# Drawing ideas 1–16

Choose any prompt. The second sentence is optional. Use ordinary paper or a sketch space from page 3.

## Start with a mark

1. Turn one large loop into a place to visit.
Optional: Add a sign showing what happens there.

2. Make three short lines into a queue of tiny vehicles.
Optional: Who is waiting at the front?

3. Draw a square with a small gap in one side.
Optional: Turn the gap into an entrance and show what is inside.

4. Put five dots anywhere on the page.
Optional: Make a different little character around each one.

5. Draw a long wavy line across the paper.
Optional: Decide what lives, travels or grows beside it.

6. Start with two circles that overlap.
Optional: Turn them into something nobody has named yet.

7. Draw three different corners.
Optional: Build a little street around them.

8. Make a row of uneven rectangles.
Optional: Give each one a different job.

## Invent an object

9. Design a lunchbox for a very small explorer.
Optional: Show the compartments and label one useful surprise.

10. Draw a chair for someone who has a tail.
Optional: Add a detail that makes sitting down easier.

11. Invent a wheelbarrow for carrying clouds.
Optional: How will the clouds stay inside?

12. Design a pencil case that opens like a theatre.
Optional: Draw the first scene behind the curtain.

13. Make a hat with a different job on each side.
Optional: Draw both views.

14. Draw a suitcase for a travelling orchestra of insects.
Optional: Choose one instrument small enough to fit.

15. Invent a machine that sorts lost buttons.
Optional: Show where an unusual button would go.

16. Design a book that changes shape when it closes.
Optional: Draw it open and closed.

# Drawing ideas 17–32

Choose any prompt. The second sentence is optional. Use ordinary paper or a sketch space from page 3.

## Tell a picture story

17. A tiny note has appeared under a flowerpot.
Optional: Draw who left it and what it says.

18. A paper boat arrives carrying one unusual parcel.
Optional: Show the moment someone opens it.

19. A museum has a special exhibition of everyday spoons.
Optional: Draw its most surprising display.

20. A cloud has stopped above a miniature railway station.
Optional: Show what the passengers are waiting for.

21. A friendly robot has joined a quiet reading group.
Optional: Draw the book it brought along.

22. A baker has received an order from a family of giants.
Optional: Draw the plan before the baking begins.

23. A garden snail has opened a tiny repair shop.
Optional: Show one customer and the item being fixed.

24. A lost scarf has become the star of a puppet show.
Optional: Draw a poster for tonight's performance.

## Change the view

25. Draw a room from the point of view of a toy on the floor.
Optional: Choose three things that look enormous.

26. Make a map of a walk between two imaginary places.
Optional: Add a helpful sign at the halfway point.

27. Draw the same little building in sunshine and in rain.
Optional: Change three details besides the weather.

28. Invent a shop window using just two colours.
Optional: Decide what makes someone stop and look.

29. Draw a celebration taking place inside a matchbox-sized room.
Optional: Show how everyone fits.

30. Make a picture from six different kinds of line.
Optional: Let the lines decide what the picture becomes.

31. Draw one object from very close up.
Optional: Put a small full-object picture beside it as a clue.

32. Create a sign for a place that does not exist yet.
Optional: Add a small picture of the place it belongs to.

# Three places to start

Choose any prompt from the list, or let the mark suggest your own picture. You can turn the page around.

**1. Finish the circle**

**2. Begin with the short line**

**3. Your own starting idea**