



Vocabulary Definitions and Additional Resources

Texture- Texture is how something feels when you touch it. In drawing it's how we draw the lines to create the illusion of that texture. Soft, rough, scaly, bumpy, can all be textures.

[Ruff and Smooth Scavenger Hunt | Ruff Ruffman Show](#)

[What is Texture? Video](#)

[Texture | Sesame Street](#) video

[Word of the Day: Texture | Sesame Street](#) Video

[Elements of Art: Texture](#) (grade 6-12) video

Scene: the combination of the images, characters and actions that make up your drawing.

Character: Character is the personality and qualities that make a person, or cartoon WHO they are.

Setting: Setting is where or when a story takes place.

Foreground: Everything that is in front of the main characters.

Middleground: This is where the "action" usually takes place. It's where our characters are positioned in the drawing.

Background: Everything that is behind the characters.

[Painting en Plein Air](#) video

Tools: Tools are what we use to draw. It can be a pencil, a marker, a crayon or even a computer.

[What is Art?](#) video

[Technology and Art](#) video

Props: Props are the objects in a drawing. Things that the characters can interact with.

Stage prop: Stage props are objects that help let us know where the story takes place, they “set the stage”.

[Theatre Props](#) video

Side Profile: A right or left side view of a character or object.

Habitat: The home or environment where an animal, plant or person lives.

[Animals, Maps, Habitats, Oh My](#) video

[Habitat Mapping Game](#)

[Habitat | Sesame Street](#) video

[Grand Canyon – Habitats | Sesame Street](#) video

[Photoshoot Game | Wild Kratts](#)

[Plum’s Creaturizer App | Plum Landing](#)

[Habitat: Animal Homes](#) video

[Habitat Basics](#) video

Symmetry: When one side is the same as the other, similar to a mirror image. What’s on the left is on the right.

[Mirror Drawing | Scribbles and Ink](#)

[Symmetry Painter | Peg + Cat](#) game

[Cyberchase | Patterns in Nature](#) video

[Symmetrical Destruction | Odd Squad](#) video

Balance: Even distribution of the various objects, characters, shapes and designs.

[What is Balance?](#) video

Structure: How you design and build your overall image.