Shape garden

Educator guide | Flexible starting ages: 5 to 7, 7 to 9 years

Turn circles, triangles and squares into an original garden. Start with roomy outlines, then create a garden of your own.

AT A GLANCE

About 20 minutes, with pauses as needed. Use one or both activity pages.

Materials: Printed activity pages; Crayons, pencils or washable markers.

INVITE, EXPLORE, CREATE

01 Offer two drawing tools or colors and invite the learner to choose.

02 Explore the three large shape plants. Trace, color, add marks or point to a shape.

03 Use the open garden page to add plants, paths or imaginary garden visitors.

04 Invite the learner to show one detail, describe it, point to it or keep the work private.

MAKE IT WORK FOR YOUR LEARNERS

- No cutting or glue is needed. An adult can hold the paper steady or tape it to the table.
- Cover two plants with scrap paper to show one shape at a time.
- Offer pointing, eye gaze, a spoken choice or drawing as equally useful ways to participate.
- For a new challenge, combine shapes or invent a plant with a repeating pattern.

PRINT & USE

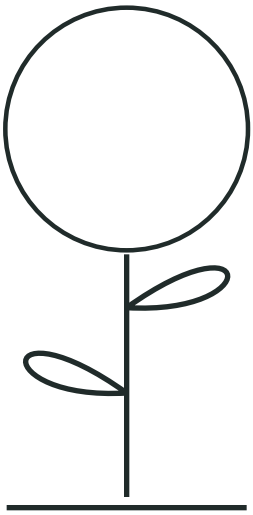
Print at 100% / actual size on the matching paper size. Black-and-white printing works well. Free to print, copy and adapt for classrooms and home.

Participation can include looking, choosing, pointing, describing or making. Skip any step and respect a request to pause. No personal information is needed.

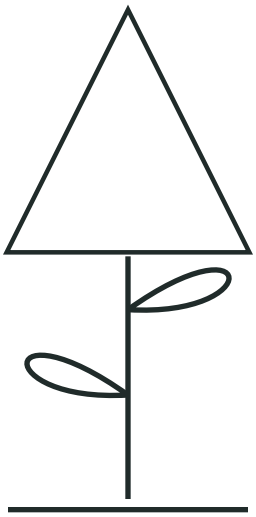
Shapes can grow

Trace, color or add marks. There is no one way to make a plant.

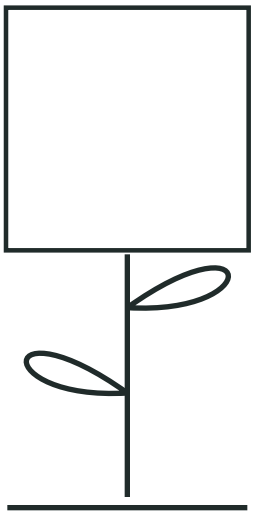
Circle



Triangle



Square



Add your own shape plant.

A garden of your own

Draw shapes, plants, paths or imaginary visitors. Leave space if you like.

You can show a favorite detail by pointing, speaking or drawing.

Line adventures

Educator guide | Flexible starting ages: 5 to 7, 7 to 9, 9 to 11 years

Explore straight, wavy and zigzag lines with a finger or drawing tool. Use a wide open map to send your own line on an adventure.

AT A GLANCE

About 15 minutes, with pauses as needed. Use one or both activity pages.

Materials: Printed activity pages; Pencil, crayon or washable marker.

INVITE, EXPLORE, CREATE

01 Show one line and explore it together with a finger, a look or a tool.

02 Trace beside or over each example, or make a different line in its open lane.

03 Choose a starting circle on the map and draw a journey to an ending square.

04 Add places along the route, then share the journey in any preferred way.

MAKE IT WORK FOR YOUR LEARNERS

- Use one lane at a time and turn the page to a comfortable angle.
- A thicker crayon or a larger drawing surface is an option, not a requirement.
- An adult can draw a line described or selected by the learner.
- Offer a short route with one place, or extend the story across the whole page.

PRINT & USE

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Try a line

Follow each example with your finger or tool. Make your own line beside it.

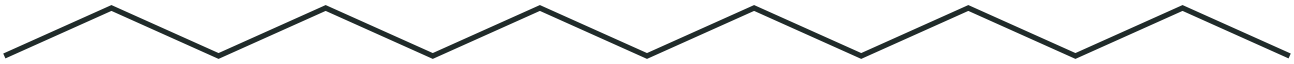
Straight

Your line:

Wavy

Your line:

Zigzag



Your line:

Where will your line go?

Choose a start. Draw a journey. Add places, people or imaginary things.

Start

Finish

A short route, a long route or a new route can all be an adventure.

Pattern studio

Educator guide | Flexible starting ages: 5 to 7, 7 to 9, 9 to 11 years

Continue simple shape patterns or change the rule. Design your own big tiles using marks, shapes, symbols or colors.

AT A GLANCE

About 20 minutes, with pauses as needed. Use one or both activity pages.

Materials: Printed activity pages; Crayons, pencils or washable markers.

INVITE, EXPLORE, CREATE

01 Look at a pattern row. Name, point to or notice the shapes in its rule.

02 Draw, name or point to a shape that could go in an empty space.

03 Choose two marks or colors and repeat them in the large design tiles.

04 Invite the learner to keep a pattern, change it or explain a new rule.

MAKE IT WORK FOR YOUR LEARNERS

- Offer a choice of two shapes rather than an open-ended question.
- Use the larger blank tiles if the pattern rows feel crowded.
- Accept marks, stamps, dictated choices or imagined colors; there is no required finish.
- For more complexity, try a three-part repeat or make a border that changes gradually.

PRINT & USE

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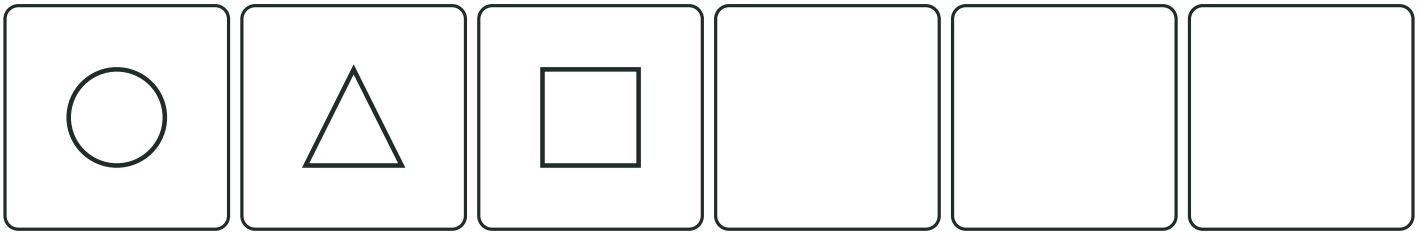
What could come next?

Draw a shape in the open spaces. You can also invent a different rule.

A shape, then another shape

Two triangles, then a circle

Three different shapes



Say, point or draw. A new rule is welcome.

Your pattern studio

Choose marks, shapes or colors. Repeat them in one tile or all four.

Try a repeat. Change it if you want. Each tile can have its own rule.

Paper neighborhood

Educator guide | Flexible starting ages: 5 to 7, 7 to 9, 9 to 11 years

Design welcoming buildings and a shared neighborhood. Draw directly on the page, or add torn-paper shapes if that suits your group.

AT A GLANCE

About 25 minutes, with pauses as needed. Use one or both activity pages.

Materials: Printed activity pages; Crayons, pencils or washable markers; Optional: scrap paper and glue stick with adult support.

INVITE, EXPLORE, CREATE

01 Choose a place for the neighborhood: a home, library, studio or an invented place.

02 Add doors, windows, signs or textures to the three building outlines.

03 Use the open map to draw buildings, paths and places to meet or pause.

04 Discuss one feature that helps people enjoy the space, such as shade or a wide path.

MAKE IT WORK FOR YOUR LEARNERS

- The complete activity works with drawing only; cutting and gluing are optional.
- Show one building at a time or invite the learner to choose a single building.
- Offer two place ideas, pictures from a familiar setting or the option to invent one.
- If using collage, offer large pre-torn paper pieces and supervise materials as appropriate.

PRINT & USE

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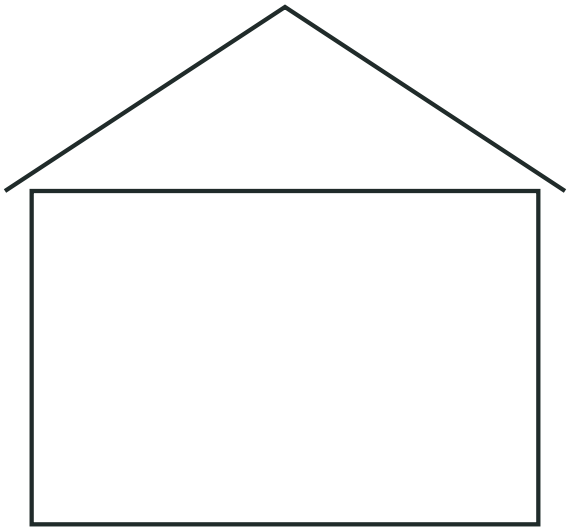
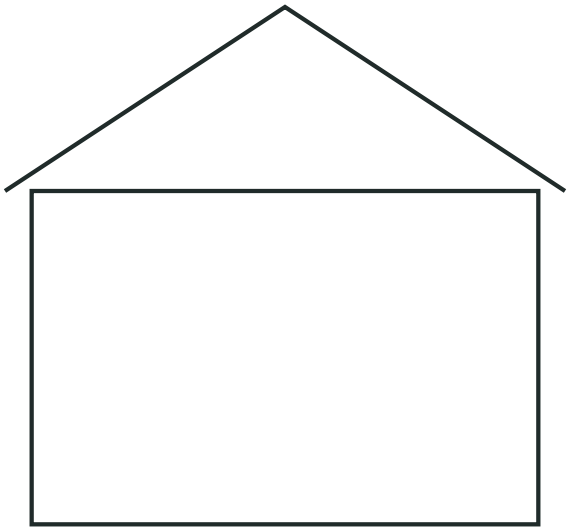
Places for our neighborhood

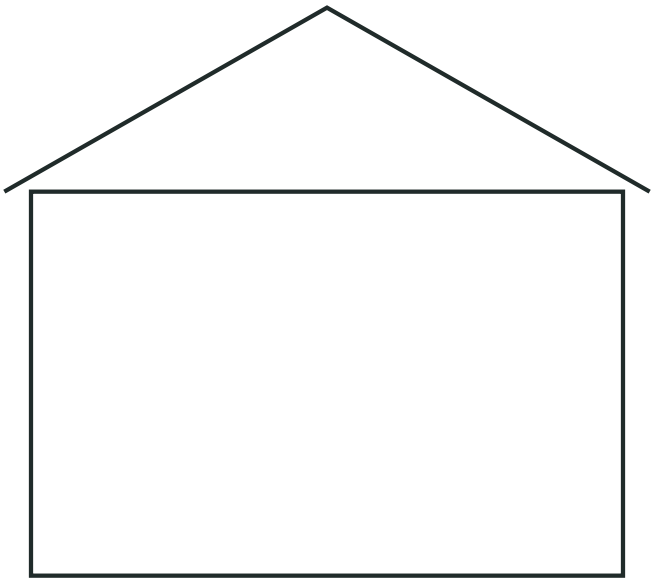
Add doors, windows, signs and details. Each place can be real or imagined.



A place to make



A place to share



A place you choose

Build a shared place

Draw buildings and paths. Add somewhere to meet, play, make or pause.

Shared space

What will you add?

Think about how people could move around and enjoy your neighborhood.

Texture explorer

Educator guide | Flexible starting ages: 5 to 7, 7 to 9, 9 to 11 years

Try dots, dashes and waves, then fill a large artwork frame with your own textures. Touching real materials is optional and never required.

AT A GLANCE

About 20 minutes, with pauses as needed. Use one or both activity pages.

Materials: Printed activity pages; Pencil, crayon or washable marker.

INVITE, EXPLORE, CREATE

01 Look at the three printed mark examples and choose one to try.

02 Repeat the mark in its large box, or use the blank box for a new texture.

03 Draw a big shape in the artwork frame and fill it with one or more textures.

04 Invite the learner to compare marks by looking, describing or pointing.

MAKE IT WORK FOR YOUR LEARNERS

- Keep this a dry drawing activity, with no extra materials to touch.
- Offer a smooth drawing surface, a familiar tool and a choice to stop or pause.
- Use large, widely spaced marks or ask an adult to draw a selected mark.
- Extend the activity with contrasting textures inside different shapes.

PRINT & USE

Print at 100% / actual size on the matching paper size. Black-and-white printing works well. Free to print, copy and adapt for classrooms and home.

Participation can include looking, choosing, pointing, describing or making. Skip any step and respect a request to pause. No personal information is needed.

A collection of marks

Try a mark in each box, or choose just one. Looking is welcome too.

Dots

• • • • • • •

Dashes

/ / / / / / /

Waves

∿ ∿ ∿ ∿ ∿ ∿ ∿

My own marks

Use large or small marks. Change the spaces between them.

Make a texture artwork

Draw a big shape, then fill it with marks. Or make a whole page of textures.

Which mark would you like to try again? Point, say or draw.

My art plan

Educator guide | Flexible starting ages: 5 to 7, 7 to 9, 9 to 11 years

Make a simple art plan with visual choices, then use a full drawing space to create. A small reflection offers several ways to respond.

AT A GLANCE

About 15 minutes, with pauses as needed. Use one or both activity pages.

Materials: Printed activity pages; Any comfortable drawing tool.

INVITE, EXPLORE, CREATE

01 Offer the visual choices and invite the learner to circle, point to or name a starting idea.

02 Choose a tool or color and one way an adult can support the activity.

03 Create in the open artwork frame. Changing the plan is welcome.

04 Use the optional reflection to keep going, share a detail or choose to finish.

MAKE IT WORK FOR YOUR LEARNERS

- Offer two choices at a time or cover choices that are not useful today.
- Pointing, speech, gesture or partner-assisted choice can replace writing.
- A learner may skip the plan and begin drawing, or stop at choosing an idea.
- Treat the plan as a flexible invitation; do not require every box to be completed.

PRINT & USE

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Participation can include looking, choosing, pointing, describing or making. Skip any step and respect a request to pause. No personal information is needed.

My starting choices

Point, circle, say or draw a choice. You can change your plan at any time.

1 I could start with...

- Circle
- Square
- Triangle

2 I could add...

- Lines
- Dots
- ? My own idea

3 A support I can choose...

- ◯ A tool I like
- ◯ Someone to help
- ◯ A pause when I want

These are invitations. You can also start without a plan.

Space for my art

Make a little, make a lot or try a new idea. The choices are yours.

Optional: What would you like to do next?

- ◯ Keep creating
- ◯ Share a detail
- ◯ Finish for now

You can point, speak, gesture or make your own choice.