



Usborne Playtime



# I can draw people



# I can draw people

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## I can draw...

a workman	2	a scuba diver	16
an angel	4	an astronaut	18
a giant	6	a parachutist	20
a pirate	8	a skier	22
a queen	10	an ice skater	24
a ballerina	12	a cowboy	26
a soccer player	14	faces	28
a horse and rider	30		

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# a workman



1. Use a crayon to draw a hard hat.



2. Add a face, nose and hair.



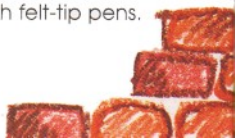
3. Crayon a T-shirt.



4. Crayon a pair of blue jeans.



5. Add arms, hands and big boots. Fill in with felt-tip pens.



Draw things you would see on a building site, such as bricks and tools.



# an angel



1. Draw a head with a fat felt-tip pen.

2. Crayon the face and some hair.

3. Draw a dress.



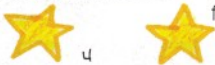
4. Add some sleeves.




5. Draw some hands and feet.



6. Add wings and a halo. Use crayons to fill in the angel.







Add some  
clouds and  
stars in the sky.

Draw a pattern  
on her dress.

# a giant



1. Use a felt-tip pen to draw a head. Add some hair.



2. Add the body and his eyes, nose and mouth.



3. Add a beard. Draw the arms and his hands.



4. Add a belt below his body, then draw his legs.

Add tiny people, trees and animals to show how big the giant is.

Draw his castle on a hill in the distance.





5. Draw big boots and add a jacket, like this.

6. Fill in the boots and add the giant and his clothes with crayons.





# a pirate



1. Draw the head with a crayon. Add a head scarf.



2. Draw a face. Add a black eyepatch.



3. Draw an earring and a black beard.



4. Add the body. Draw circles for the hands.



5. Draw the arms. Join them onto the hands.



6. Add short legs and a pair of big black boots.



7. Draw one or two belts and a short jacket.



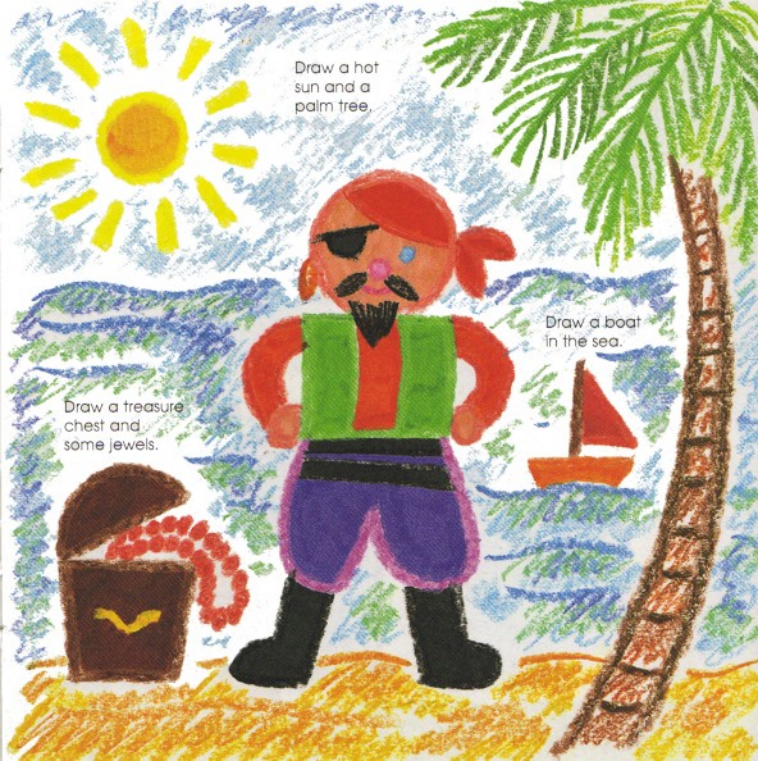
8. Fill the pirate in with different felt-tips.



Draw a hot  
sun and a  
palm tree.

Draw a boat  
in the sea.

Draw a treasure  
chest and  
some jewels.



# a queen



1. Use a pen to draw a crown and a head.

2. Add the top part of her dress.

3. Add a big skirt and puffy sleeves.

4. Draw the arms and hands.



5. Add her hair, face and shoes.

6. Fill her in with crayons.





Add some  
jewels.

Add some  
patterns  
to her skirt.

Draw a  
king. Give  
him a  
beard.

# a ballerina

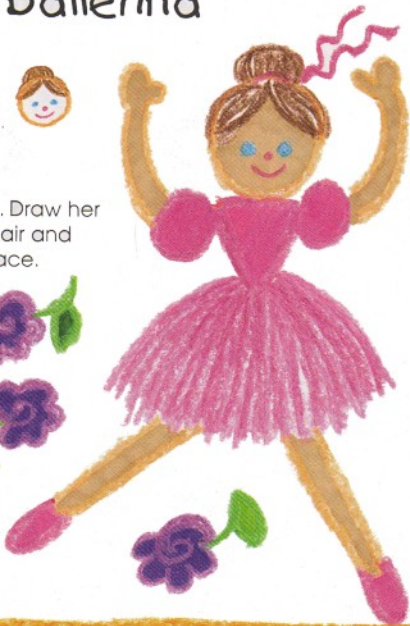


1. Use a  
crayon to  
draw a head.

2. Draw her  
hair and  
face.



3. Draw the  
top part of  
her dress.







4. Do the sleeves and the skirt.



5. Add her arms, hands and legs.



6. Add some shoes. Fill her in with pens.

# a soccer player



1. Draw a head and a nose with a pen.



2. Give him an eye, a mouth and hair.



3. Draw a shirt and the top of his arms.



4. Add some shorts and the top part of his legs.



5. Add the rest of his arms, hands and legs.



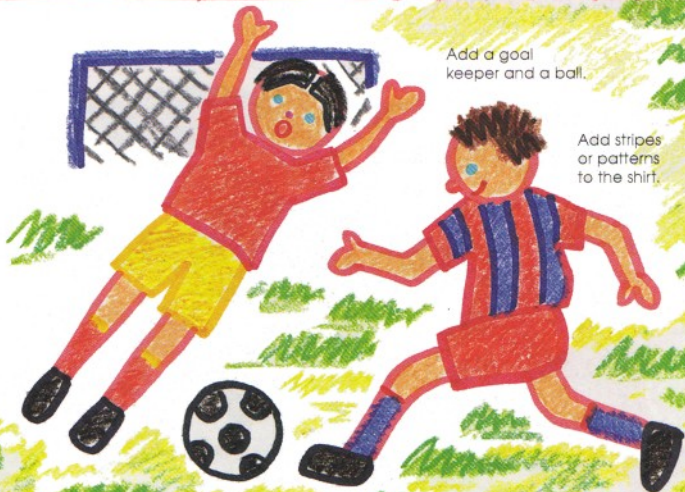
6. Give him socks and soccer boots. Fill in with crayons.

Draw the crowd.



Add a goal keeper and a ball.

Add stripes or patterns to the shirt.



# a scuba diver



1. Use a felt-tip to draw a head. Add a hood.



2. Add a nose, mouth and goggles.



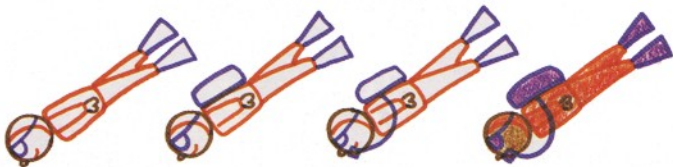
3. Draw the body with a felt-tip.



4. Add the arms, hands and legs.

Draw some fish, a shark and an octopus.





5. Draw a flipper on each leg.

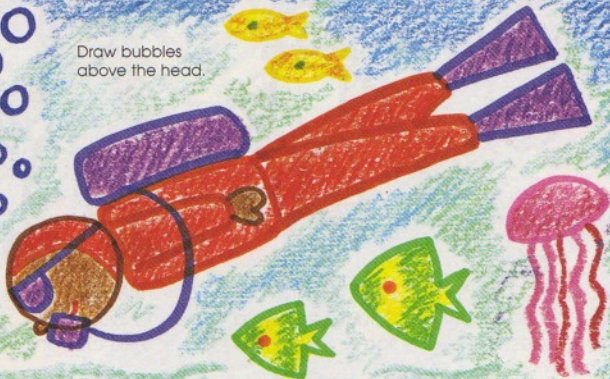
6. Draw an air tank on the back.

7. Add an air pipe and a mouthpiece.

8. Fill in with different crayons.



Draw bubbles above the head.





# an astronaut



1. Draw the helmet with a felt-tip.



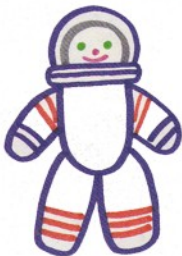
2. Draw two lines for a collar. Add a visor in the helmet.



3. Draw the astronaut's face inside the visor.



4. Use a felt-tip to add the body of the spacesuit.



5. Draw fat arms and legs. Then add some stripes.



6. Add big gloves and boots. Fill in with crayons.

Draw a  
spacecraft.

Draw some  
breathing  
equipment.

Add some  
planets in  
the dark sky.



# a parachutist



1. Use felt-tips for a head, crash helmet and goggles.



2. Draw a nose and mouth. Add the body.



3. Add the arms and hands.



4. Draw a harness and some straps.



5. Draw the legs and feet.



6. Fill in with crayons.

Draw a parachute.

Add lines to the straps.





Draw  
the land  
below.

# a skier



1. Use a felt-tip to draw a head. Add a headband.



2. Draw the top part of the body and an arm.



3. Add a leg. Make it bend at the knee.

You can't see the other leg.



4. Draw a glove and a big, chunky ski boot.



5. Add a ski. Draw two ski poles, one going behind the body.



6. Add hair, some goggles and a mouth. Fill in with crayons.





Draw skiers on a  
slope far away.



Draw  
mountains  
and fir trees.

# an ice skater



1. Use a felt-tip to draw her head and arms.



2. Draw the top part of her dress, below the arms.



3. Draw a short skirt and sleeves.



4. Add the legs. Make one of them bend at the knee.



5. Draw the hands and add a pair of ice skates.



6. Draw her hair and face. Fill her in with crayons.



Draw jewels  
on her dress.

Add patches of  
lights on the ice  
and a yellow  
spotlight.

# a cowboy



1. Draw a hat with a felt-tip. Add the head.



2. Draw ears and the top of the body.



3. Draw the arms. Make one bend up, like this.



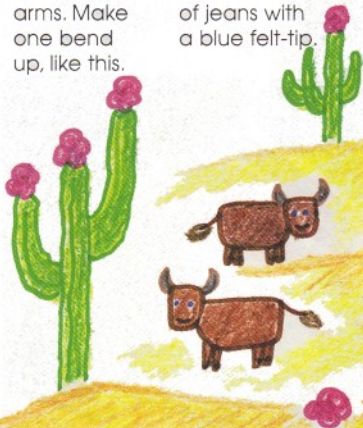
4. Draw a pair of jeans with a blue felt-tip.



5. Add hands, a pair of boots and a jacket.



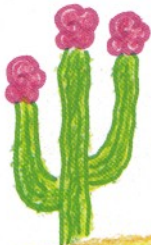
6. Add the face. Fill in the cowboy with crayons.



Give your cowboy a lasso.

Draw a scarf around the neck.

Draw some spurs on the boots.





# faces



1. Draw a face with a felt-tip. Add the eyes.



2. Do a nose and a smiley mouth.



3. Draw the ears and eyebrows.



4. Fill in the face with a crayon.

Add wrinkles.



Draw long hair.



Add a hat.



Draw a bald head.



Add freckles.



Now try these



an angry  
face



a sleeping  
face



a surprised  
face



a sad face



Draw  
rosy cheeks.

Add  
glasses.



Draw  
curly  
hair.



Add earrings.



A sleeping  
baby

# a horse and rider



1. Draw the horse's body with a felt-tip.



2. Draw a neck joined to the body.



3. Draw the head and an ear.



4. Draw four long legs. Add hooves.



5. Add the mane and a tail with a crayon.



6. Draw the rider's leg, like this.

Here are some different horses to draw.

Draw a horse eating grass.





7. Do the body and a head.



8. Add a riding hat and a foot.



9. Add an arm and a hand.



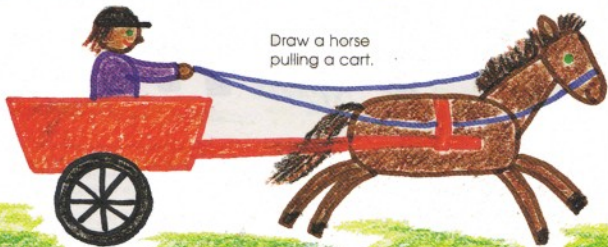
10. Draw a nose band and reins.



11. Draw a face on the horse and rider.



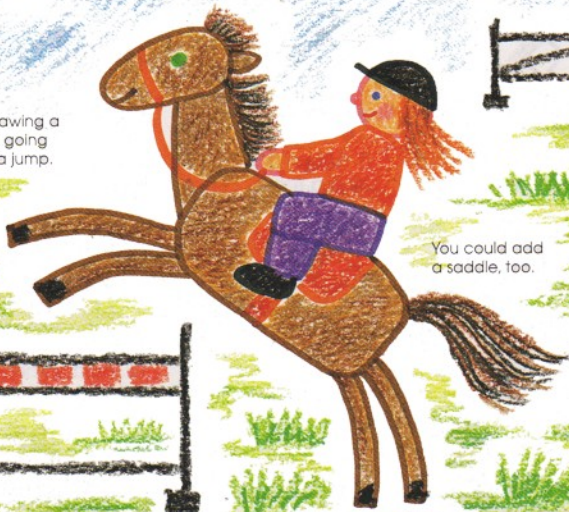
12. Add some hair. Fill in with crayons.



Draw a horse pulling a cart.


Turn to the next page for a jumping horse.

Try drawing a horse going over a jump.



You could add a saddle, too.

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