

Purrfectly Illustrated: Adorable Animal Art with Nova

Instructions:

Check out this sample lesson plan and activity ideas for inspiration, ideas, and more. Feel free to edit, delete, or highlight to make it your own! These notes are yours to customize. They will not be published anywhere such that you're held to teaching exactly what's here.

Topics

basic drawing skills, kindergarten, 1st grade, 2nd grade, animals, pop culture, style of drawing, coloring, expression, minimal supplies, themed animals

Lesson Ideas

Lesson Title: Purrfectly Illustrated: Adorable Animal Art

Duration: 1 hour

Focus: Drawing, expression, creativity, storytelling, and community-building

Universal Must-Haves All Weeks

Element	Implementation
Connection Builder	Begin each session with a "Fur-tastic Fact & Friend Moment": share a fun animal fact, then pair students to share something about their favorite animal or drawing. Rotate partners weekly to build classroom bonds. "My Favorite Animal Is...", "Guess That Character" game (movies or books), "Guess The Animal" Heads Up game, "Animal I saw last week..."

GRASSHOPPER

Classroom Norms	Introduce and post norms in Week 1: “Be Kind, Be Brave, Be Creative.” Reinforce with visual icons (heart, paw, lightbulb). Bringing a stuffed animal as the teacher’s “assistant”. Use gentle reminders and student-led norm reflections weekly.
Call & Response	Use themed cues like: Teacher says “Paws up!” → Students respond “Ready to draw!” or Teacher says “Eyes like owls!” → Students respond “Focused now!” Keep it playful and consistent.
Movement / Breathing Break	Include a 5-minute reset mid-lesson: alternate between “Animal Imitation Game,” “Breathing Like a Bear” (deep belly breaths), or “Stretch Like a Cat.” Students stand up and mimic various animal movements, sounds, or behaviors. Reading a short animal story book. This encourages them to engage physically and use their imagination.
Early Finisher Plan (MEP)	Always have a “MEP Station” (Mini Enrichment Projects): <ul style="list-style-type: none">– Draw an alphabet animal from the instructions– Create an Animal Story: Have students draw a sequence of their animal characters in different scenes and write a short story to accompany it.– Draw silly animal mixes

MODIFIED

Week 1: Introduction to Animal Art

Objective: Explore popular animals and basic drawing tools

Activities:

- **Animal Talk:** Discuss favorite animals and their role in cartoons and media. Use picture books and short videos to spark conversation.
- **Art Examples:** Show simple animal drawings from pop culture. Compare styles and ask students to describe what they see.
- **Tool Exploration:** Let students experiment with pencils, markers, and paper.
- **Shape Warm-Up:** Practice drawing lines and shapes. Draw circles, squares, and triangles. Use shape stencils or tracing activities.
- **Practice:** *Draw a variety of cat characters from the teacher's step-by-step instructions (Donut Cat, Pete the Cat, and Cat in the Hat)*

GRASSHOPPER

- **2nd Grade Extension:** Introduce vocabulary like "medium," "outline," and "texture." Have students write a sentence about their favorite animal and why they chose it.
 - Movement Break: "Animal Imitation Game" – mimic animal movements and sounds.
 - Reflection Prompt: What animal do you like most and why?
-

Week 2: Basic Drawing Techniques

Objective: Use shapes to draw animals

Activities:

- Recap from last week
 - Shape Warm-Up: Draw circles, squares, and triangles. Use shape stencils or tracing activities.
 - Animal Building: Combine shapes to draw a dog and a bunny. Provide step-by-step guides.
 - Favorite Animal: Choose one animal from the example to focus on and draw it using shapes.
 - **2nd Grade Extension:** Introduce terms like "form" and "proportion." Have students label the shapes used in their drawing and write a short description.
 - Movement Break: "Shape Freeze" – make shapes with bodies and freeze when music stops.
 - Reflection Prompt: What shapes did you use to build your animal?
-

Week 3: Expression and Style

Objective: Add emotion and style to animal drawings

Activities:

- Emotion Talk: Look at animal faces and discuss feelings. Match photos to emotions.
- Style Examples: Compare cartoon and realistic styles. Use side-by-side visuals.
- Expressive Drawing: Add eyes, mouths, and features to show emotion. Try drawing the same animal with different expressions.
- **2nd Grade Extension:** Introduce vocabulary like "expression," "gesture," and "style." Have students write a reflection comparing two styles they tried.
- Movement Break: "Style Switch" – change poses to match drawing styles.

GRASSHOPPER

- Reflection Prompt: What emotion did your animal show?
-

Week 4: Coloring Techniques

Objective: Use color to show mood

Activities:

- Color Talk: Discuss warm and cool colors. Use colored paper or paint swatches.
 - Coloring Demo: Show how to blend and layer with crayons and colored pencils.
 - Mood Drawing: Color animals to match feelings (e.g., blue for calm, red for excited).
 - **2nd Grade Extension:** Introduce basic color theory and mixing. Have students create a mini color chart and explain their choices.
 - Movement Break: "Color Hunt" – find colors around the room and name them.
 - Reflection Prompt: What color makes you feel happy or calm?
-

Week 5: Sharing and Reflection

Objective: Share artwork and reflect on learning

Activities:

- Art Share: Display drawings and let students present their work.
 - Discussion: Talk about what was fun and what was learned. Use sentence starters.
 - Kind Comments: Practice giving positive feedback to classmates.
 - **2nd Grade Extension:** Introduce "two stars and a wish" peer feedback. Have students write a short reflection on their progress.
 - Movement Break: "Gallery Groove" – dance and celebrate each other's art.
 - Reflection Prompt: What are you proud of in your artwork?
-

Week 6: Drawing Animals in Pop Culture

Objective: Connect art to familiar characters

Activities:

GRASSHOPPER

- Character Talk: Discuss animals in movies and books. Use character cards or posters.
 - Guided Drawing: Use reference images to draw favorite characters. Break down into steps.
 - Class Mural: Create a mural of pop culture animals. Assign roles and collaborate.
 - **2nd Grade Extension:** Have students research a character and write a short paragraph about its traits and design.
 - Movement Break: "Character Charades" – act out animals from stories.
 - Reflection Prompt: What do you like about your character and how did you draw it?
-

Week 7: Developing a Style

Objective: Explore different drawing styles

Activities:

- Style Stations: Rotate through cartoon, realistic, and abstract styles. Provide examples and prompts.
 - Style Challenge: Draw the same animal in two styles. Compare and discuss.
 - Style Guide: Create a personal style booklet with samples and notes.
 - **2nd Grade Extension:** Introduce terms like "technique" and "aesthetic." Have students write a style reflection and choose a favorite to develop further.
 - Movement Break: "Style Switch" – change poses to match drawing styles.
 - Reflection Prompt: Which style was your favorite and why?
-

Week 8: Animal Anatomy and Movement

Objective: Learn how animals move

Activities:

- Anatomy Talk: Discuss legs, wings, tails, and body parts. Use diagrams and models.
- Motion Drawing: Use lines and arrows to show movement. Practice with jumping, flying, crawling.
- Paper Models: Make simple moving animals with paper and brads.
- **2nd Grade Extension:** Introduce terms like "joint," "balance," and "motion." Have students label body parts and describe how they help movement.
- Movement Break: "Animal Yoga" – stretch and move like different animals.

GRASSHOPPER

- Reflection Prompt: How does your animal move and what body parts help it?
-

Week 9: Storytelling Through Animal Art

Objective: Create stories with animal characters

Activities:

- Story Time: Make up animal adventures as a class. Use story dice or cards.
 - Comic Strip: Draw a short story with 3–4 panels. Add speech bubbles and captions.
 - Share Circle: Present stories to classmates. Practice speaking and listening.
 - **2nd Grade Extension:** Introduce story elements like "setting," "plot," and "character." Have students write a short story to accompany their comic.
 - Movement Break: "Story Stroll" – act out stories with movement.
 - Reflection Prompt: What is your animal's story and how did you show it?
-

Week 10: Final Animal Art Showcase

Objective: Celebrate creativity and learning

Activities:

- Art Prep: Choose favorite drawings and mount them on colored paper.
 - Brochure: Create a class art brochure with descriptions and photos.
 - Exhibition Day: Host a gallery walk for families. Practice presenting art.
 - **2nd Grade Extension:** Have students write artist statements and help design the layout of the brochure.
 - Movement Break: "Gallery Groove" – dance and celebrate together.
 - Reflection Prompt: What are you most proud of from this art journey?
-

Materials List

- Drawing paper
- Pencils
- Erasers

GRASSHOPPER

- Crayons or colored pencils
- Examples of animal art from pop culture
- Colored paper
- Shape stencils
- Reference images
- Paper brads
- Story dice or cards

ORIGINAL

Lesson Plan

1. Introduction to Animal Art (10 minutes)

- Brief discussion on popular animals and their role in pop culture.
- Show examples of simple animal drawings from famous cartoons and media.

2. Basic Drawing Techniques (15 minutes)

- Demonstrate how to break down animal shapes into basic geometric forms.
- Practice drawing simple animals using these techniques (e.g., cats, dogs, rabbits).
- Encourage students to choose their favorite animal to focus on for their drawing.

3. Expression and Style (10 minutes)

- Discuss how animals in art can express emotions.
- Show examples of different styles (e.g., realistic vs. cartoonish).
- Have students add expressive features to their drawings (e.g., eyes, mouths).

4. Coloring Techniques (15 minutes)

- Discuss color choices and how they affect the mood of the artwork.
- Demonstrate simple coloring techniques with crayons or colored pencils.
- Allow students to color their animal drawings.

5. Sharing and Reflection (10 minutes)

- Have students share their artwork with the class.
- Discuss what they learned about drawing and what they enjoyed most.

Materials List

GRASSHOPPER

- Drawing paper
- Pencils
- Erasers
- Crayons or colored pencils
- Examples of animal art from pop culture

Adaptations for Different Ages

- Kindergarten: Focus more on shape recognition and basic coloring. Allow more time for each step.
- 1st Grade: Introduce simple expressions and a basic understanding of style.
- 2nd Grade: Focus on refining drawing techniques and encourage more detailed expressions and advanced styles.

Movement Break

- Animal Imitation Game (5 minutes)
 - Students stand up and mimic various animal movements, sounds, or behaviors. This encourages them to engage physically and use their imagination.

Bonus Activities

- Create an Animal Story: Have students draw a sequence of their animal characters in different scenes and write a short story to accompany it.
- Animal Art Exhibit: Organize a mini-gallery walk with the class where students can view each other's art and leave positive comments.

Series Outline

****Week 1: Introduction to Basic Drawing Skills****

- Learn about drawing tools and supplies (pencils, erasers, paper).
- Practice creating basic shapes (circles, squares, triangles).
- Explore line drawing through simple animal outlines.

****Week 2: Drawing Animals in Pop Culture****

- Discuss popular animal characters in movies and books.
- Draw favorite animal characters using reference images.

GRASSHOPPER

- Create a collaborative class mural of pop culture animals.

****Week 3: Developing a Style****

- Introduce different styles of drawing (cartoon, realistic, abstract).
- Experiment with drawing the same animal in multiple styles.
- Create a personalized style guide for future drawings.

****Week 4: Expression and Emotion in Animal Faces****

- Explore how facial features convey emotions in animals.
- Practice drawing various animal expressions (happy, sad, surprised).
- Create a flipbook showing a range of animal emotions.

****Week 5: Coloring Techniques and Mediums****

- Experiment with different coloring tools (crayons, colored pencils, markers).
- Introduce basic color theory and mixing.
- Complete a color wheel using animal illustrations.

****Week 6: Minimal Supplies, Maximum Creativity****

- Focus on creating artwork with limited supplies (e.g., using one pencil).
- Explore negative space and silhouette drawing.
- Create a gallery using one-supply animal sketches.

****Week 7: Themed Animals and Environments****

- Choose a theme (jungle, ocean, arctic) and explore corresponding animals.
- Draw themed habitats for selected animals.
- Create a large class mural representing all themed environments.

****Week 8: Animal Anatomy and Proportion****

- Teach basic animal anatomy (body parts and relative size).
- Practice drawing animals in motion using simple stick figures.
- Create a 3D animal paper model.

****Week 9: Storytelling Through Animal Art****

- Discuss storytelling techniques and how animals play roles in stories.
- Draw a cartoon strip featuring original animal characters.
- Present and share short stories with illustrated animal protagonists.

****Week 10: Final Animal Art Showcase****

- Prepare artwork pieces for a class art exhibition.

GRASSHOPPER

- Design and print a brochure with descriptions of each art piece.
- Host an exhibition day where students explain their art to visitors (parents, peers).

For additional support, reference this [experience outline template](#) which includes tips and prompts to help you develop and lead an excellent Grasshopper Kids experience.

Note: This lesson plan outline was drafted by Hopper. If you would like to see different results, you can [submit another idea](#), or text us with feedback so we can work to make the algorithm better. We built this tool to help save you time in bringing more kids enrichment experience ideas to life!

