

# YEAR 7 MYTHICAL CREATURES





# LESSON 1 STARTER

HOW HAVE THE ARTISTS  
CREATED CREATURE SKIN?





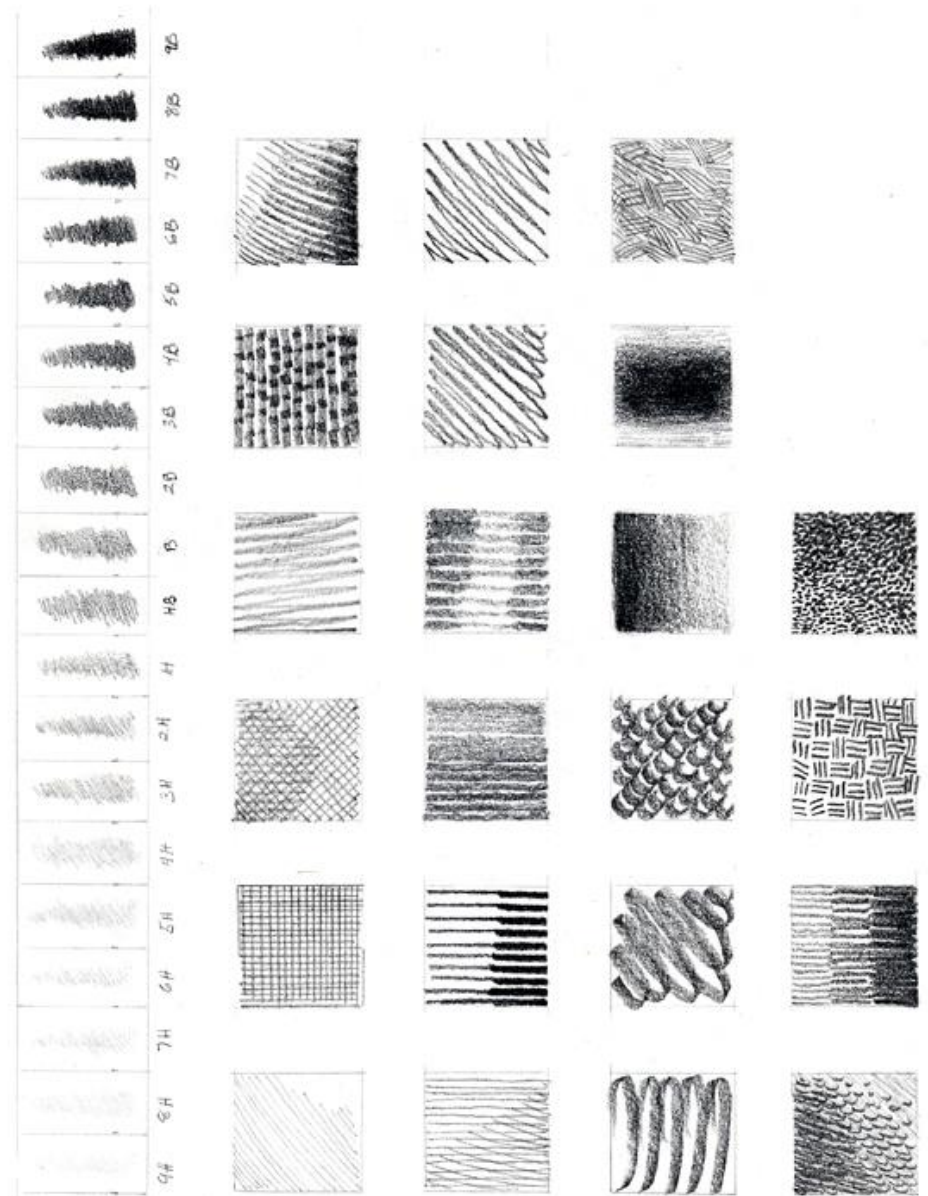
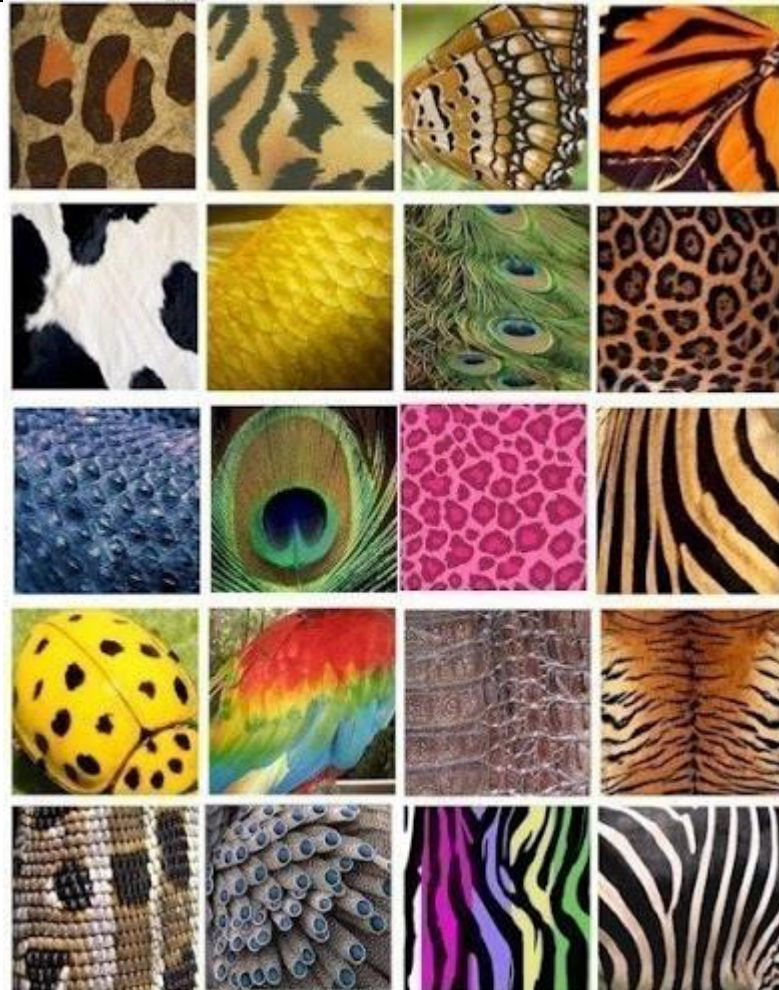
# CAN YOU CREATE TEXTURE USING DIFFERENT DRAWING TECHNIQUES?

Think about different animal textures and skin.

Split your page into six and draw different textures.

Think about:

- Tonal range
- Texture
- Contrast between light and dark
- Pattern



## LESSON 2

# CULTURE SHOCK!!



Golems

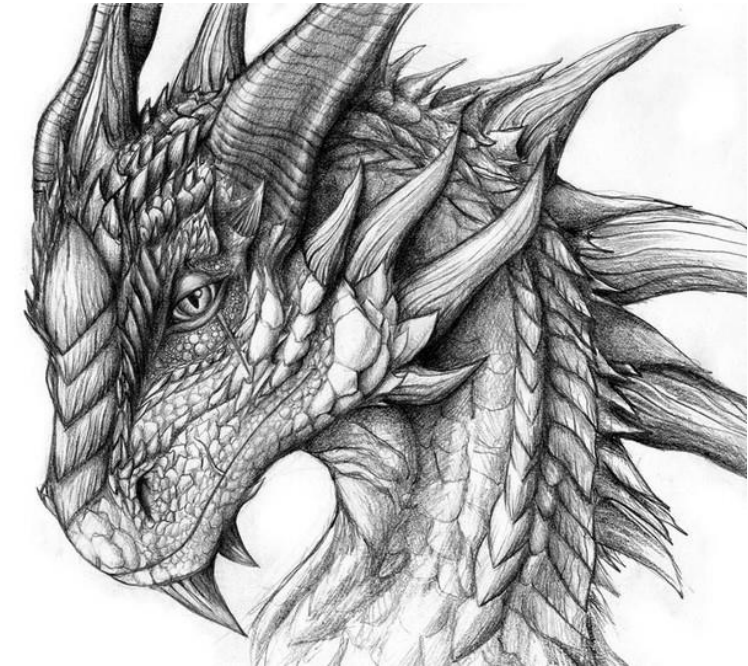
Zombie

Mermaid

Phoenix

Research a different mythical creature. Draw a picture of the creature and write the legend around it.

The Griffin is a legendary creature with the body, tail, and back legs of a lion; the head and wings of an eagle; and sometimes an eagle's talons as its front feet. Because the lion was traditionally considered the king of the beasts, and the eagle the king of the birds, by the Middle Ages the griffin was thought to be an especially powerful and majestic creature.





## RESEARCH IDEAS

### THE BASILISK- LIBYAN LEGEND

The Basilisk was a mythological creature so venomous that its mere glance could kill. Even if you waited until it was gone the basilisk left a trail of poison everywhere it went.

It may have been a real animal – or, at least, an exaggerated version of one. Libya has cobras which can spit out poison and it's possible that stories of their poisonous spit were exaggerated until it was rumoured that they could kill with a glance.



## Qalupalik-INUIT LEGEND

The Inuit children of the arctic knew never to get too close to the water's edge because there, underneath the ice, Qalupalik lay waiting for them.

The first thing the Inuit children were told they would hear when Qalupalik was near would be the eerie, distant hum of its song under the sea. But if the Qalupalik was too eager to contain itself, then it would gently tap its fingers on the ice under their feet.

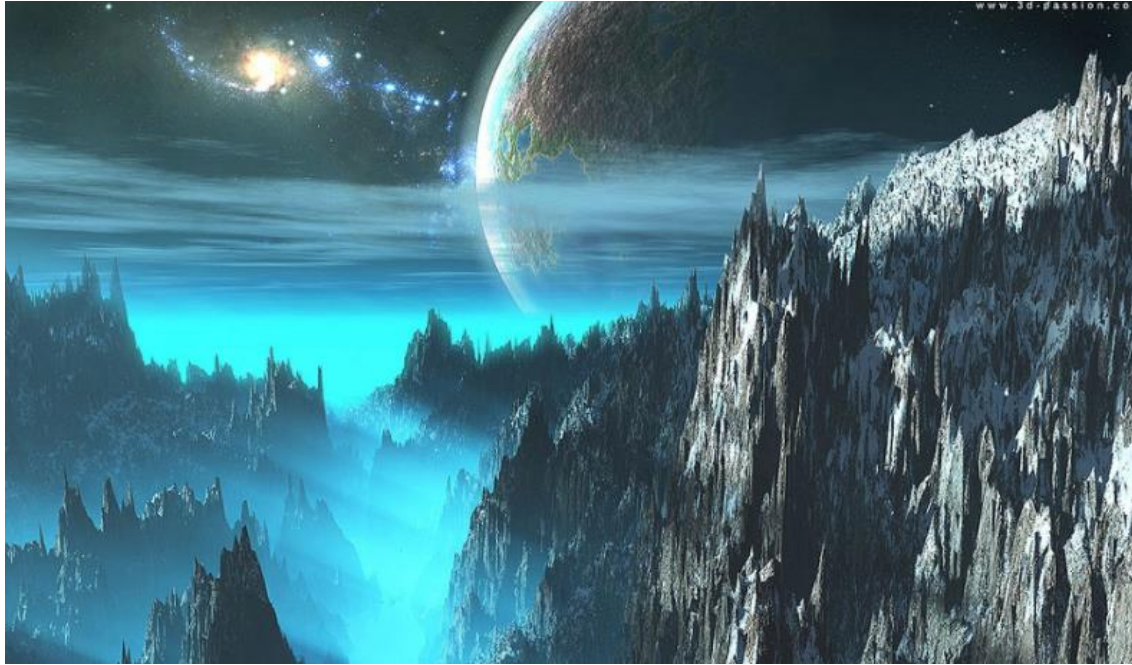
Qalupalik could be seen only for the flash of an instant before it was gone.

The Qalupalik, likely, was told to Inuit children as a means of keeping them out of harm's way, like wandering too close to treacherous, frozen Arctic waters.



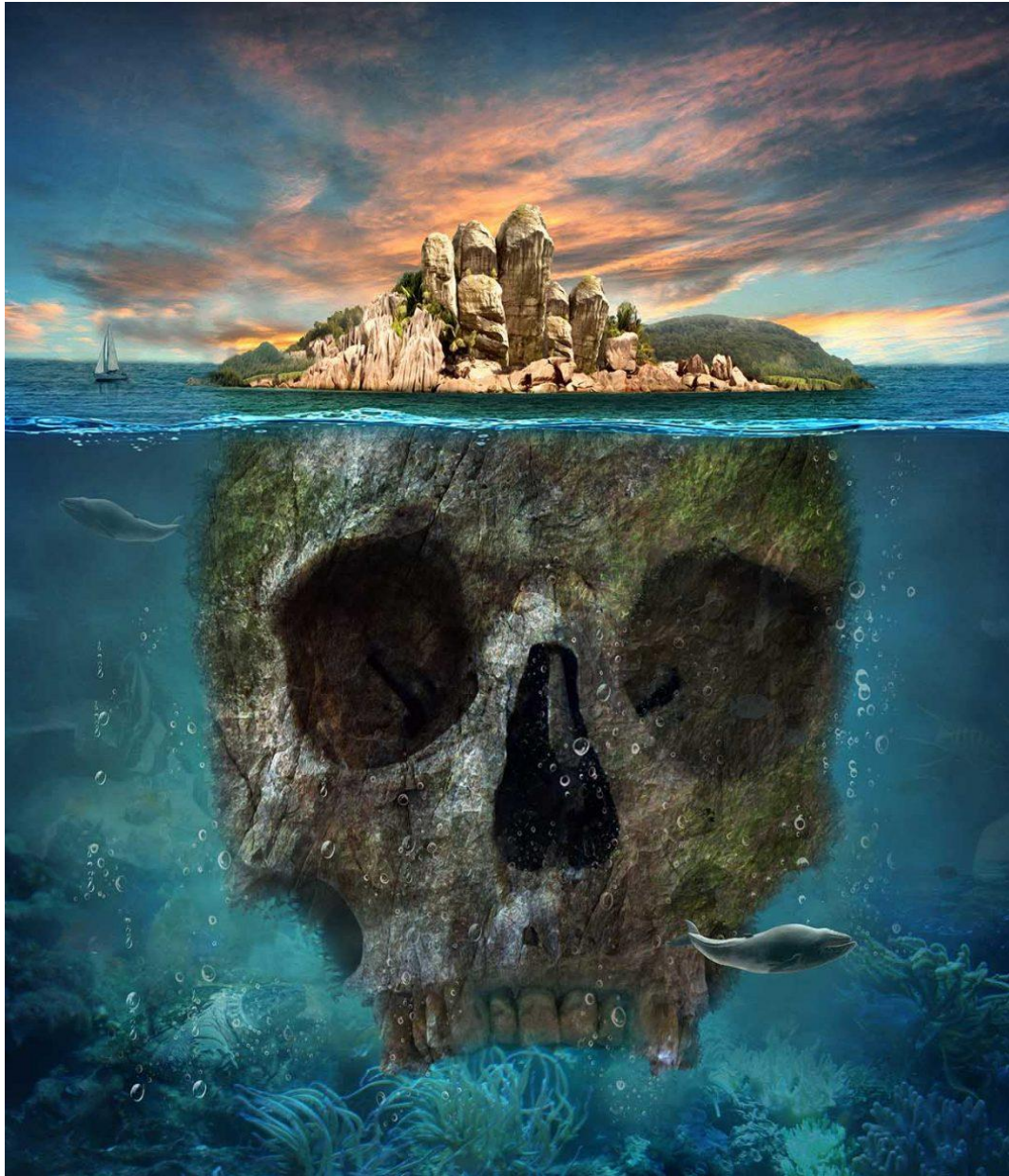
## LESSON 3

# CAN YOU CREATE A MYTHICAL LANDSCAPE?



Think about your  
mythical creature.  
Where would your  
mythical creature live?

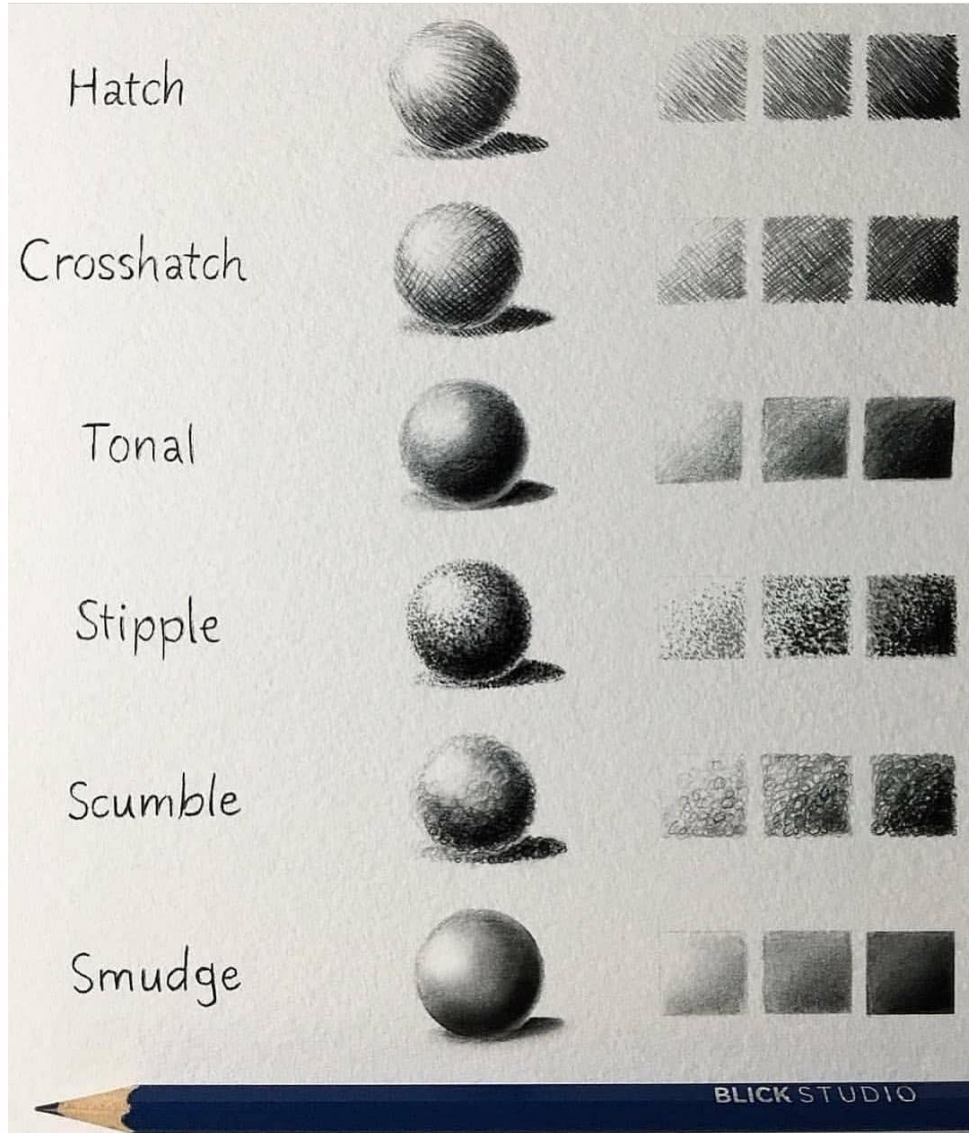




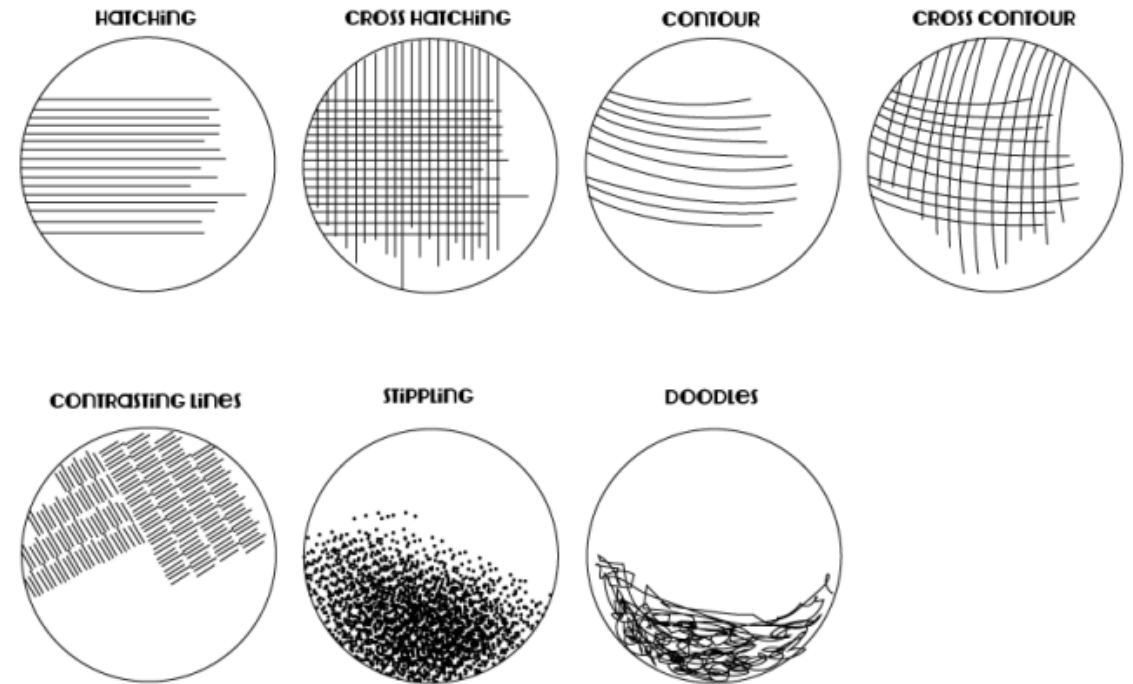
CREATE A HABITAT FOR YOUR  
MYTHICAL CREATURE TO LIVE



# Lesson 4 Practicing techniques



**PRACTICE EACH DRAWING  
TECHNIQUE**  
**Go from light to dark using a  
pencil**

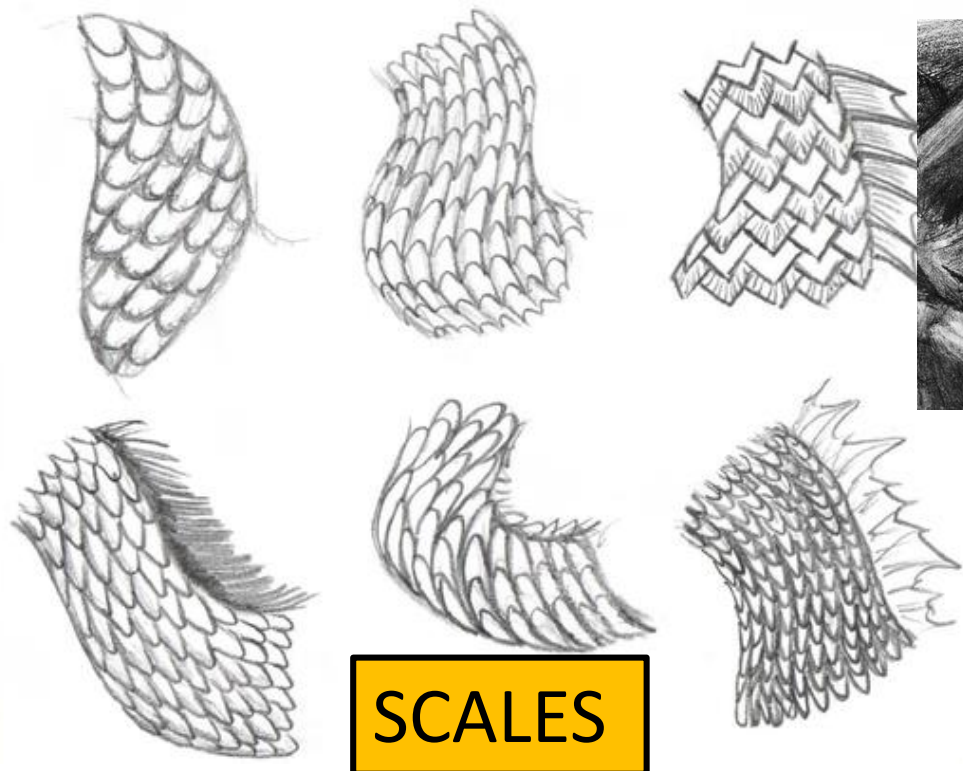


**Now try this using a Biro or pen**



# LESSON 5

TAKE A CLOSER LOOK...



SCALES



EYES



SPIKES AND HORNS

STUDY AND DRAW  
SEPARATE PARTS OF  
THE DRAGON

ZOOM IN AND FOCUS ON DIFFERENT  
PARTS OF THE DRAGON



# LESSON 6 STARTER

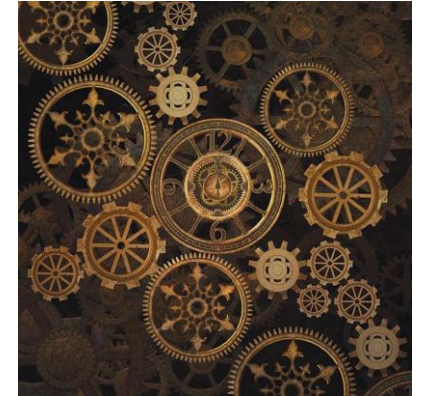
**LANCE OSCARSON** creates spectacular steam punk dragons and creatures.

**WHAT HAS HE USED?**





**Steampunk is an art, fashion and culture movement inspired by the industrial revolution.**



**CAN YOU DESIGN YOUR OWN STEAMPUNK STYLE DRAGON?**







# LESSON 7

## METAMORPHOSIS ART

Visual metamorphosis is the term we use to indicate shape-shifting in art. It allows an artist to transform one thing into something else.  
Which two things have been transformed here?

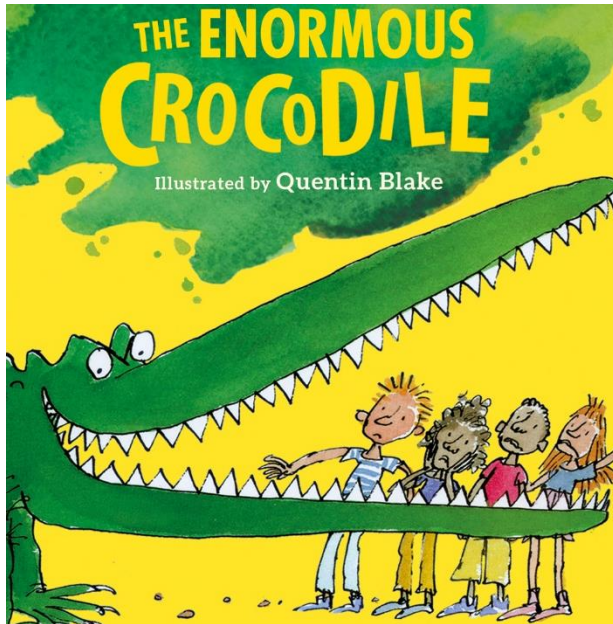


Take a look around...  
Which objects could you morph into a creature?  
Experiment morphing two things together.



## LESSON 8

### Create a storybook cover



### Things to include:

- Picture of mythical creature
- Title
- Authors name

Your task is to design a book cover for the story of your mythical creature

Write a short story that can be presented with it

