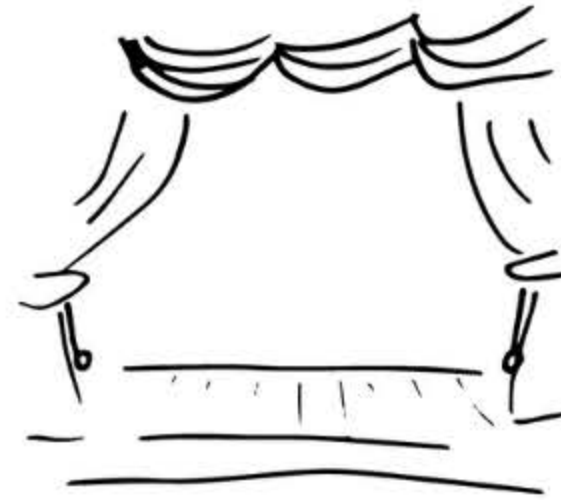
Palm



Video



Myth



Show



Housewife





Visual Library



Wallet



Toupee



Frog



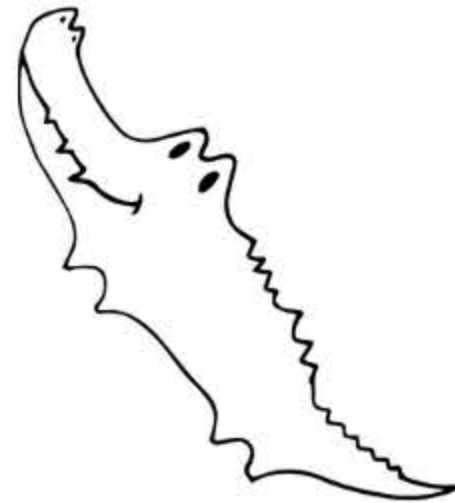
Ham & eggs



Lizard



Glasses



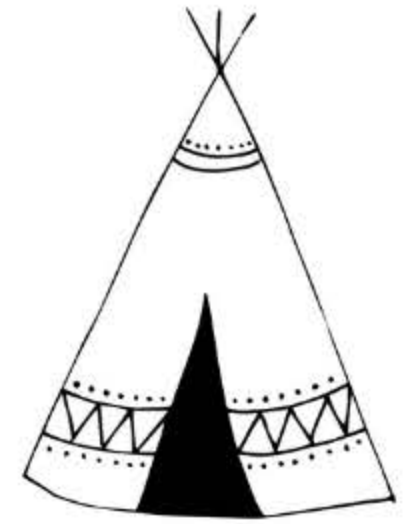
Crocodile



Spirit



Ghost



wigwam



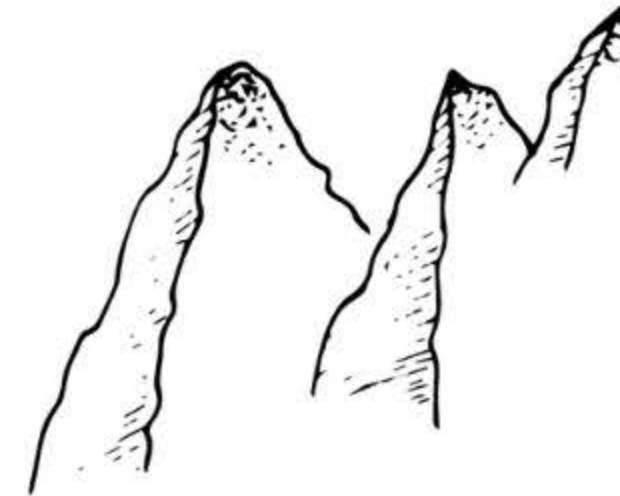
Brunch



Passion



Kiss



Mountains





Visual Library



Bank robber



Fridge



Trade



City



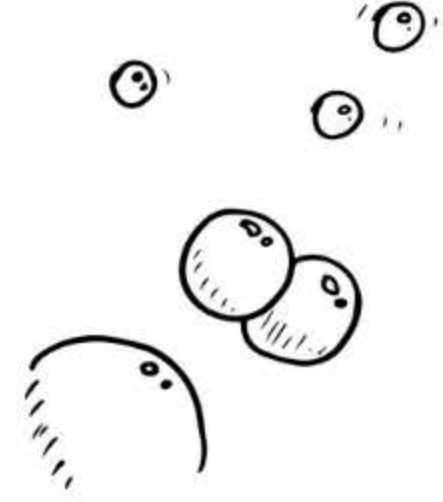
Snowman



Mickey Mouse



Black tea



Bubble



Wanderland



Grandma



Zoo



Bullet



Drama

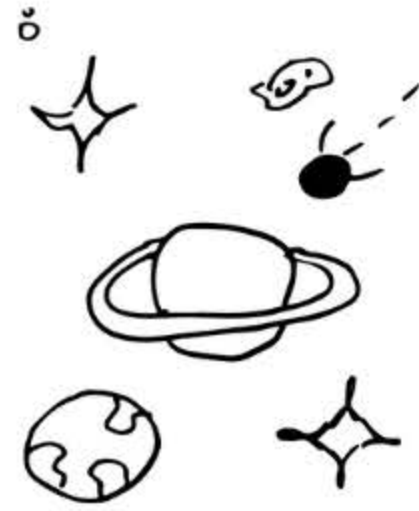


Realism





Visual Library



Space



Love



Cactus



Beach



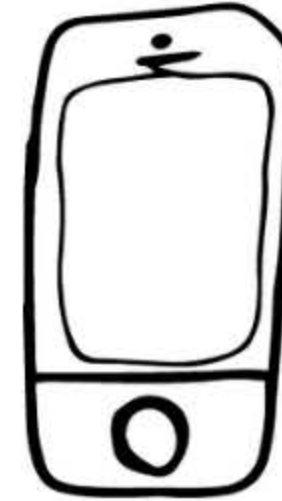
Teenager



Key



Pen



Smartphone



Home



Baby



Dream



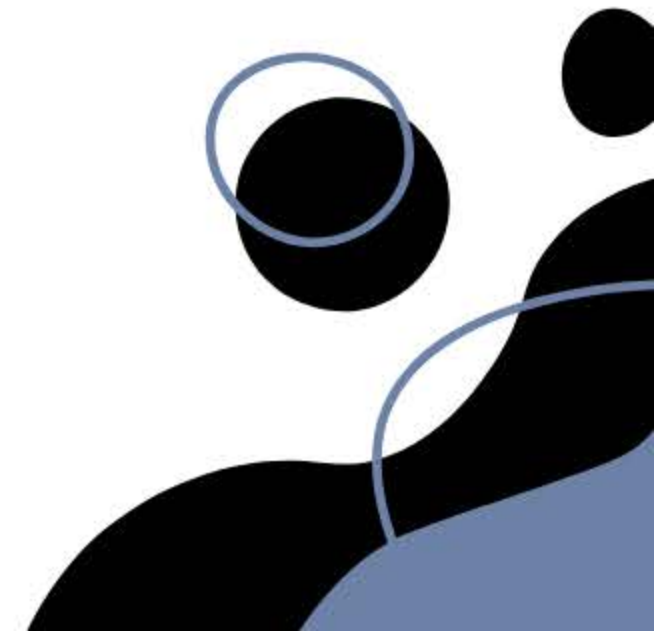
Water



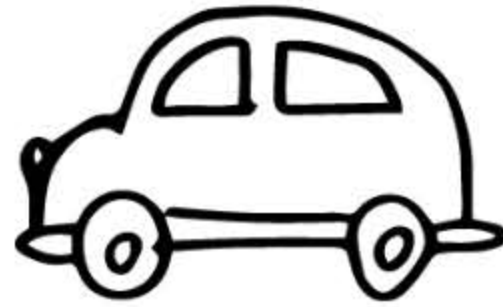
School



Computer







Car



Poste



Celine Dion



Creativity



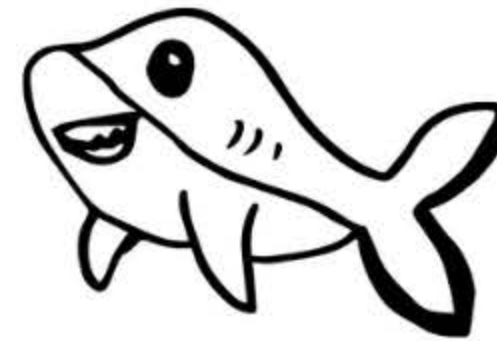
Lipstick



University



Nail



Shark



Hat



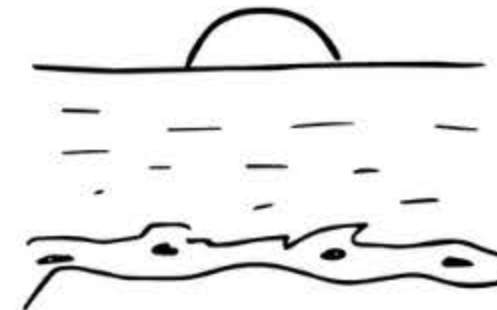
Michael  
Jackson



Teacher



Fly



Ocean

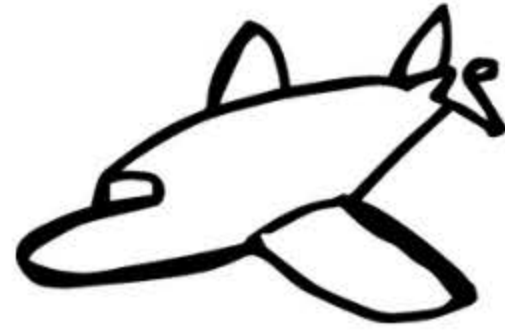


Einstein





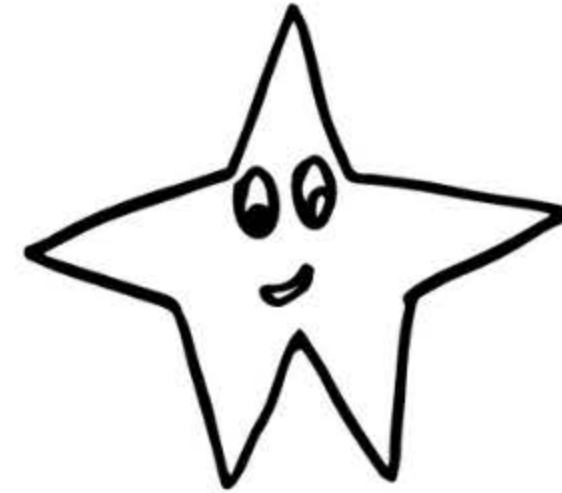
Visual Library



Plane



Water melon



Star



Clock



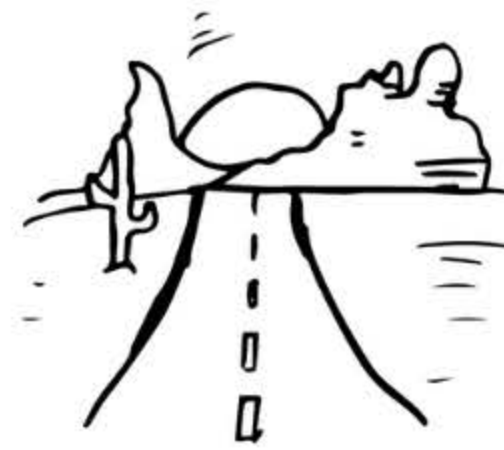
Sing



Goal



Fight



Journey



Eye



Game



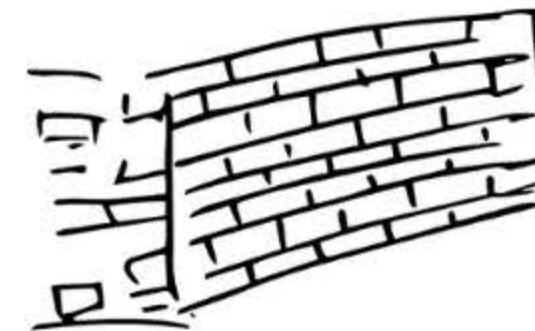
Night



Toilet



Kiss



Wall







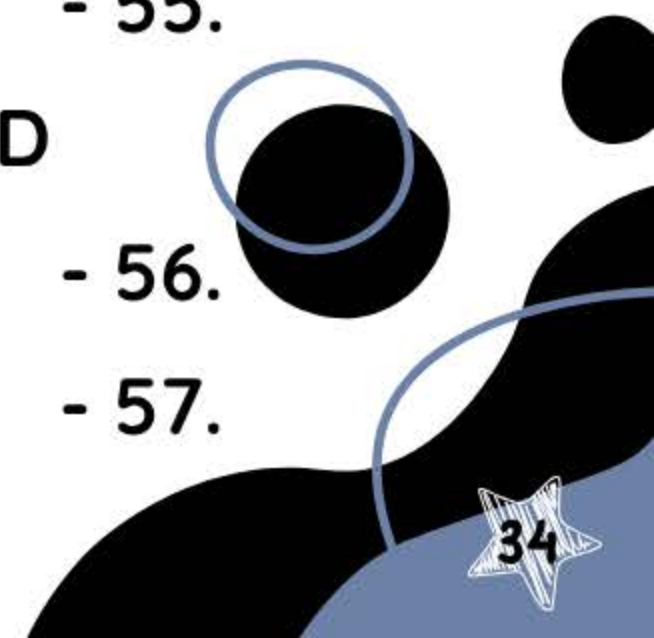
Tools





## TOOLS LIST

- |                          |       |                              |       |
|--------------------------|-------|------------------------------|-------|
| 1. CONSTRUCT-DECONSTRUCT | - 36. | 12. PICASSO PORTRAIT         | - 47. |
| 2. 10-SECOND DRAW        | - 37. | 13. DRAWING IN A CIRCLE      | - 48. |
| 3. DIXIT IN BASIC SHAPES | - 38. | 14. FAMILY PORTRAIT          | - 49. |
| 4. DRAW YOUR NAME        | - 39. | 15. DRAWING PORTRAITS        | - 50. |
| 5. FINGER DRAWING        | - 40. | 16. AVATAR                   | - 51. |
| 6. SCRIBBLE VISION       | - 41. | 17. PASSPORT                 | - 52. |
| 7. DRAWING SHAPES        | - 42. | 18. CROCODILE GAME           | - 54. |
| 8. COLOR THE PAGE        | - 43. | 19. ALL EYES ON YOU          | - 55. |
| 9. LINES & CURVES        | - 44. | 20. VISUAL THINKING AND MIND | - 56. |
| 10. WATERCOLOR STAINS    | - 45. | MAPPING                      | - 56. |
| 11. OVER HAND DRAWING    | - 46. | 21. DRAWING TOGETHER         | - 57. |





# Construct-Decostruct

PEOPLE 6+



30 MIN



## OVERVIEW

In the Construct-Decostruct activity, participants are given a simple picture drawn by the trainer on a slip of paper. They must first "deconstruct" this picture into its basic shapes, then pass it on to the next participant, who will "construct" a new image from these shapes. This relay continues until the paper is filled, after which participants can review and discuss the evolution of the images.

## OBJECTIVES

To enhance participants' analytical and creative skills by deconstructing and reconstructing images using basic shapes.

## MATERIALS

- A4 Paper
- Pencils, liners, markers or pens.

## INSTRUCTIONS

**Setup:** The trainer prepares slips of paper with a simple picture drawn at one end. Ensure there are different pictures for variety.

**Starting the Activity:** Each participant is given a slip of paper with the drawn picture.

**Deconstruction:** Participants look at the picture, fold the paper to hide the original drawing, and on the visible side, they break down or "deconstruct" the picture into its basic shapes.

**Passing :** The slip of paper is then passed to the next participant.

**Construction:** The next participant looks at the set of shapes, folds the paper to hide the shapes, and then "constructs" or draws a new object or animal using these shapes.

**Continuation:** The process of deconstruction and construction continues with each participant until the slip of paper is filled with drawings.

**Review:** Once all drawings are done, participants unfold their papers.

**Discussion:** Participants walk around, observing the original drawings and the subsequent interpretations. They discuss the initial image and the final result, noting the evolution and transformation of the images.



# 10-Second Draw

PEOPLE 5+



20 MIN



## OVERVIEW

In the 10-Second Quick Draw activity, participants are challenged to draw an object or animal named by the trainer within a short span of 10 seconds. This activity emphasizes the use of simple shapes and lines to represent complex objects, promoting creativity and the ability to think on one's feet.

## OBJECTIVES

To enhance participants' quick thinking and drawing skills, fostering creativity and spontaneity.



## MATERIALS

- A4 Paper
- Pencils, liners, markers or pens.



## INSTRUCTIONS

**Setup:** Ensure each participant or team has a drawing surface and drawing tools.

**Starting the Activity:** The trainer announces the name of an object or animal.

**Drawing Time:** Participants have exactly 10 seconds to draw the announced object or animal using simple shapes and lines.

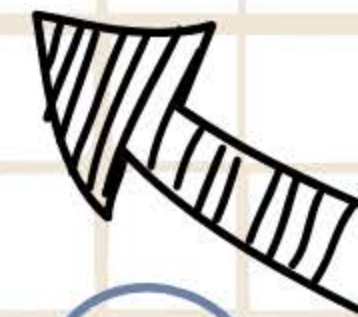
**End of Round:** At the end of 10 seconds, the trainer calls "time" and participants must stop drawing.

**Review:** Optionally, participants can share and discuss their drawings. This can be a fun way to see the various interpretations and creative approaches.

**Next Rounds:** The trainer can announce a new object or animal for the next round, and the activity continues as before.

**Conclusion:** The activity can end after a predetermined number of rounds or when the trainer decides.

**Note:** The emphasis is on quick thinking and creativity, not on the perfection of the drawings. Encourage participants to be spontaneous and enjoy the process!





# Dixit in Basic Shapes

PEOPLE 5+



40-60 MIN



## OVERVIEW

Participants are introduced to the fundamental idea that intricate visuals can be simplified into basic geometric shapes. Each participant selects a DIXIT card featuring a complex image and endeavors to recreate it using basic shapes while having the option to incorporate colors. Participants attempt to draw 2-3 cards. Subsequently, a gallery of their artistic interpretations is organized, followed by a group discussion to share insights and experiences.

## OBJECTIVES

To develop participants' drawing skills, particularly in creating simple images in basic shapes  
To let participants realise that all the visuals consist of basic shapes which are easy to draw  
To support creativity and inspire the creative process



## MATERIALS

- DIXIT cards (or any association metaphoric images).
- Paper
- Pencils, liners, markers or pens.



## INSTRUCTIONS

Introduction (10 minutes):

Explain the objective of the activity: to demonstrate how complex visuals can be broken down into basic shapes and to encourage creative thinking. Provide a brief overview of basic shapes (e.g., circles, triangles, squares) and their role in visual communication.

Drawing Phase (15-25 minutes):

Distribute DIXIT cards to each participant.

Instruct participants to choose 2-3 cards and attempt to recreate the images on these cards using only basic shapes. They can also use colors if desired.

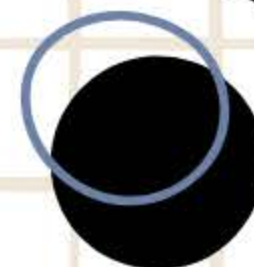
Emphasize that the goal is not perfect replication but creative interpretation.

Gallery (5 minutes):

After the drawing phase, invite participants to walk around and see images of others. Encourage them to reflect on the use of basic shapes and colors in the drawings.

Discussion (10 minutes)

Finalise the activity by discussing the process of transforming images into basic shapes and the main challenges they faced. As well as ways they overcame them.







# Draw your Name



PEOPLE 4+



30 MIN



## OVERVIEW

During this exercise, participants draw their Names in a creative way. This exercise is a great warm-up creativity getting-to-know and name activity



## OBJECTIVES

Visual, metaphorical and creative thinking. Boost of creativity. Getting to know and name activity.



## MATERIALS

- Paper
- Markers
- paper tape



## INSTRUCTIONS

1. Ask participants to Draw their names using no words or letters.

Participants should boost their creativity and draw their names using only visuals, pictures, icons symbols, metaphors and associations. Some names may be associated with something specific. Some may be a combination of two things. Some can have different meanings in different languages. And some participants can use anagrams or code their names in pictures.

There is no good or bad way to do this task. It is about creativity and any result is valuable to share and discuss (10 minutes)

2. Participants stick their visual names with the tape on the chest and start walking and guessing each other's names. (20 minutes)

3. Participants share their pictures say their name and explain the picture why it is their name.

4. (optional) You can discuss and share how was it to draw their own name. What was difficult, why, and ask other participants what association they have when they hear the name "..."

Write their name next to the picture and make a picture gallery on the wall, so any time participants can come back to the wall and read names if they forget any.





# Finger Drawing

PEOPLE 4+



30-40 MIN



## OVERVIEW

In this exercise, one volunteer is drawing pictures in the air, and the rest of the group will need to repeat those drawings and guess them. This exercise is a good warm-up for visual thinking and attention.



## INSTRUCTIONS

1. Ask for a volunteer, whose task will be to draw something in the air in front of the rest of the group. Give the volunteer 5 words to draw one by one.
2. Volunteer starts the object in the air with their index finger, and the rest of the group starts to copy the volunteer's drawing on paper, to see what the object is.  
When drawing is finished participants should guess what are those five pictures and write answers next to their pictures. Then compare results. Each guessed object gives one point.
3. Then change the volunteer who is drawing in the air and repeat the activity. You can call a random volunteer or the one who guessed the most or least pictures.

## OBJECTIVES

Visual and spatial thinking, focus and attention.



## MATERIALS

- Paper
- Pen







# Scribble Vision



PEOPLE 1+ (INDIVIDUAL WORK)



30 MIN



## OVERVIEW

Participants work individually, drawing scribbles and then finding images within them.



## INSTRUCTIONS

Participants receive paper and a drawing tool. Using only lines, they create scribble pictures, with lines crisscrossing as much as possible. Participants then look for faces or characters in the scribbles, using only the existing lines and highlighting them. Small elements can be added, but the original scribble should remain mostly unchanged.

## OBJECTIVES

Inspire creativity and encourage thinking outside the box.



## MATERIALS

- Paper
- Pencil/pen, marker, liner







# Drawing Shapes



PEOPLE 1+ (INDIVIDUAL WORK)



10+ MIN



## OVERVIEW

A simple activity that inspires drawing practice through various shapes.



## INSTRUCTIONS

Draw different simple shapes (e.g., square, circle, triangle, star) on the page in a random pattern, leaving some space between them. After drawing the shapes, add details to each, transforming them into characters or objects. For added flair, fill any remaining spaces with small doodles or color the shapes.

## OBJECTIVES

To overcome the fear of an empty page, boost creativity, and practice drawing skills.



## MATERIALS

- Paper
- Pencil/pen /marker/liner







# Color the Page



PEOPLE 1+ (INDIVIDUAL WORK)



10+ MIN



## OVERVIEW

A simple activity designed to inspire drawing on a colored page.



## INSTRUCTIONS

If unsure of what to draw, start by coloring the entire page. Use a single color, a gradient of similar colors, or even a rainbow pattern. Ensure the chosen colors can be drawn over. The colored page acts as a canvas, making it easier to start drawing since it's no longer a blank page.

## OBJECTIVES

To overcome the fear of an empty page and practice drawing skills.



## MATERIALS

- Paper
- Paint, markers, chalks, crayons (any coloring tool that can be drawn over)







# Lines & Curves



PEOPLE 1+ (INDIVIDUAL WORK)



15-20 MIN



## OVERVIEW

Participants work individually, drawing small pictures based on curves.



## INSTRUCTIONS

Prepare a template (or use the one we provide) with 8 panels. Each panel should have one curved line. Distribute this template to the participants. Allow them 10-15 minutes to draw a picture in each panel using the initial line, adding elements to transform the lines into pictures. Afterward, allow time for sharing so participants can see the diverse interpretations based on the same template.

## OBJECTIVES

To inspire creativity and encourage thinking outside the box.



## MATERIALS

- Paper
- Pencil/pen/liner







# Watercolor Stains



PEOPLE 1+ (INDIVIDUAL WORK)



15+ MIN



## OVERVIEW

For those unsure of what to draw or how to begin, this simple activity encourages drawing inspired by watercolor stains.



## INSTRUCTIONS

On a blank page, create several watercolor stains. They can be separate or slightly overlap. Allow the page to dry. Once the stains are dry, begin drawing pictures in and around them. Let your creativity flow, drawing whatever you perceive or desire within the stains.

## OBJECTIVES

To overcome the fear of an empty page, boost creativity, and practice drawing skills.



## MATERIALS

- Paper (preferably thick or watercolor paper)
- Watercolors
- Pen/marker/liner







# Over Hand Drawing



PEOPLE 1+ (INDIVIDUAL WORK)



10+ MIN



## OVERVIEW

For those unsure of what to draw or how to begin, this simple activity inspires drawing through the shape of your hand.



## INSTRUCTIONS

Place your palm on a blank page and trace around it with a pen to capture the shape of your hand. Use your creativity to transform this outline into any image other than a hand.

## OBJECTIVES

To overcome the fear of an empty page, boost creativity, and practice drawing skills.w



## MATERIALS

- Paper
- Pen/marker /liner





# Picasso Portrait

PEOPLE 4-20



10-20 MIN



## OVERVIEW

In the Picasso Portrait activity, participants pair up and take turns drawing a quick portrait of their partner. The catch is that they must do so without lifting their pen from the paper. This continuous line drawing technique can produce unique and often abstract results. The second level of the activity adds an additional challenge: drawing without looking at the paper, relying solely on memory and feel.

## OBJECTIVES

To enhance observation skills and attention to detail.  
To foster creativity and challenge conventional drawing techniques.  
To promote bonding between partners and encourage a sense of fun and light-heartedness.

## MATERIALS

- Paper
- Pen/marker /liner



## INSTRUCTIONS

Have participants form pairs. If there's an odd number, a group of three can be formed with two people drawing the third person simultaneously. Distribute a sheet of paper and a pen/pencil to each participant.

Level 1:

Instruct participants to spend a few moments observing their partner's face. Set a timer for 10-15 seconds.

When ready, participants should start drawing their partner's portrait without lifting the pen from the paper until the time is up.

Once time is up, participants can share their drawings with their partners and enjoy the unique results.

Level 2:

Participants will again draw their partner's portrait, but this time they should not look at the paper while drawing. They can only look at their partner's face. Set the timer for 10-15 seconds.

Once time is up, participants can compare the two drawings and share their Level 2 drawings with their partners.

After both levels are completed, participants can display their drawings for the group, discuss the challenges they faced, and share any insights or observations.

Note: This activity is not about creating a perfect portrait but rather embracing the process and enjoying the unexpected outcomes. It's a great icebreaker and often results in laughter and surprise at the abstract and unique drawings produced.



# Drawing in a Circle

PEOPLE 10-20



40 MIN



## OVERVIEW

During this exercise participants will draw pictures, one copying another. This exercise is a group working activity, providing creative thinking and attention.

## OBJECTIVES

Creative warm-up, group building, focus and attention.

## MATERIALS

- A4 paper
- Markers

## INSTRUCTIONS

1. Invite participants to sit in a circle with an A4 sheet of paper.
  2. You are all going to draw the same picture, but you need a starter. Ask for volunteers, who would like to draw a picture. The picture should fill all the paper. It can be a free plot: an island in the sea, with ships around, clouds and sun above, fish underwater; or, a building in the city with windows, a car parked in front, rainclouds, birds in the sky; or, someone's bedroom with furniture, paintings on the wall, flowers on the table, etc. Just feel free to draw anything you are comfortable with. Drawing should be simple (30-60 seconds)
  3. Ask the first person to start drawing. They can decide which direction the circle will go and if it is going to be a landscape or a portrait drawing. Let's imagine that it is going to the left and it is a landscape.
  4. Important! The second person from the left can see the starter picture and tries to draw exactly the same picture on his/her sheet. The third person can only look at the picture of the second person, the fourth can see the picture of the third and so on. People in the circle can only see the picture of the previous person. It will be a temptation to look at the pictures of others, but try to stick to the rule.
  5. When the person has finished drawing, they give it to the next person (make sure the third person can not see it.)
  6. When the last person is done, you can show your pictures to everyone in the circle.
- You will be able to compare things, like for instance how different are the first and last pictures and how careful and accurate the drawers. What elements were lost and why? Maybe something new was approved through the copying?



# Family Portrait

PEOPLE 20-30



45-60 MIN



## OVERVIEW

In the Family Portrait activity, participants are divided into smaller groups where they spend time getting to know each other. Each member shares personal information, and the group collaboratively creates a "family portrait" on a flipchart. This portrait captures shared traits, individual uniqueness, and a thematic element related to the project's topic.

## OBJECTIVES

To promote bonding and understanding among group members.  
To identify commonalities and unique traits within the group.  
To foster creativity and presentation skills.  
To relate personal experiences and preferences to the broader topic or theme of the project.

## MATERIALS

- Flipcharts
- Markers
- Optional: Stickers, colored paper, or other decorative materials.

## INSTRUCTIONS

Divide the larger group into smaller groups of 4-6 participants.

In their smaller groups, participants take turns sharing information about themselves. This can include hobbies, background, interests, and any other relevant personal details.

Using the flipchart, each group creates their "Family Portrait":

**Names:** List down the names of all group members.

**What Do We Have in Common:** Identify and list shared traits, interests, or experiences among group members.

**What is Unique About Each Participant:** Highlight a unique trait, interest, or experience for each group member.

**Thematic Element:** Based on the project's topic, draw or represent something related. For instance, if the project is about game development, participants can draw their favorite game or a game-related symbol.

Once each group has completed their "Family Portrait", reconvene the larger group.

Each small group presents their flipchart to the larger group, explaining the commonalities, unique traits, and the thematic element they've included.

After all presentations, encourage a brief discussion or reflection on the activity's insights and any observations made during the sharing.



# Drawing Portraits

PEOPLE 4-30



10-20 MIN



## OVERVIEW

The "Drawing Portraits" activity involves participants forming two circles: an inner circle where individuals sit still - the models, and an outer circle where participants draw a portrait of the person directly in front of them - the artists. And every 10 seconds, the outer circle moves together to the next person to continue drawing. This rotation continues until each portrait is completed. Afterward, the roles switch, allowing all participants to experience both being the subject and the artist.

## INSTRUCTIONS

Make sure participants form two circles - an inner circle and an outer circle. Each person in the outer circle will be paired with someone from the inner circle.

The inner circle participants will sit still during the activity. They are the models. The outer circle participants will be responsible for drawing a portrait of the person directly in front of them. They are the artists.

The task for artists is to start drawing a portrait of a person in front of them. They will have 10 seconds to draw. After 10 seconds, they have to move together in the same direction as the next person and continue drawing a portrait that was started by someone else. Continue drawing the new subject in front of you as the circles rotate.

Participants keep rotating until each portrait is finished. Tell participants they may need to adjust their drawing style and adapt quickly to the changing subjects.

Once all portraits are completed, the roles will switch. Inner circle participants will become the artists, and outer circle participants will become the subjects.

After both rounds, participants can display their drawings for the group, discuss the challenges they faced, and share any insights or observations.

Note: This activity is not about creating a perfect portrait but rather embracing the process and enjoying the unexpected outcomes. It's a great icebreaker and often results in laughter and surprise at the abstract and unique drawings produced.

## OBJECTIVES

To develop participants' observational skills as they closely observe the person in front of them to capture their features and likeness

To promote bonding between partners and encourage a sense of fun and light-heartedness.

To encourage participants to explore their creativity and artistic expression by drawing portraits in a unique and spontaneous way

## MATERIALS

- A4 paper
- Markers/pen /pencil





# Avatar

PEOPLE 8-25



30-50 MIN



## OVERVIEW

The "Avatar" activity is a creative and engaging exercise where participants craft their own avatars, representing themselves, their interests, and unique qualities through visuals, associations and storytelling.

## OBJECTIVES

To encourage creativity, self-expression through visuals

To encourage group bonding by creating and sharing personal stories related to features of avatars



## MATERIALS

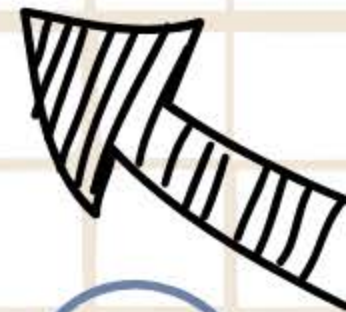
- A4 paper
- Self-expression materials Markers, crayons, pastels, watercolours



## INSTRUCTIONS

Provide each participant with a sheet of paper and drawing materials. Explain that they will be creating their own avatar: they need to draw a character that represents them, as well as visually expressing their interests and their "superpowers." Participants should begin by drawing their avatar on the paper. Encourage them to be creative and include details that reflect their personality, hobbies, and unique qualities. Participants should also come up with a name for their avatar and write both their real name and their avatar's name on the paper.

After everyone is done, invite everyone into the circle. One by one, invite participants to share their avatars and tell the group about their features. Encourage them to explain the symbolism behind their choices and share a bit about their interests and "superpowers." Allow time for questions and comments from other participants after each presentation.





# Passport

PEOPLE 12-30



30-40 MIN



## OVERVIEW

Passport is a getting to know each other exercise which allows participants to discover different traits and characteristics about each other in a funny, dynamic way. This activity stimulates building connections.

## OBJECTIVES

To get to know each other.  
To boost creativity.



## MATERIALS

- Passport template or Paper instead of the template
- Pens/Markers
- Mask tape



## INSTRUCTIONS

Present participants the idea of creating passports that will allow others to get to know them. A passport that is special for this place and this event. Say that the challenge is that the passport will not be created by themselves but by all the group. Give each participant a passport template and pen, and ask them to write in the top box this name. Say to participants that we will start with the music playing and during that time they will need to exchange papers with each other and when it stops they will need to listen to the task to perform regarding the passport they have

Important to reinforce

- Participants cannot have their own passport
- Participants can perform only the task that they were asked for - not more not less!

## STEPS

- First exchange during music: say hi in your language and shake hands
- First task: draw a shape of the face and hair of the person's passport
- Exchange: jumping on one leg
- Second task: Draw a person's eyes and nose
- Exchange: Walk backwards
- Draw the person's mouth & and anything missing- additional features
- Exchange: act as if you are really shy
- Write in the box left bottom person's favourite food
- Exchange: dancing like crazy
- Write in the next box: a favourite movie or book of the person
- Exchange: between legs
- Next box: write a place that the person really wants to visit
- Exchange: eyes closed
- Write in the next box: a motto this person lives by

After that, each one gets passport and presents in the circle. After ask participants to put their passports on the wall directly to keep through all training activity.



Passport template



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# Crocodile Game

PEOPLE 20-30



60 MIN



## OVERVIEW

The Crocodile Game, also known as "Pictionary" in some circles, is a drawing and guessing game. Participants are divided into 2-3 teams. Each team takes turns drawing a word or phrase given to them while their teammates try to guess what it is within a set time limit. The challenge is that the drawer cannot use any verbal cues or letters; they can only draw. Points are awarded for correct guesses, and the team with the most points at the end wins.

## OBJECTIVES

To promote teamwork and communication among participants.  
To encourage creativity and quick thinking.  
To foster a competitive yet fun environment.



## MATERIALS

- A whiteboard or flipchart
- A whiteboard Markers or Markers.
- A timer or stopwatch.



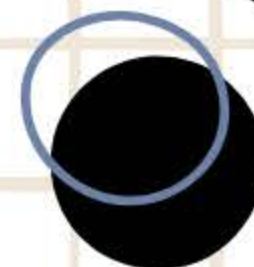
## INSTRUCTIONS

Divide participants into 2-3 even teams. Designate a drawing area for each team.

Explain the rules to the groups:

1. Everyone has to participate at least one time
2. Each team has its own whiteboard position in a way that only they can see, and what person draws doesn't see the opponent's team.
3. The drawer cannot speak, gesture, or write letters/numbers. Only drawings are allowed.
4. The teams select their drawers, and the facilitator shows them the word.
5. The drawers do not start to draw until they understand the meaning of the word/phrase
6. The drawer begins drawing on the whiteboard or Flipchart as their team shouts out guesses.
7. The team guesses correctly (pronounces exact word), they earn a point.
8. The next team takes their turn, selecting a new drawer and repeating the process.
9. Prepared words/phrases on slips of paper should be varied in difficulty and shown with gradual growth of difficulty.

You can compare and discuss with participants what helps to guess the picture.





# All Eyes on You

PEOPLE 5+



20-30 MIN



## OVERVIEW

The "Circle of Faces" activity is a creative drawing exercise designed to enhance participants' drawing skills particularly in capturing facial expressions from different perspectives. Participants begin by drawing a large circle with small circles around the perimeter, each representing a face from various angles looking toward the center. They are then tasked with adding facial features and expressions to bring these circles to life, adjusting them based on the imagined viewing angle.

## OBJECTIVES

To develop participants' drawing skills, particularly in creating facial expressions and perspectives, while encouraging creativity and attention to detail  
To support participant's skills in drawing facial expressions



## MATERIALS

- A4 paper
- Pen/marker /liner



## INSTRUCTIONS

Instruct participants to draw a large circle in the center of their paper. This will serve as the base for their "Circle of Faces."

Ask them to mark the center of the big circle with a dot or a flower.

Inside the big circle, guide participants to evenly draw 6 to 8 small circles around the perimeter (on the line of a big circle).

Encourage participants to imagine each small circle as a different face looking toward the center.

Instruct them to add facial features to make each face "come alive." This should include eyes, noses, mouths, ears, and hair.

Emphasize that they should adjust the expressions and features based on the angle from which each face is viewing the central point. For example, a face looking directly at the center from top, might have eyes located lower in the circle, which a face looking from the right will have a perfect side angle view.

After completing their "Circle of Faces," ask participants to share their drawings with the group.

Encourage them to explain the expressions and angles they've chosen for each face.

Facilitate a brief discussion on the challenges and insights gained during the activity.





# Visual Thinking and Mind Mapping



PEOPLE 10-20



90 MIN



## OVERVIEW

Participants will learn the fundamental principles of mind mapping through group work. This includes creating a central idea and branching out related ideas using colors and visuals.

## OBJECTIVES

To introduce participants to visual thinking techniques and mind mapping as tools for enhancing creativity, problem-solving, and organizing ideas.

## MATERIALS

- Large whiteboard or flipchart
- Colored markers
- Sticky notes
- Mind mapping templates (optional)

## INSTRUCTIONS

Participants are divided into small groups. Each group is given a topic or problem to brainstorm. Using markers and sticky notes, they create mind maps on the whiteboard/flipchart or individual sheets. The facilitator encourages creativity and guides the groups in exploring different perspectives and connections.

**Presentation and Discussion:** Each group presents their mind map. The facilitator leads a discussion on the different approaches and potential applications of mind mapping in daily life.



# Drawing Together

Drawing Marathon Methodology

PEOPLE 3+



10 MIN



## OVERVIEW

- Drawing Marathon has a very simple principle.
- Every day we draw at least one picture and share with with the other participants of the Marathon.
- Marathon can be done online. And takes several days (usually 10-14 days). And can be diversified with some extra challenges.
- 



## SETUP

Duration -14 days

Frequency - One drawing per Day

Sharing space - Create a marathon working space. It can be a group in Messenger, WhatsApp, FB, Skype, telegram...

Result - Participants are encouraged to draw anything they want, pictures, sketches, sketch notes in the notebook, working materials, decorated flipcharts, white/blackboard drawings, schematic drawings, decoration paintings, doodling, zentangle and t.e. Participants can copy existing drawings.

Topic - No topic, draw what you like.

Special conditions - Nothing special, as a result, accepted everything: different styles of drawings, pictures and illustrations, to try diverse techniques and materials.

## OBJECTIVES



- To develop, sustain and improve drawing skills practice.
- To raise drawing motivation
- To overcome drawing fears, complexes, develop drawing attitudes and habits.
- To try diverse creative drawing instruments, artistic approaches and creative methods and increase own creativity and improvisation.
- To find/develop own drawing style
- To share drawing experience and inspire others with own examples

## MATERIALS

- Any drawing surface
- Any drawing instrument







# Drawing Together

## Drawing Marathon Methodology



### DURATION

You can choose how long will it take. We recommend to keep it between 7 days and 1 month.

Marathon aiming to keep sustain drawing on a distance, from our experience 7 is a short minimum marathon should take place. Usually drawing 3-5 day in row is not difficult to sustain, challenge come to keep drawing 7+ days. This is why 7day is a minimum we advise. At the same time keep drawing more them a month requires very high dedication. This process is demanding and intensive, and with the time risk of drop of a higher. We recommend to make one run not more 1 month. And even if you go for several months marathon, we recommend to do short breaks in between periods.

**Drawing Marathon** is not a fixed model; it can be built according to your needs like a **PUZZLE**.

What we include in this **DRAWING PUZZLE**.



### TASK




1 picture = 1 day. This is the recommended minimum frequency. If you want to raise a challenge you can ask for more pictures a day, but remember about “Marathon Balance”\*

### GROUP SIZE

You can choose how long will it take. We recommend to keep it between 7 days and 1 month.

Marathon aiming to keep sustain drawing on a distance, from our experience 7 is a short minimum marathon should take place. Usually drawing 3-5 day in row is not difficult to sustain, challenge come to keep drawing 7+ days. This is why 7day is a minimum we advise. At the same time keep drawing more them a month requires very high dedication. This process is demanding and intensive, and with the time risk of drop of a higher. We recommend to make one run not more 1 month. And even if you go for several months marathon, we recommend to do short breaks in between periods.





# Drawing Together

Drawing Marathon Methodology



## SHARING SPACE

Create a closed group for participant works sharing. This will be a marathon working space. Participants must share their works in it, comment them, post challenges and discuss marathon. This should be private, cosy, safe and in a way intimate space where participants are equal and in the same position and feel comfortable to share works and discuss them. Out of this space participants are free to share their own works wherever they want! It can be a group on Facebook, messenger, telegram, WhatsApp, Skype or any other comfortable for everyone's space.

## RESULT

Results can be general drawing any kind as described by default. Drawing not necessarily should be on paper, it could be on wood, cloth, seashell, etc. creative approaches are welcomed. If you want to be more specific you can concretise materials and limits for the results layout.

## TOPIC

There is no topic by default, but you can make a marathon on TOPIC you want, to make it more professional, educational or skills development oriented.

Professional – entrepreneurship, infographics, game design ...

Social – human rights, ICL, environment...

Thematic – Famous movies, Christmas holidays, Nature...

Educational – Lettering/calligraphy, Frames/arrows, Poster making, sketchnoting ... and etc..

## SUPPORTING

Draw every day is a big challenge for creativity and inspiration. For beginners very hard to draw new things every day. So support participants with inspiration materials. And tell them not to create something new every time, if they can't, but copy existing pictures.

For example:

[www.pinterest.com](http://www.pinterest.com) pictures collection

[www.youtube.com/user/piccandle](http://www.youtube.com/user/piccandle) doodling examples

[www.youtube.com/user/sarazorel](http://www.youtube.com/user/sarazorel) doodling examples

[www.youtube.com/user/chrisartbooks](http://www.youtube.com/user/chrisartbooks) cartoon drawing examples





# Drawing Together

Drawing Marathon Methodology



## SPECIAL CONDITIONS

Feel free to adjust Marathon to your aims and needs with any special options.

For example, adding:

Multiplier option (find the description below)

Competition, creating scoring, achievements or rewarding systems.

## CHALLENGES

You can add challenges to make it more dynamic.

But remember to keep Marathon Balance, Complicated VS Interactive.


List of proposed challenges options you can find below



## MULTIPLIER OPTION

after the Marathon everyone who participated can go to the NEXT LEVEL and become marathon coordinators and run own Drawing marathons.

So if you have groups of 5 participants and after the marathon, they have to make the same one for at least 5 new people, they will do 5 marathons, involve 25 people in total. Such cascade effect can continue as much as it works and reaches an incredible number of people just with one impulse.



## WHY DRAWING MARATHON

Drawing marathon is a drawing, painting, and art skills development technique.

Drawing marathon is an answer to the main question "How to draw better?", and to questions "How to improve drawing skills? How to develop own style? How to draw constantly?", and many other questions appear when you start your drawing experience.

If you ask those questions to professional painters, popular artist, or anyone else with good drawing skills on YouTube or school most probably the first answer you get is "you need Practice", to learn how to draw you need to "DRAW, Draw and draw..." and they will all be right! You need to draw constantly and varied.

So our Drawing marathon technique is one of the effective answers to this need. It is a methodology of constantly and varied drawing practice.





# Drawing Together

## Drawing Marathon Methodology



## LIST OF OPTIONAL CHALLENGES

### MAGIC MONDAY

Every Monday participants choose a **CHALLENGE FOR EACH OTHER**. Find a picture and give it to someone else to draw it. Without fanaticism, pictures are real for drawing and preferably in each other's style. But we don't give it a challenge either...

A person should repeat pictures as much as he can (of course it should be a literal copy), creative approaches are welcome. The Marathon coordinator should make a chain of people who send tasks to whom.

### GUESSING TUESDAY

On Tuesday, every participant had to draw a **PICTURE RIDDLE** and post it, other participants had to guess what this picture was about. Better if the topic is narrowed to a famous song, movie, country/city, or anything else topic-wise.

### PRACTICAL WEDNESDAY

On Wednesday, participants draw something **PRACTICAL**, useful for work, life, for themselves or for others, as a tool, a working picture, or a description of a theory (flipchart, sketch, etc.). A set of drawings, pictures, icons, etc. (participants write under the picture, what makes it practical)

### WILD THURSDAY

On Tuesday, every Wild Thursday draw the **PICTURE RIDDLE** and post it, other participants have to guess what this picture Wild Thursday about. Better if the topic is narrow to the famous song, movie, country/city or anything else topic-wise.

### THEMATIC FRIDAY

Every Friday one of the participants is given a **TOPIC** to draw. The topic can be anything, words, phrases, sentences, songs, etc. Everyone should draw a picture on this topic, somehow related to it.

### REFLECTIVE SATURDAY

Every Saturday **DRAW YOUR WEEK**. Reflect on a most memorable, important, meaningful, interesting, or fun moment or event of the past week. It can be one or several things, you decide what to draw. Visualize it in a picture and draw it!

### EASY SUNDAY

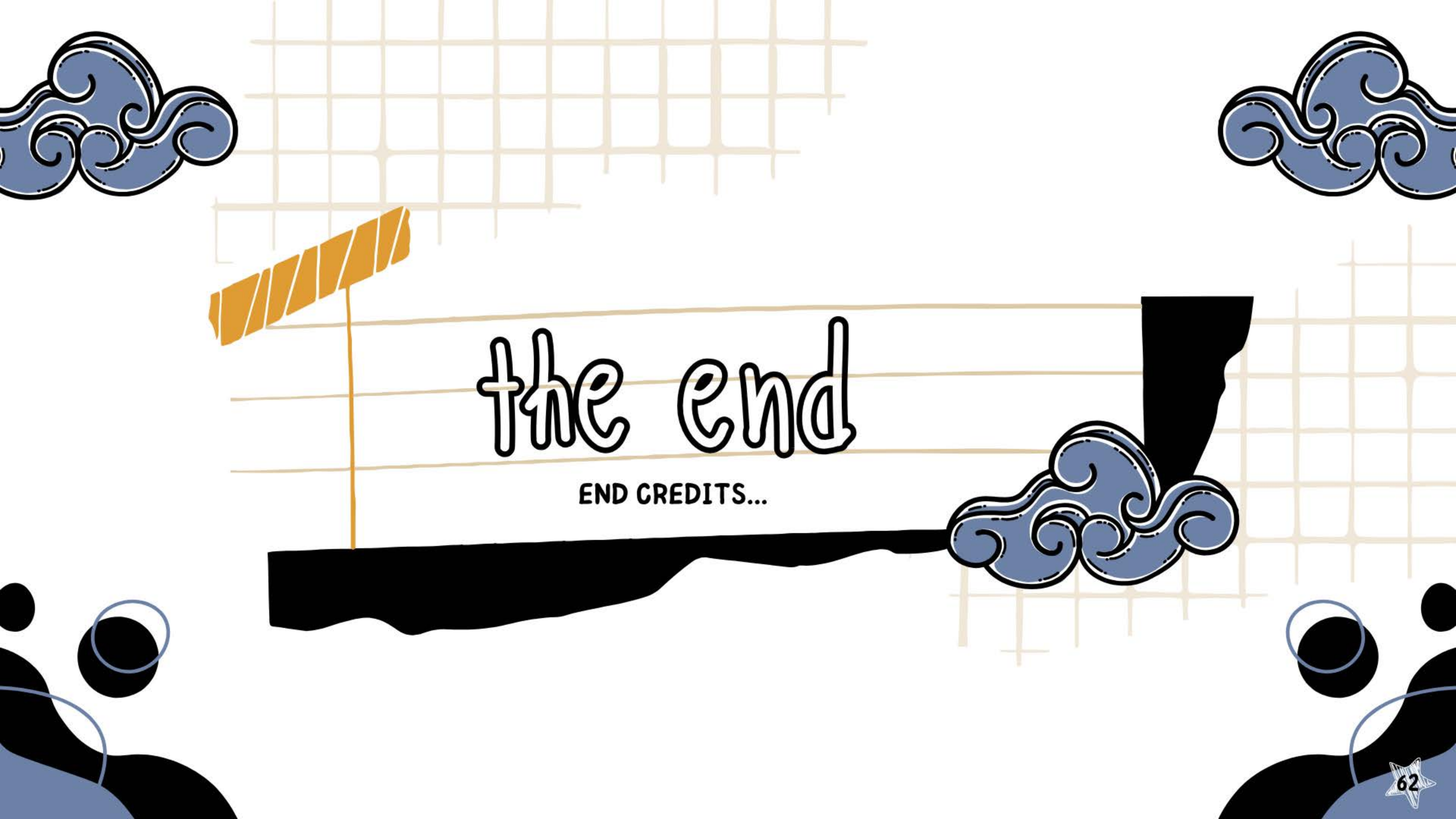
On Sunday, one of the participants posts a **PICTURE FOR EVERYONE** to draw. So everyone draws/copy the same picture. In the end, participants can compare how similar or different people draw the same picture. (and if they want, discuss the results)

### \*ADDITIONAL POST CHALLENGE

At the beginning or the end of the marathon, Participants draw a **POSTCARD** for one of the marathon team members. Make a photo for yourself, don't post it in a group, send it by post. Make sure that participants are ok to share their post address and that everyone gets a postcard. When a participant receives a postcard, the receiver takes a photo and posts it in the group.







the end

END CREDITS...



# Project partners

Culture Clash4U

Academy of innovation

Idea For Life

TE IS Foundation

On the Wings of Art

AGORA

CULTURE GOES EUROPE (CGE)

KURO HRADEC KRALOVE ZS

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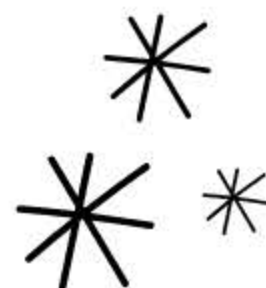
 **CULTURE CLASH** 4U

 **ACADEMY OF  
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 **CULTURE GOES EUROPE**  
SOZIOKULTURELLE INITIATIVE ERFURT E.V.



YOUTH ASSOCIATION  
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@ai\_nfe

AND WITH THE SUPPORT OF  
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# Erasmus+



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SEE YOU SOON

GO VISUAL

