Teaching Children to Draw

A Guide for Teachers and Parents

Marjorie Wilson
Brent Wilson
Contents

Introduction to the Second Edition vi
Drawing in a Digital Age vi
Three Major Drawing Sites vi
Amie Begins to Draw in the Third Site vii
Amie Makes a First-site Drawing x
Drawing from Images of Popular Culture xi
Comic Markets as a Third-site Drawing Phenomenon xiii
From Comic Markets to FanArt Websites xiv
Art Teachers and FanArt xv

Chapter 1
Children’s Drawing Activities 2
A Little or a Lot: Days Filled with Drawing 4
Drawing with Others 6
Spaces and Places to Draw 9
Establishing Favorable Conditions for Drawing Activities 10
Display 10
Markmakers and Surfaces 10
Markmaking Tools 12
Papers 13
A Special Place 14
Keeping a Record 14
A Time to Draw 14
Encouragement and Opportunity 16

Chapter 2
Why Children Draw 18
Drawing to Know 23
Inventing the Familiar 23
Delineating a Concept of Self 28
Superhero 29
Surrogate Self 29
Experimenting with Good and Bad 30
Drawing the Future 36
Drawing and Becoming an Artist 37
The Special Role of Drawing in Shaping Realities 39
Beyond the Four Realities: Other Reasons Why Children Draw 41
Talking with Children About Their Drawings 41

See page 6
Chapter 3
Learning to Draw: Nurturing the Natural

Why Children’s Drawings Look the Way They Do

The Simplicity Principle 45
The Perpendicular Principle 45
The Territorial Imperative Principle 47
The Fill-the-Format Principle 47
The Conservation and Multiple-Application Principle 49
The Draw Everything Principle 50
The Plastic Principle 51

Should Adults Attempt to Influence the Way Children Draw?

Influencing the Course of Drawing Development (tables that include a type of drawing and a suggested response) 53

Irregular Scribbles 53
Regular Scribbles 54
Combining Simple Configurations 56
Figure Drawings 57
A Body Is Achieved 60
The Development of Characters 61
Limbs Are Fused to Bodies 62

Chapter 4
Learning to Draw: Cultural Aspects of Graphic Development

Cultural Images and Children’s Drawings 66
How Children Are Influenced by the Drawings of Other Children 66
The Egyptian Story 68
Why Borrow from Others? 69
Is Borrowing Bad? 70

From Mickey Mouse to Manga: Varieties of Cultural Influence 70
Learning to Draw the Japanese Way: Lessons from Manga 73
The Meaning of Manga 74

Muscles and Movements: Drawing People and Action 76
A Bird’s Eye View: Depicting Space 79
Help or Hindrance: Pros and Cons of Copying 79
From A to Z: Assembling an Encyclopedia of Images 82
From Convention to Invention 83

Chapter 5
More and More: Expanding Drawing Vocabularies 88

Games to Extend the Number and Variety of Things to Draw 93
How Many Kinds of People Can You Draw? 93
How Many Kinds of Animals Can You Draw? 95
How Many Objects Can You Draw? 97

Showing Action 97
Games to Show and Increase Expression in Drawings 97
Facial and Bodily Expression 98
Using an Entire Picture to Express Mood 99

Increasing the Skill to Depict Motion 102
Drawing Figures in Action 103
Showing Different Points of View 104

Drawings from Graphic Models 104
Drawing from Actual Objects and Images 105
At Home and in School 106
In Settings 107

Slowly, with Caution 107