

ArtStream

Written Instructional Guide



Drawing Animals and Their Habitats

For K, 1st, and 2nd grade Students

With Teaching Artist Merideth Ferrell

Lesson 4: Ducks – Walking on the Land, Flying in the Sky, and Swimming in the Water

Introduction

- Hi, I am Merideth Ferrell, I am a teaching artist with the Lane Arts Council
- Today's lesson is special, because we are drawing 3 ducks: one walking on the land, another duck flying in the sky, and the third duck swimming in the water. Again, each lesson is in 4 steps:
 1. Draw the Ducks
 2. Design the Habitat
 3. Add Color and Texture to the Ducks
 4. Add Color and Texture to the Habitat



Materials

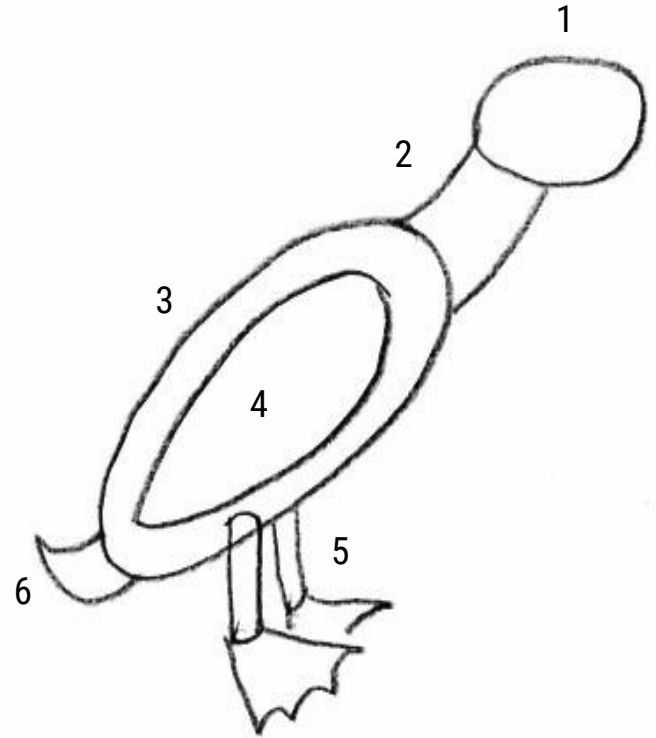
- White paper: 8 ½" copy paper, or bigger drawing paper
- Pencil
- Colored pencils: red, yellow, blue, green, orange, purple, brown, and black



Step 1: Draw the Ducks

Part A: We will draw each of our Ducks' body parts as they connect to each other. Think of the shape of each part before and as you draw. Draw this duck near the lower left side of your paper.

1. First, draw the head of the duck on the land.
2. Then its neck, connected to the head.
3. Next, its body, slanting downward, as it is walking.
4. Now, draw the wing folded up against its body.
5. Draw the 2 legs, and 2 big webbed feet, as they touch the ground.
6. Last, its tail.

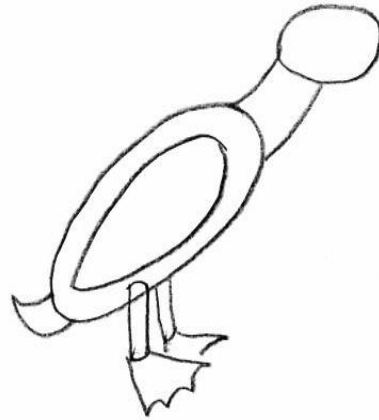
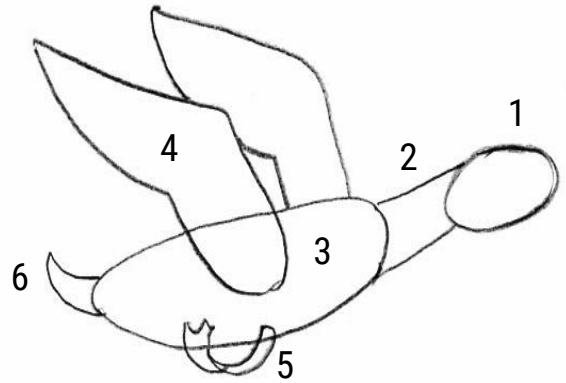


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Step 1: Draw the Ducks (continued)

Part B: For the second duck, go to the top of the paper. We will draw each of our Ducks' body parts as they connect to each other. Think of the shape of each part before and as you draw.

1. First, draw its head, leaving room for the flying wings that will be above the duck.
2. Then draw its neck.
3. Now, draw its body, stretched out as it flies.
4. Next, draw 2 wings, as they connect to the body. Each wing has 2 parts, as it raises up to flap.
5. Draw the little legs and feet, curled up close to the body, as the duck flies.
6. Last, its tail at the end of its body.

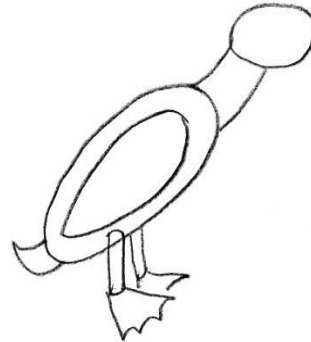
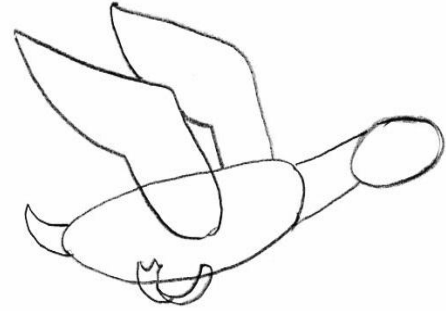


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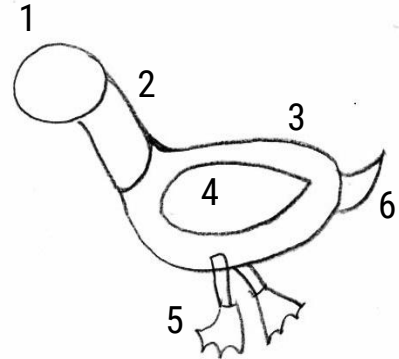
Step 1: Draw the Ducks (continued)

Part C: For the third duck, go to the lower right portion of the paper. We will draw each of our Ducks' body parts as they connect to each other. Think of the shape of each part before and as you draw.

1. Draw the duck's head.
2. Then draw its neck.
3. Now, draw its body, as it floats in the water.
4. Draw the wing, tucked close to the body.
5. Draw the legs and feet, paddling in the water, underneath the duck.
6. Last, draw the tail.



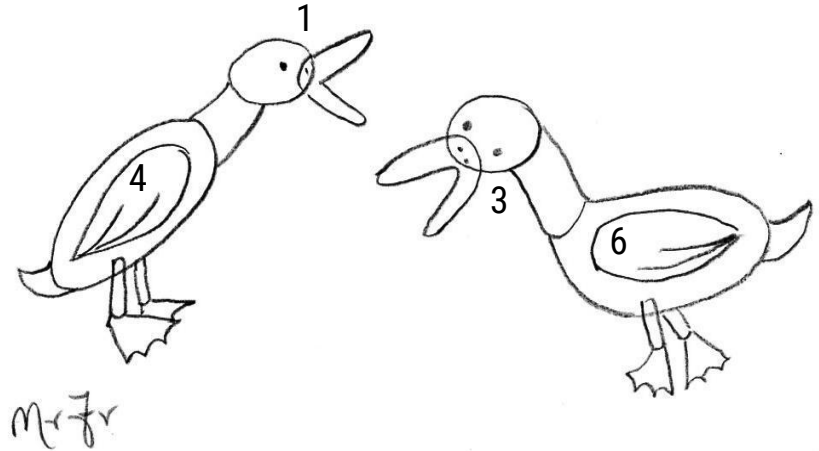
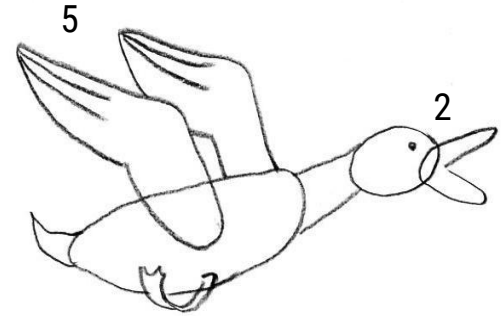
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Step 1: Draw the Ducks (continued)

Part D: Now, draw the details on the ducks

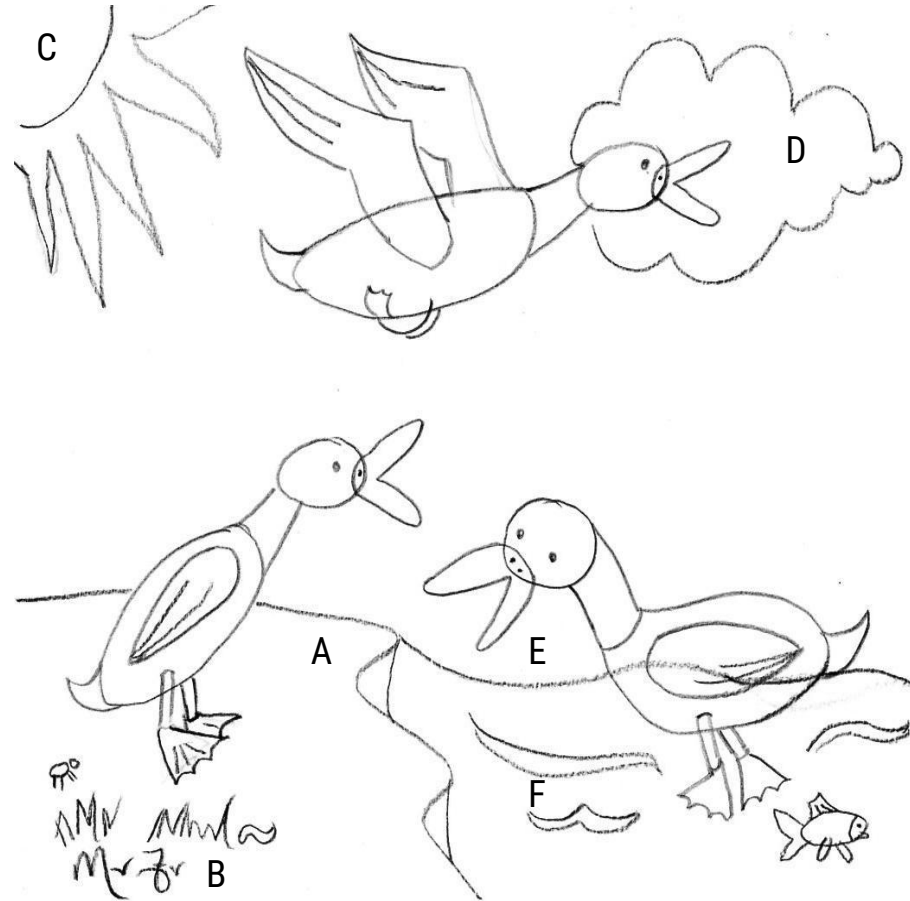
1. Draw one eye on the walking duck, and its bill, connected to the head in 2 parts.
2. Draw one eye on the flying duck, and its bill in 2 parts.
3. Draw two eyes on the swimming duck, as it turns its head to look towards us. Then its bill in 2 parts.
4. Draw long wing feathers in the wing on the walking duck.
5. Draw long wing feathers on the wings of the flying duck.
6. Draw long wing feathers on the wing of the swimming duck.



Step 2: Design the Habitat

The **Habitat** is where the Ducks lives. For these Ducks, their habitat is on a lakeshore.

- A. Draw the land behind the 1st duck, with a bank that the water will be next to.
- B. Draw grass on the land.
- C. Next, draw the sun in the sky, by the flying duck
- D. Add a big cloud in the sky, by the flying duck.
- E. Now, draw the water, with its surface line right through the duck's body, as it floats in the water. One half is above the water, and the other half, and the feet and legs are below.
- F. Last, draw the waves of the water.



Step 3: Add Color to the Ducks

You can color the each duck differently. If you want a white duck, leave it the white of the paper.

1. Start with the head, and remember to color things the way they grow.
2. Then color the neck. Color down the body, as it connects from the neck.
3. Color the wings upwards, as they grow from the body of the flying duck. Color the wings of the walking and swimming ducks from top to tip.
4. Color the bills, and legs, and feet.
5. Last, color the tails.

Consider searching for pictures of ducks online to gather ideas of colors and patterns to draw on your ducks!



Step 4: Add Color to the Habitat

Again, think about how things would feel to the touch. Use the texture you imagine to influence how you draw.

1. Color the grass the duck is standing on with short up and down strokes.
2. Color the water with long, smooth, curved strokes across the paper.
3. Color the cloud with round, puffy strokes.
4. Next, color the sun with strokes that go around the center, and long strokes for the sun rays, as they shine out.
5. Last, color the sky with long, smooth strokes across the paper.



Thank you!

It has been wonderful showing you how to draw Animals and their Habitats. Keep drawing, and enjoy our world!

Look at your drawing, and think of what you want to add. You could draw a fish in the water. Maybe you want to add worms and bugs that the ducks would eat. Happy drawing!