

## Tell me a picture

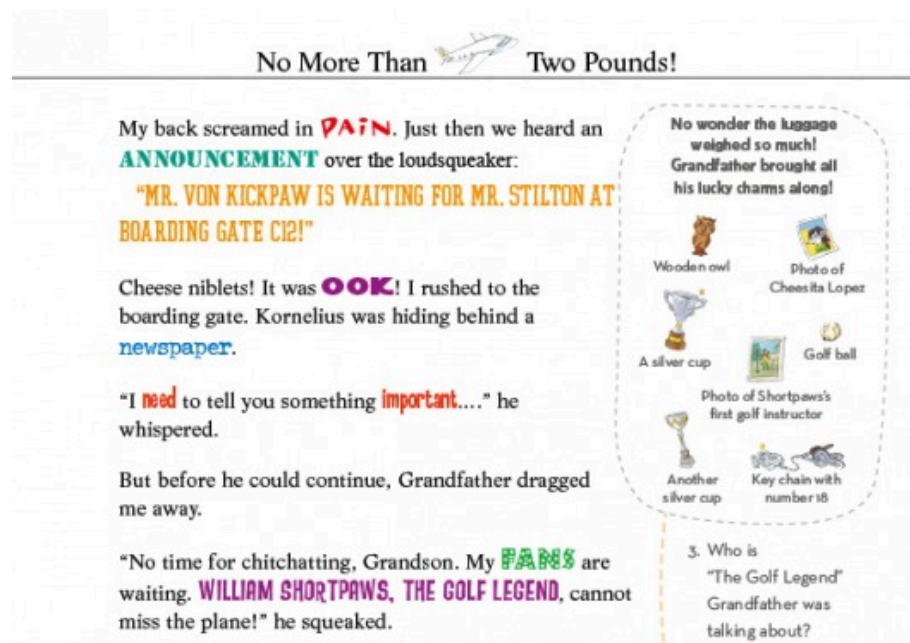
### INSTRUCTIONS

1. Pair up in groups of 3. You'll be assigned an animal. Search online for images of your animal, and create a drawing of your animal.
2. Now, write instructions to teach someone else how to draw your animal in the same way you did. **You CANNOT use visual references in your instructions!**
  - a. Example: Start drawing a red line from the top-right corner to the bottom-left corner, etc.
3. After 15 minutes, you'll pair up with another group and give them your instructions. They'll try to draw your animal.

## Programmatic poetry

### INSTRUCTIONS

1. Pick a poem from the [Poetry Foundation](#).
2. Typeset that poem using HTML and inline CSS. Make your poem's design visually appealing to match its content.
  - a. HINT: use <p> tags to create a new line of text
  - b. HINT: use <span> tags to style part of a line, but not the whole line
3. You might end up with something that looks like it's from a Geronimo Stilton book



## Small sites; big stories

### **INSTRUCTIONS**

1. Using only HTML (no CSS allowed!), tell some sort of story with code
2. Your story should fall into one of the following genres:
  - a. ACTION
  - b. ADVENTURE
  - c. COMEDY
  - d. DRAMA
  - e. DOCUMENTARY
  - f. HORROR
  - g. FANTASY
  - h. MYSTERY
  - i. ROMANCE

## Self-portraits

### **INSTRUCTIONS**

1. Start with the self-portrait you drew at the beginning of class
2. Using `<div>` elements, recreate your self-portrait digitally
  - a. HINT: you can use a combination of classes and inline CSS to your advantage! If you're reusing the same shapes multiple times, define the style of your shape with a class and then position each instance of that shape using inline CSS

**Axolotl**

**Platypus**

**Dumbo Octopus**

**Fossa**

**Sea Pig**

**Blobfish**

**Gobi Jerboa**