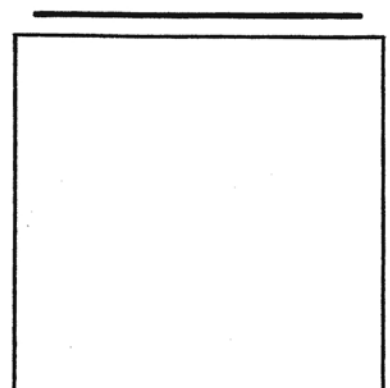
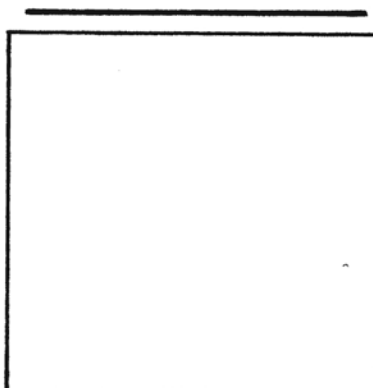
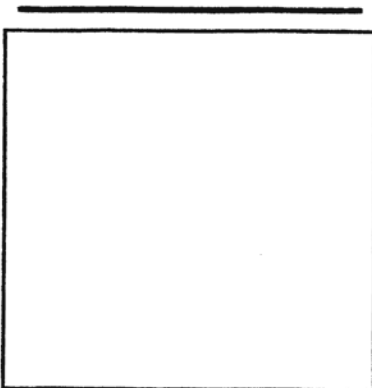
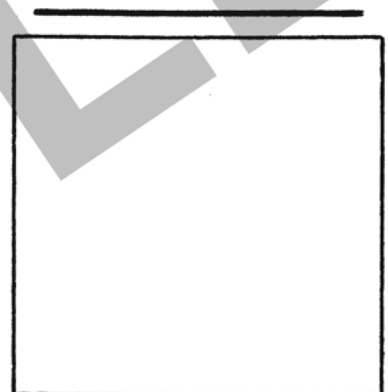
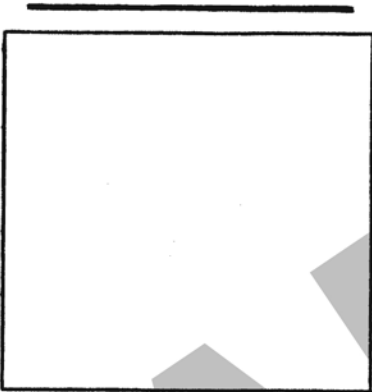
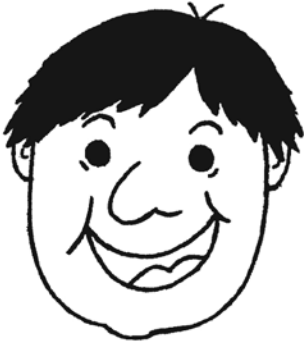


MAKING FACES

Name _____

Instructions: Decide what emotion each face shows and redraw the face in the box below.



CARTOON LETTERING

Name _____

Instructions:

Choose six out of the ten kinds of lettering and print your name between the spaces on the right. Remember, lettering for cartoons should be easy to read.

Sticks



Tears



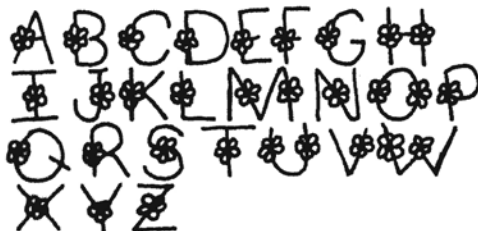
Hypnotic



Electric



Flower
Power



SHARE SOMETHING GOOD

Name _____

Instructions: Draw a large-sized cartoon character with a positive (good) message. You can make up your own message or choose one from the list below. Remember, your drawing should be large with clear and easy to read lettering suitable for a poster.

LIST OF POSSIBLE MESSAGES

All you can do is your best

The greatest computer ever devised is your mind

Math is totally rad.

School is cool!

School ... a great place to be.

I wish school was all year-round.

Strive for excellence

Art is awesome.

Respect - The more you give, the more you get

Effort = Excellence

Good things happen to people who try

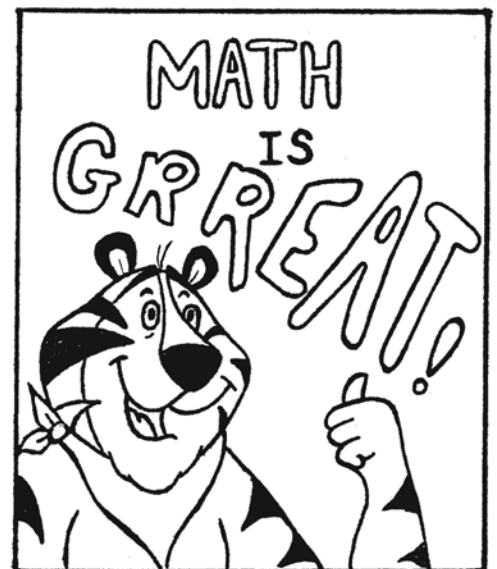
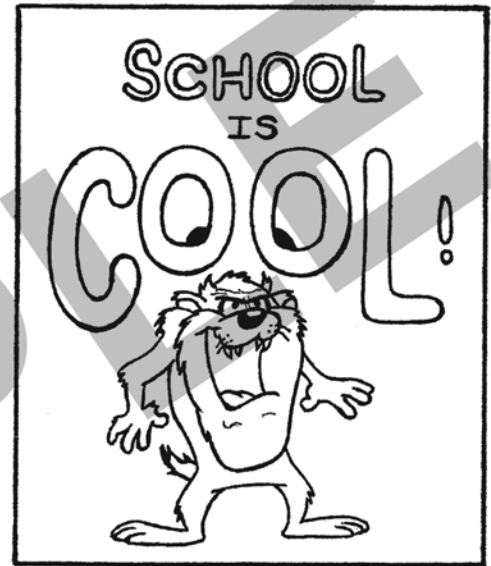
Whoever said good teachers are hard to find
hasn't looked in our classroom

Be cool - Stay in school

School ... I love it

We think our school is a neat place

School ... Purr-fect!



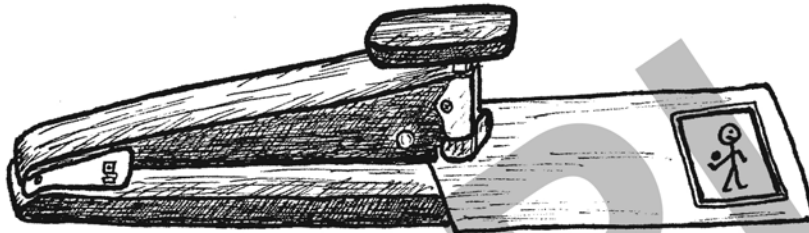
MAKE YOUR OWN ANIMATED CARTOON

Name _____

A flip book works very similar to an animated cartoon works. The same character is drawn on each of the pages except the position changes slightly. When the pages are flipped, the character looks as if it is moving.

Instructions:

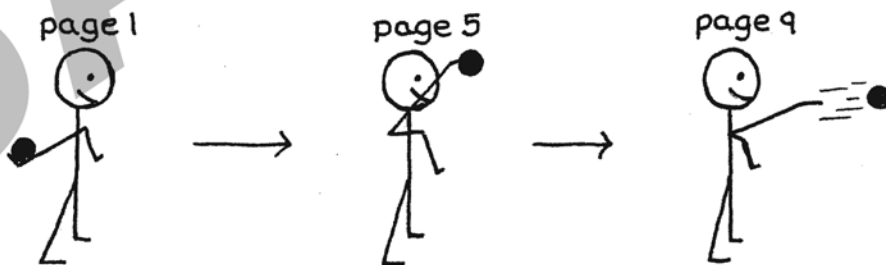
- 1) Cut out the rectangles.
- 2) Stack the rectangles (keep number one on the top) and staple the pages together forming a booklet.



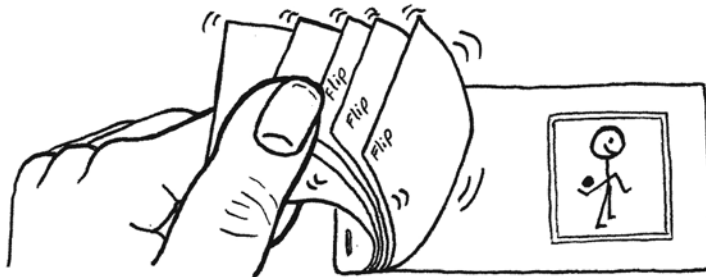
- 3) Decide on a simple character to draw. (A stick person throwing a ball, a sun or moon rising or a rocket blasting off are good ones to start with)



- 4) Draw the character's first position in the square on page one of the book. (Use a pencil) Skip three rectangles and draw your character's second position on page five, the third position on page nine and so on.



- 6) Fill in the empty pages so the character's positions are in a sequence.



- 7) Flip the pages of the booklet so that the character appears to move.