



**Young Illustrators**  
**Artist: Carlee Justis**

**Grade Level:**  
K-5, After School

**About the Artist:**

Carlee Justis has BFA in Illustration from Art Center College of Design, Pasadena, CA. She graduated with honors in 1997. Since graduation, she has worked in various design jobs. Her first job was at a toy company doing packaging design. It was there that she first started doing digital illustration along with traditional art. This type of art work has developed into a freelance career doing design and illustration for greeting cards, home decor, fabric design, toy packaging, giftware, stickers and paper products. Carlee also does private commissions for murals, paintings and portraits. With her own children starting school she has become involved in her community through teaching.

**Objectives:**

- To have fun while learning basic drawing & Painting skills
- To explore new media such as watercolor, charcoal, pastels
- To learn to explore objects both real and imagined in detail
- To work with the classroom curriculum to plan a project that will enhance the child's comprehension of current subjects
- To give the children a chance to express themselves in a positive environment and give them the opportunity to develop their self-esteem through art

**Activities:**

With multiple sessions, Carlee prefers to start with a project based on observational drawing. This helps the children to start thinking about the details that make something unique.

Illustration is all about exploring a subject in many different ways and asking questions about that subject to help tell a story.

What color is it? What kind of texture does it have or how does it feel? What would it taste like? Does it make sound? Where does it live or where would it be? Does it have an emotion? Then how can you change these factors to make it more interesting and creative.

For example: first graders learn about penguins so the student would choose a specific penguin, such as the King Penguin, then ask the above questions to help create their penguins' story. They then make it

creative by asking more questions. What if their penguin did not like to eat fish? How would that change its story, how could they illustrate this with a picture?

**Wild Things:** read the book *Where the Wild Things Are*, and then discuss what makes a Wild Thing wild. Next, the students make a list of Wild Thing features and characteristics.

**Silly Machines:** read the book called *The Book of Foolish Machinery*, and then discuss what makes the machines in the book silly. Come up with an idea for your very own machine, receive class input on each, then draw a picture to illustrate that machine.

**Workshop Size Limits:**

- No more than 30 students

**Special Equipment:**

- NA

**Space Needed:**

- Classroom with tables and chairs and access to water

**Connections to the Curriculum:**

- Art and language arts