Visual Intelligence Drawing & Painting Program for Kids

Class Details

Schedule

Sunday to Saturday

SYLLABUS

Level- 1, 2, 3, 4, 5

Depends on Students skills and understanding

Syllabus

Level- 1 Basic
- Introduction to Drawing Basics

Level- 2 Foundation
- Cartoon Animals & Cartoon Human Drawings
- Mythical Creatures drawing course (Dragons, Unicorns, etc.)
- Simple Objects
- Light & Dark Basics

Level- 3 Creative & colourful
- Anime And Roblox correctors drawing course
- Space Adventure Drawing
- Creative Design:
  Architecture Design
  Jewellery Design
  Car Design
  Robot Design

Level- 4 Advanced
- Landscape (Crayons, Water Colour, Acrylic Colour)
- Study (Still life, Human Figures, Composition)

Level- 5 Visual Intelligence Development
- Visual Language
- Observation & Reality
- Human Understanding
- Expression & Medium
- Design Thinking
- Career Foundation & Career Scope Possibilities

Future Benefits for Children After Learning This Complete Course:

1. Strong Visual Intelligence
   • Children learn to see, understand, and express ideas visually
   • Improved observation, imagination & spatial awareness
   • Helps in academics, design, engineering & creative fields

2. Solid Drawing & Art Foundation
From basic lines to advanced composition, children gain:
   • Confident drawing skills
   • Understanding of light, shadow, form & color
   • Ability to draw anything they imagine or observe

3. Creative Confidence & Self-Expression
   • Children express emotions, thoughts & stories through art
   • Builds self-confidence and individuality
   • Encourages originality instead of copying

4. Design Thinking & Problem-Solving
Through architecture, jewellery, car & robot design:
   • Learn how to think, plan, design, improve
   • Understand function + beauty
   • Develop real-world problem-solving mindset

5. Early Career Exposure (Without Pressure)
Children get early awareness of careers like:
   • Architect & Interior Designer
   • Fashion & Jewellery Designer
   • Car / Product / Industrial Designer
   • Robotics & Technology Designer
   • Animator, Game Artist, Illustrator
   • Fine Artist & Visual Communicator

6. Strong Base for Advanced & Digital Skills
This course prepares children for:

- Animation & game design
- 3D modeling & CAD
- Architecture & engineering studies
- AI, robotics & product design
- Creative entrepreneurship

7. Multi-Medium & Multi-Skill Development

Children gain experience with:
- Crayons, watercolor, acrylics
- Sketching, coloring, composition
- Observation-based drawing & imagination-based design

8. Improved Academic Performance

Art & design learning improves:
- Concentration & memory
- Geometry, science & spatial maths understanding
- Presentation & communication skills

9. Emotional & Personal Growth

- Patience, discipline & focus
- Handling mistakes positively
- Confidence in presenting ideas
- Independent thinking

10. Future-Ready Mindset

By the end of Level 5, children develop:
- Awareness of the real world
- Understanding of humans, space & environment
- Ability to adapt to future creative & technical careers

Age-Wise Impact Summary

6–8 years:
Imagination, confidence, basic drawing & observation
9–12 years:
Design thinking, creativity, structured learning
13+ years:
Career clarity, portfolio building, advanced skills

Leve- 1 Basics

Introduction to Drawing basics

- How to hold pencils
- Warm-up: Lines, shapes, curves, circles
- Activity: Draw simple animals using shapes (cat, bird, fish)
- Color time: Basic coloring & blending

Exercises: Lines, Circles, Squares and Rectangles, Triangles Ellipses, S-Shapes, Pencil Pressure, Cubes (2-point), Spheres, Cylinders, Cutting Cylinders, Copying
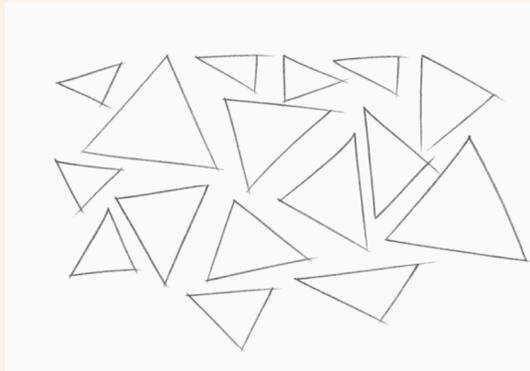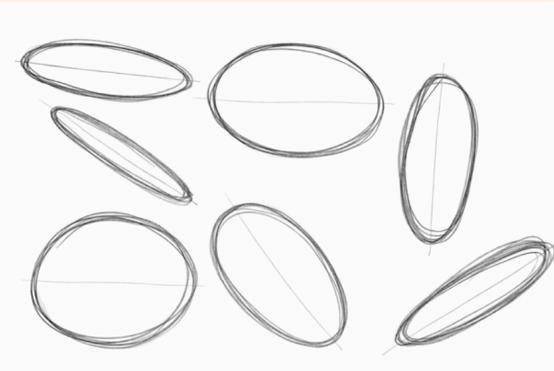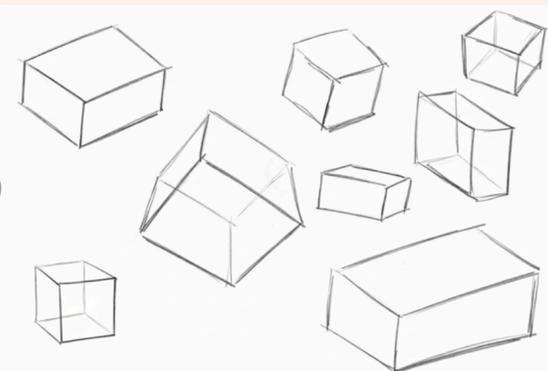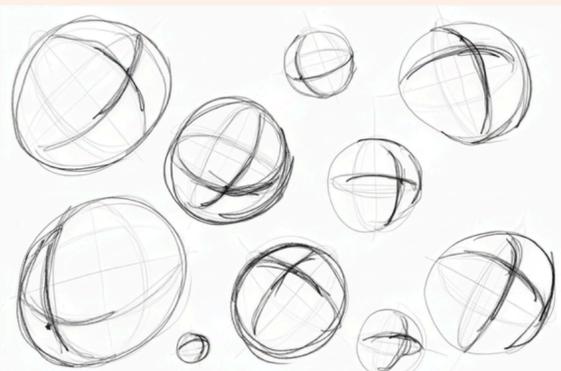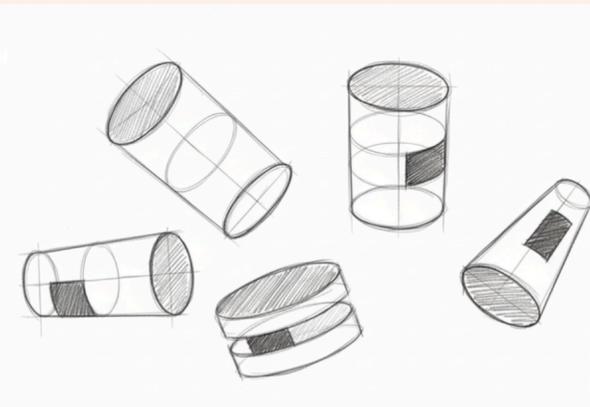
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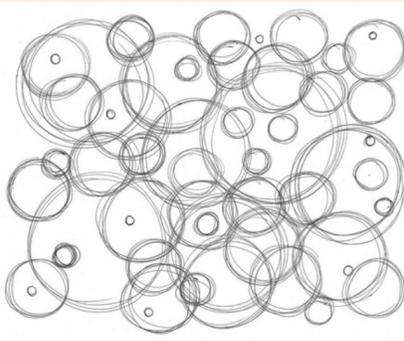
Squares & Rectangles

Triangles

Ellipses

S-Shapes

Pencil Pressure

Cubes (2- Point)

Spheres

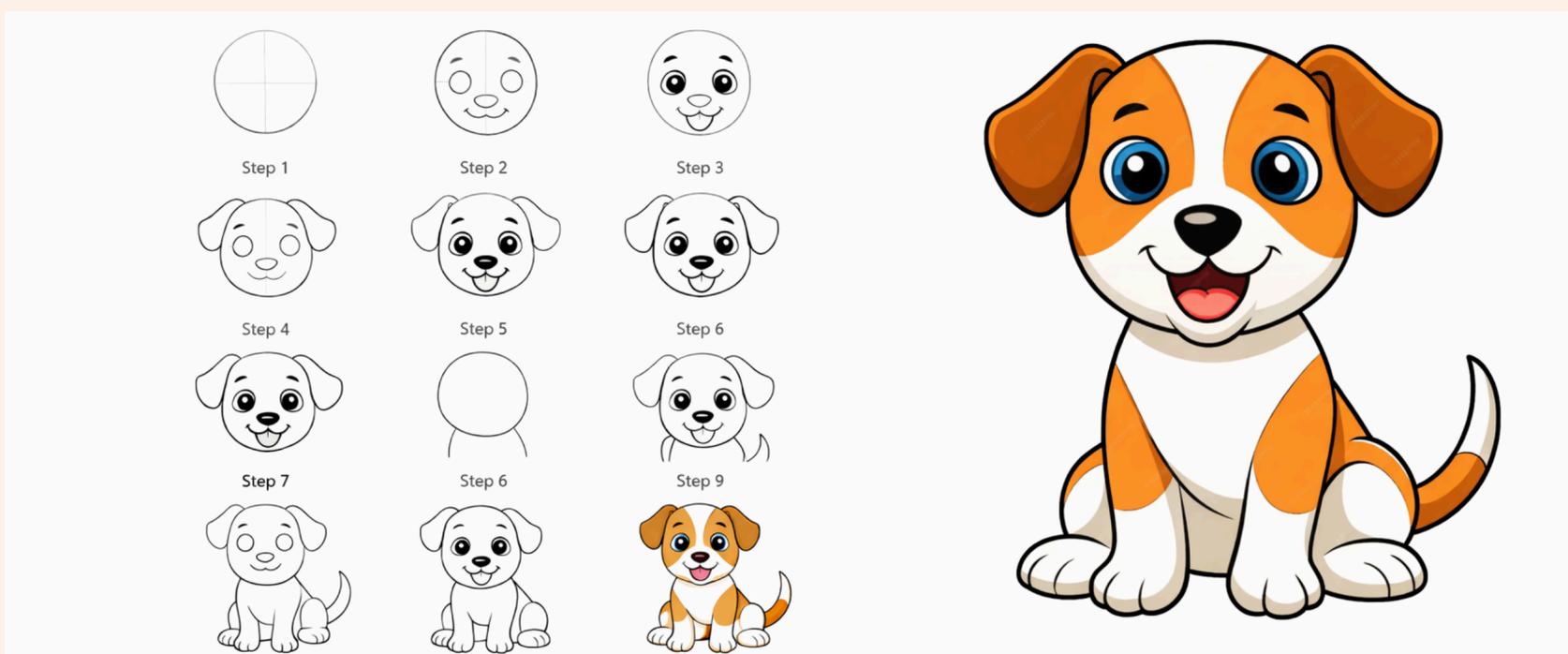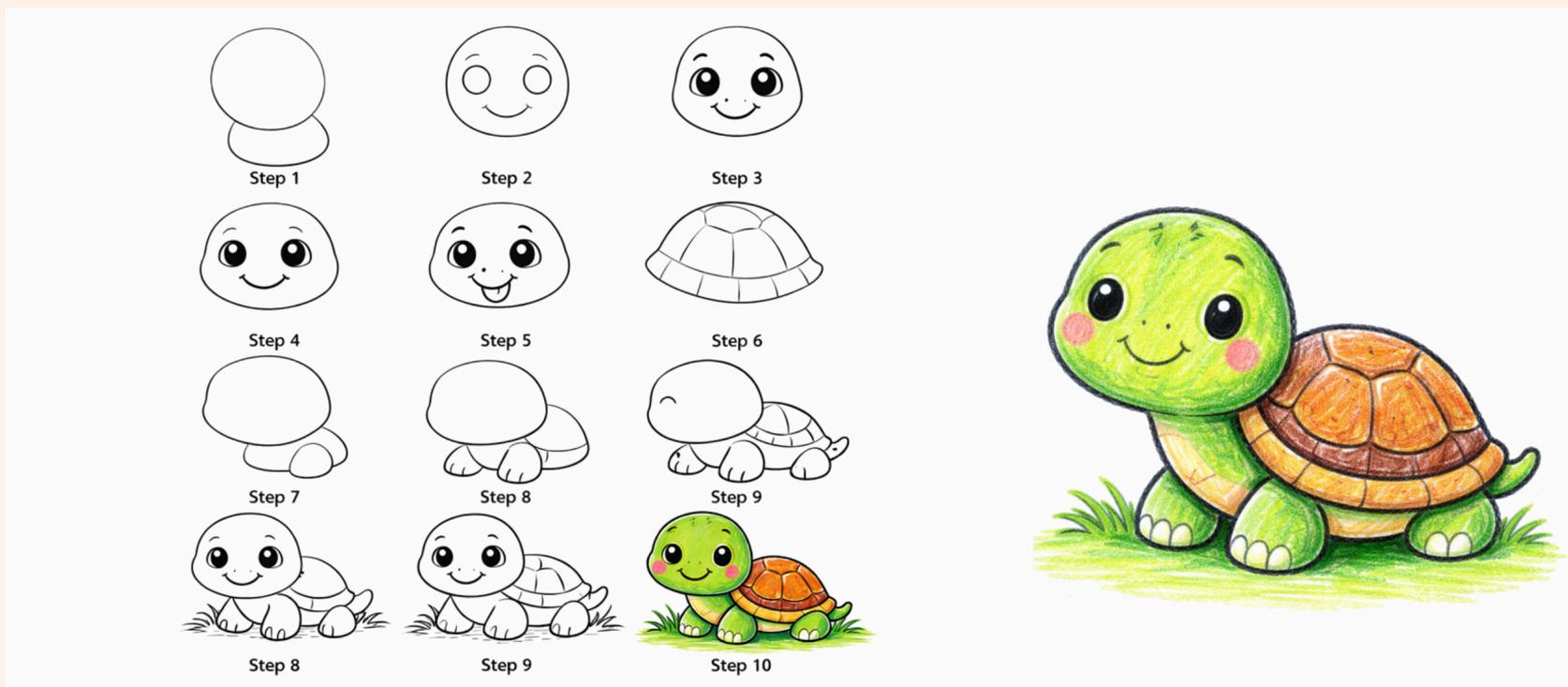Cylinders

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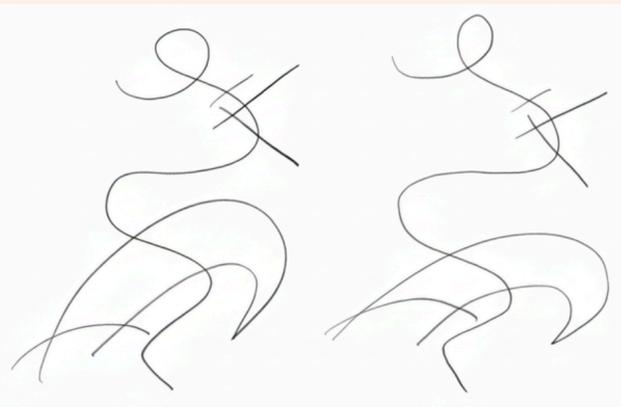
Leve- 2 Foundation

Cartoon Animals & Cartoon Human Drawings

Cartoon Animals drawing

- Learn body parts, proportions for animals
- Practice fur texture using crayons/colored pencils
- Draw your favorite pet or zoo animal
- Mini-project: "Animal Family" colored drawin

Cartoon humans drawings course

- Stick-figure to shaped-figure transformation
- Practice head, arms, legs, clothes
- Activity: Draw yourself doing a fun activity
- Add colors to express mood (happy colors, calm colors
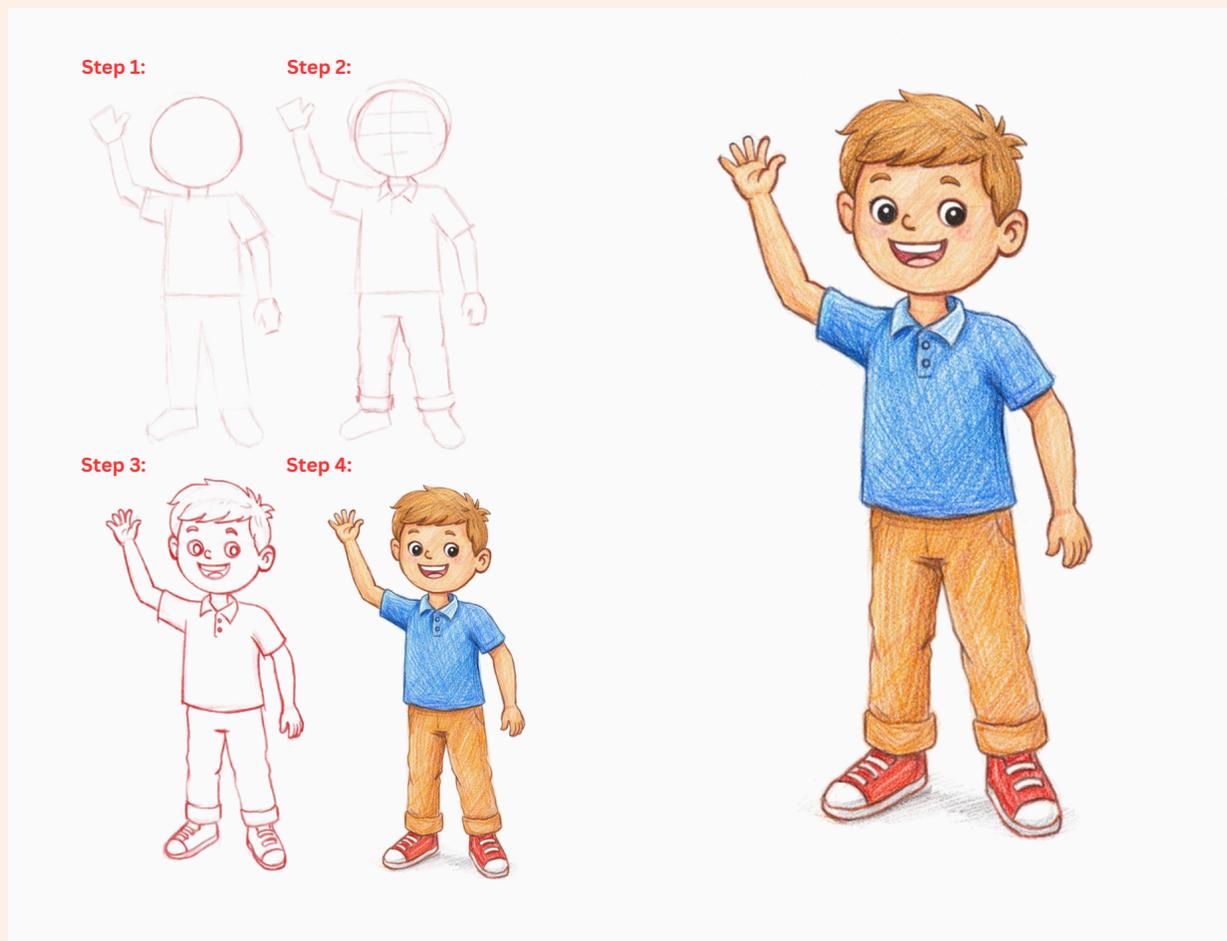
Mythical Creatures drawing course (Dragons, Unicorns, etc.)

1. Warm-Up
- Quick doodles: "Draw any creature in 30 seconds!"
- Shape practice: circles, triangles, swirls (these will be used in creature designs).

2. Introduction to Mythical Creatures
- Show simple images of dragons, unicorns, griffins, mermaids, etc.
- Ask fun questions:

"What magical power would your creature have?"
"Does it fly, swim, or breathe fire?"

3. Break Down Creatures Into Shapes
- Demonstrate how creatures start with basic shapes:

Dragon: oval body + triangle tail + circle head + curves for wings
Unicorn: horse-like body + cone horn + flowing lines for mane
- Let kids sketch these shapes lightly.

4. Add Features and Details
- Guide students to add eyes, horns, scales, wings, patterns, fur, etc.
- Encourage invention: "Give your unicorn galaxy hair!" "Add extra wings!"

5. Inking & Outlining
- Students trace their favorite lines using marker or darker pencil.
- Erase the construction shapes.

6. Coloring & Texture
- Show simple techniques:

Blending with colored pencils
Adding texture (scales, feathers, sparkles)
- Encourage imaginative palettes (rainbow dragon? neon unicorn?).
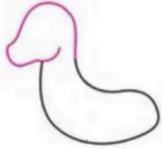
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Simple Objects Drawing

Lines & Hand Control
- Pencil holding & pressure control
- Straight, curved & zigzag lines
- Line practice with rhythm & flow

Basic Shapes
- Circle, square, triangle
- Drawing shapes lightly & neatly
- Shape repetition & control

Shapes into Objects
- Shape breakdown method
- Circle → Sun / Ball
- Square / Triangle → House

Simple Objects
- Daily objects (cup, bottle)
- Big shape first, small details later
- Clean outline & erasing

Finish & Expression
- Space placement (center drawing)
- Basic coloring technique
- Show, explain & appreciation

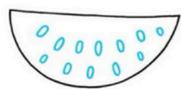**Step 1:**   **Step 2:**   **Step 3:**
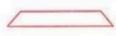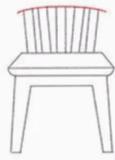
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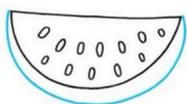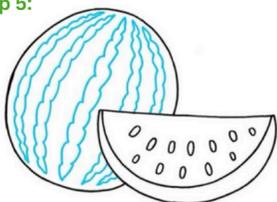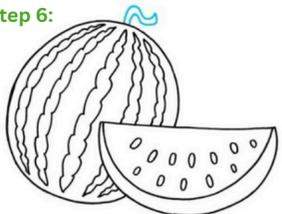
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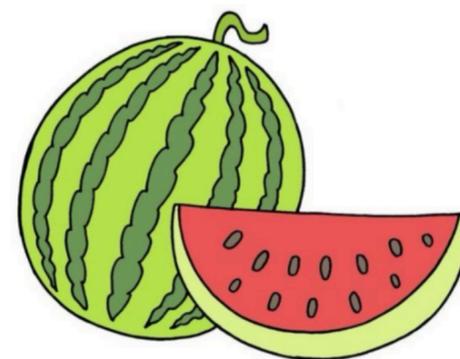
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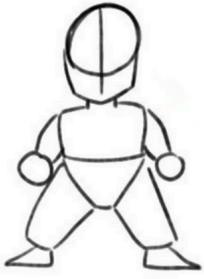
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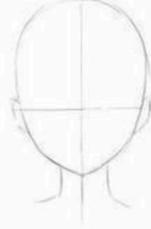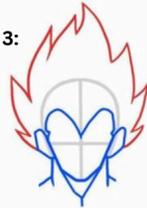
Roblox Correctors Drawing

Introduction to Roblox Drawing
- Roblox style basics
- Common drawing mistakes

Shape & Proportion Correction
- Block shapes
- Body size alignment

Head & Face Corrections
- Face placement
- Expression fixes

Body & Limb Corrections
- Arms and legs size
- Balance and posture

Pose & Style Corrections
- Standing and action poses
- Style consistency

Accessories & Clothing Corrections
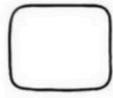- Hats and items placement
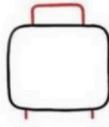- Clothing fit

Line Art & Cleanup
- Straight lines
- Clean finish

Final Correction Project
- Before & after Roblox character
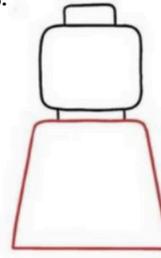
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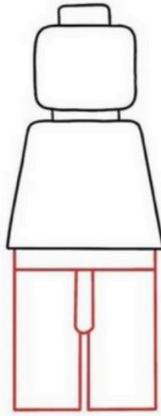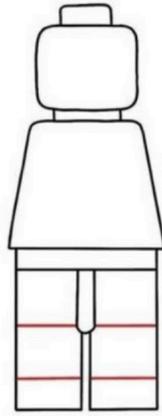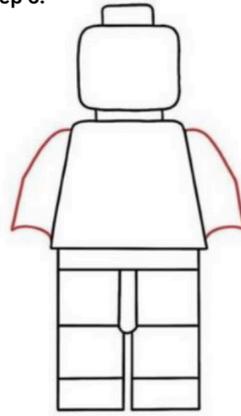
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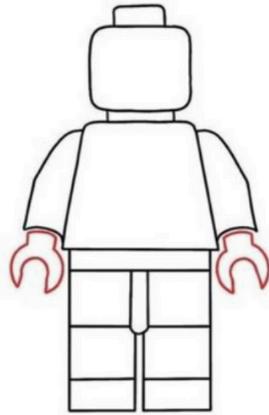
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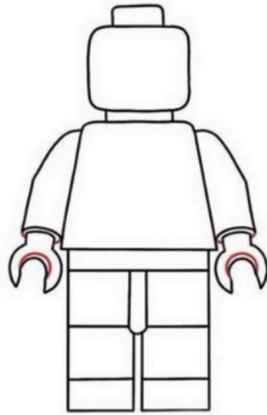
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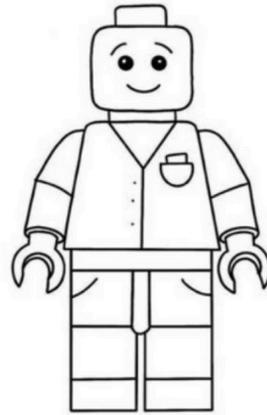
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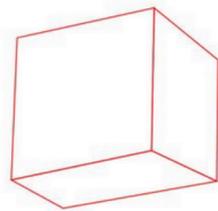
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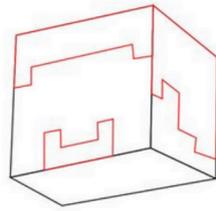
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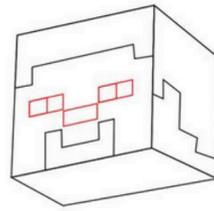
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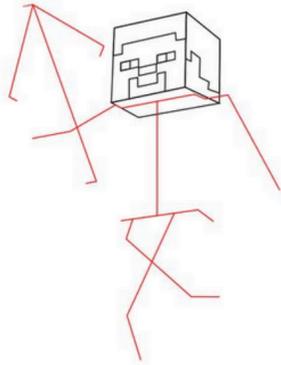
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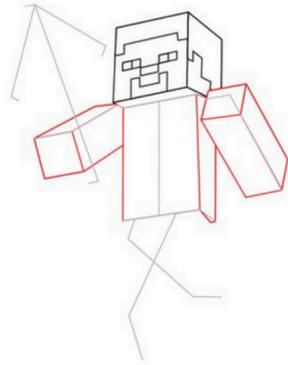
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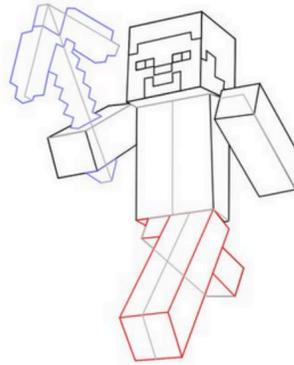
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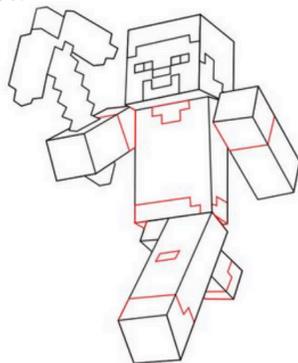
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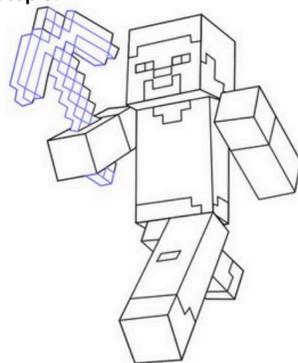
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Creative Design

Architexture Designs

1. Introduction to Architecture & Observation

Understand what architecture is and observe buildings around us
Concepts:
- What is architecture?
- Who is an architect?
- Different types of buildings: homes, schools, parks, skyscrapers

Activities:
- Show pictures of different buildings
- Kids draw their favourite building
- Discussion: "Why does this building look like this?"

2. Shapes, Lines & Basic Building Drawing

Learn to use shapes and lines in architecture
Concepts:
- Basic shapes: square, rectangle, circle, triangle
- Lines: straight, curved, diagonal
- How shapes form rooms, walls, roofs

Activities:
- Draw a simple house using shapes
- Add windows, doors, and roof
- Colour the building

3. Building Parts & Space

Understand basic building parts and the concept of space
Concepts:
- Walls, doors, windows, roof
- Inside and outside spaces
- Open vs closed spaces

Activities:
- Label parts of a building
- Draw a simple floor plan (rooms, doors, windows)
- Discuss "What goes where?"

4. Building Parts & Space

Understand basic building parts and the concept of space

Concepts:
• Walls, doors, windows, roof
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Activities:
• Label parts of a building
• Draw a simple floor plan (rooms, doors, windows)
• Discuss "What goes where?"

5. Light, Air & Nature in Buildings

Learn the importance of windows, ventilation, and outdoor spaces

Concepts:
• How sunlight enters a building
• Importance of airflow
• Gardens, trees, and open spaces

Activities:
• Draw a house with windows, balcony, and garden
• Design an eco-friendly building

6. Final Architecture Design Project

Apply all concepts to design an original building

Concepts:
• Combine shapes, parts, space, light, and nature
• Think about purpose, people, and style

Activities:
• Design a dream house, school, or park
• Colour and decorate the design
• Present the building to the class, explaining choices

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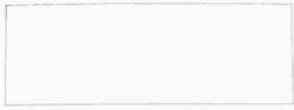
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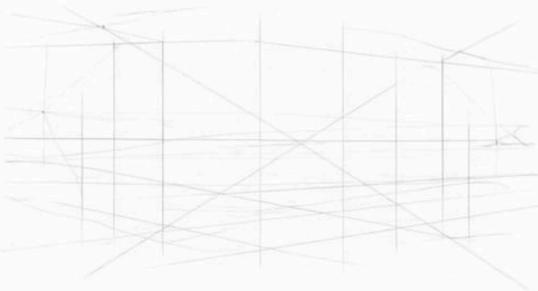
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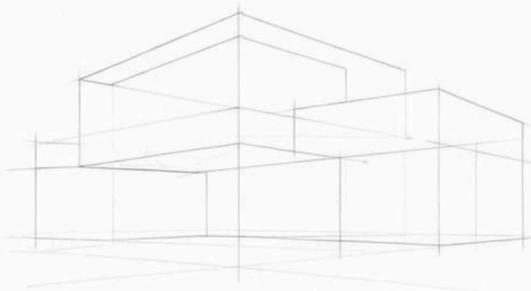
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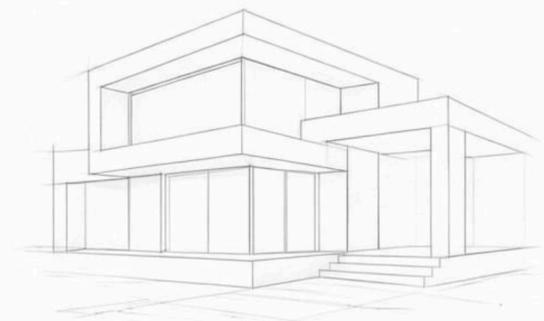
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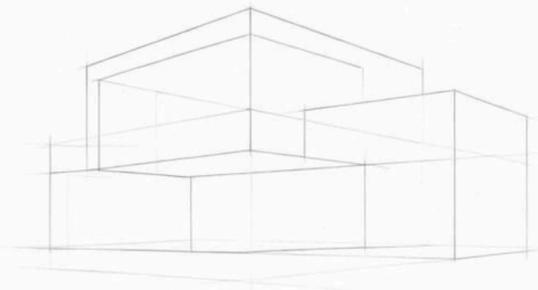
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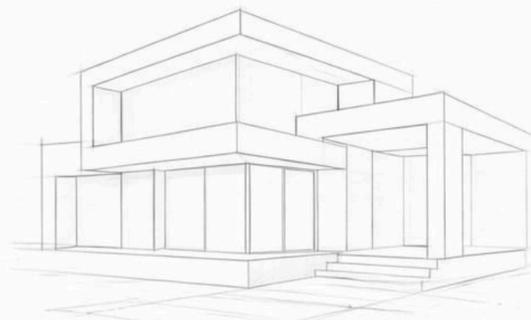
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Architecture Model
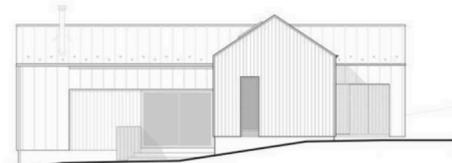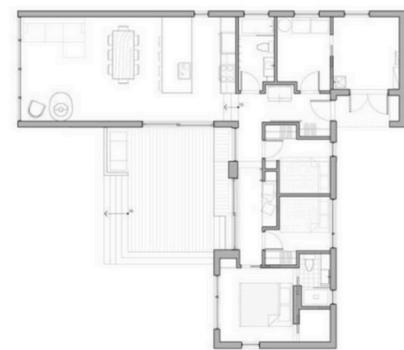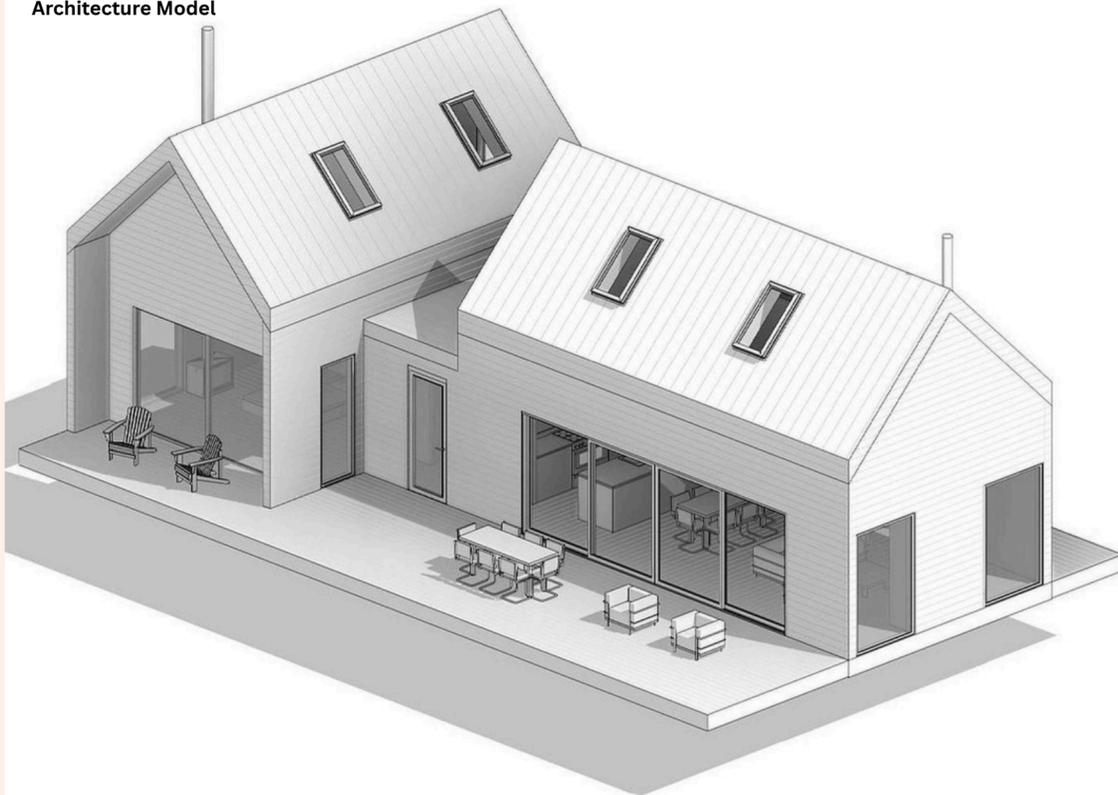
JEWELLERY DESIGN

1. Introduction to Jewellery & Observation
Understand what jewellery is and observe different types
Concepts:
• What is jewellery? (necklaces, rings, bracelets, earrings)
• Why people wear jewellery
• Different styles and cultural inspiration
Activities:
• Show pictures of jewellery from around the world
• Kids draw their favourite piece
• Discussion: "Why do people wear jewellery?"

2. Shapes, Lines & Basic Design
Learn to use shapes and lines in jewellery design
Concepts:
• Basic shapes: circle, oval, square, triangle
• Lines: straight, curved, zigzag
• How shapes and lines form patterns
Activities:
• Design a pendant or bracelet using shapes
• Draw simple patterns
• Colour the designs

3. Colour & Patterns
Explore colour combinations and patterns in jewellery
Concepts:
• Colour theory basics for kids (warm vs cool)
• Repeating patterns and symmetry
• Combining colours and shapes
Activities:
• Colour existing jewellery sketches
• Create a themed pattern (flowers, stars, geometric shapes)

4. Materials & Making Simple Jewellery

Learn about materials and make basic jewellery

Concepts:
- Materials: beads, threads, clay, paper, foil
- Safe handling of materials
- Simple construction methods (stringing, folding, sticking)

Activities:
- Make a bracelet, ring, or pendant using safe materials
- Experiment with texture and colours

5. Final Jewellery Design Project

Apply all skills to design an original jewellery set

Concepts:
- Combine shapes, colours, patterns, and materials
- Think about style and wearer (kids, friends, imaginary character)

Activities:
- Design and make one jewellery set (necklace + bracelet/ring)
- Colour, decorate, and present the set to the class
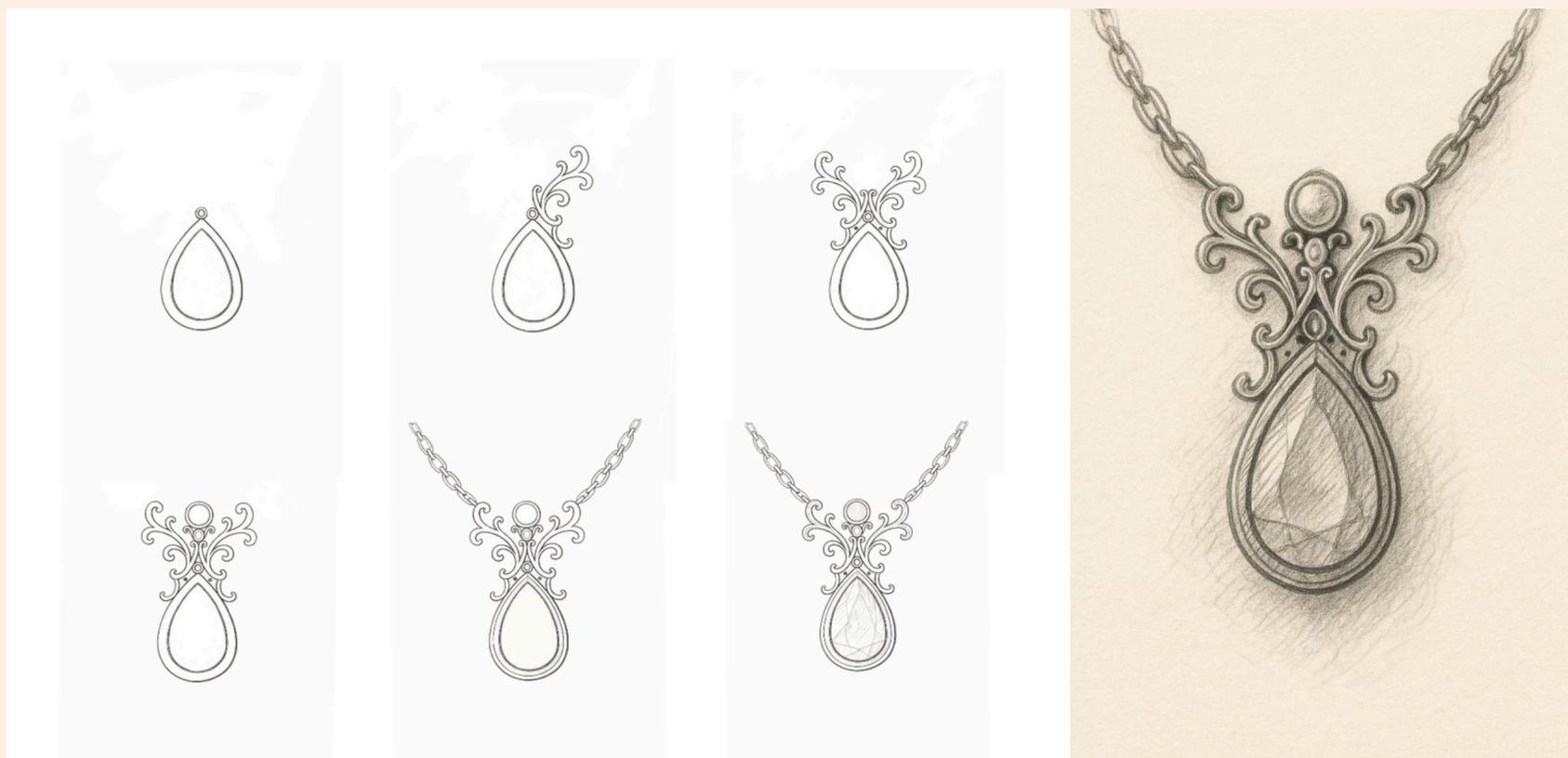
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CAR DESIGN

1. Introduction to Cars & Observation
Understand what cars are and observe real-life examples
 • Types of vehicles (cars, trucks, buses)
 • Purpose of a car
 • How cars look different
Activities:
 • Show pictures of different cars
 • Kids draw their favourite car
 • Group discussion: "What makes this car special?"

2. Shapes & Basic Car Drawing
Learn to use shapes to design cars
 • Basic shapes: circle, rectangle, oval, triangle
 • How shapes form car bodies and wheels
Activities:
 • Draw a simple car using only shapes
 • Colour the car and add windows, wheels

3. Car Parts & Function
Understand basic parts and functions of a car
 • Wheels, doors, windows, lights
 • Cars for different purposes (family, sports, delivery)
Activities:
 • Label parts on a printed car image
 • Design a car for a purpose (e.g., a race car or school van)

4. Colour, Style & Decoration
Explore colours, patterns, and personal style
 • Colour combinations for cars
 • Decorative elements (stripes, logos, themes)
Activities:
 • Colour a car design creatively
 • Design a theme car (superhero, fantasy, eco-friendly)

5. Final Car Design Project

Apply all skills to design an original car

- Integrate shapes, parts, colour, and style
- Name the car and explain its features

Activities:

- Design a complete car on paper or model
- Present and explain the design to the class
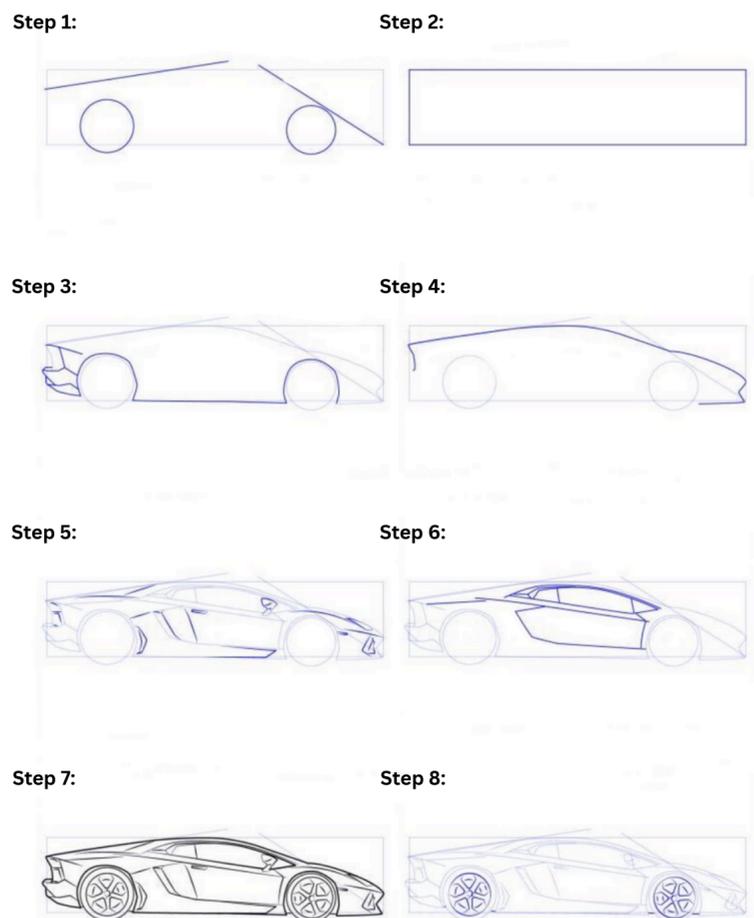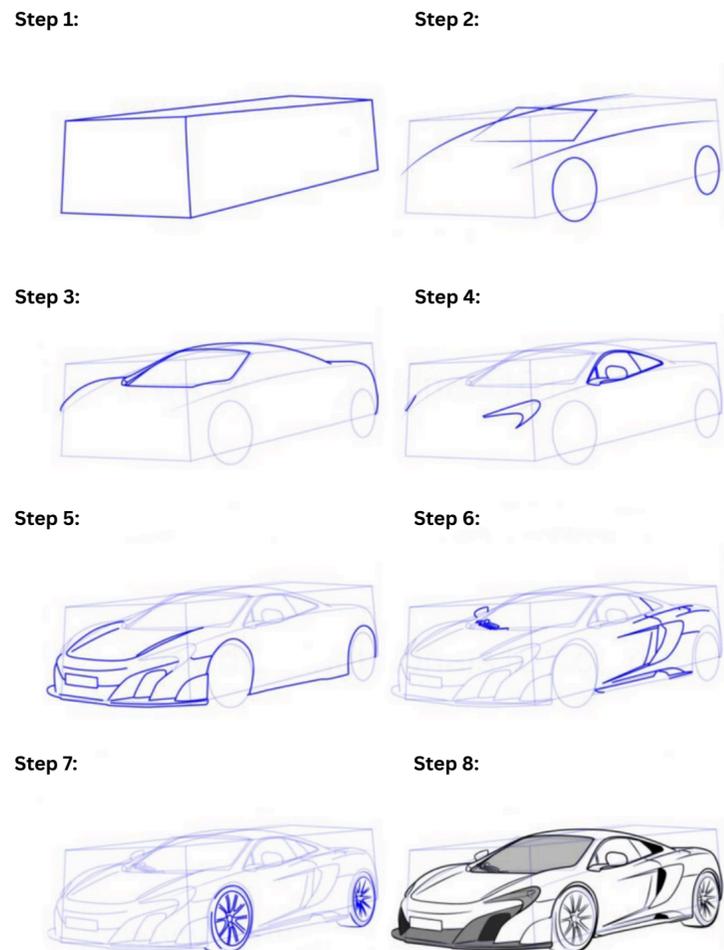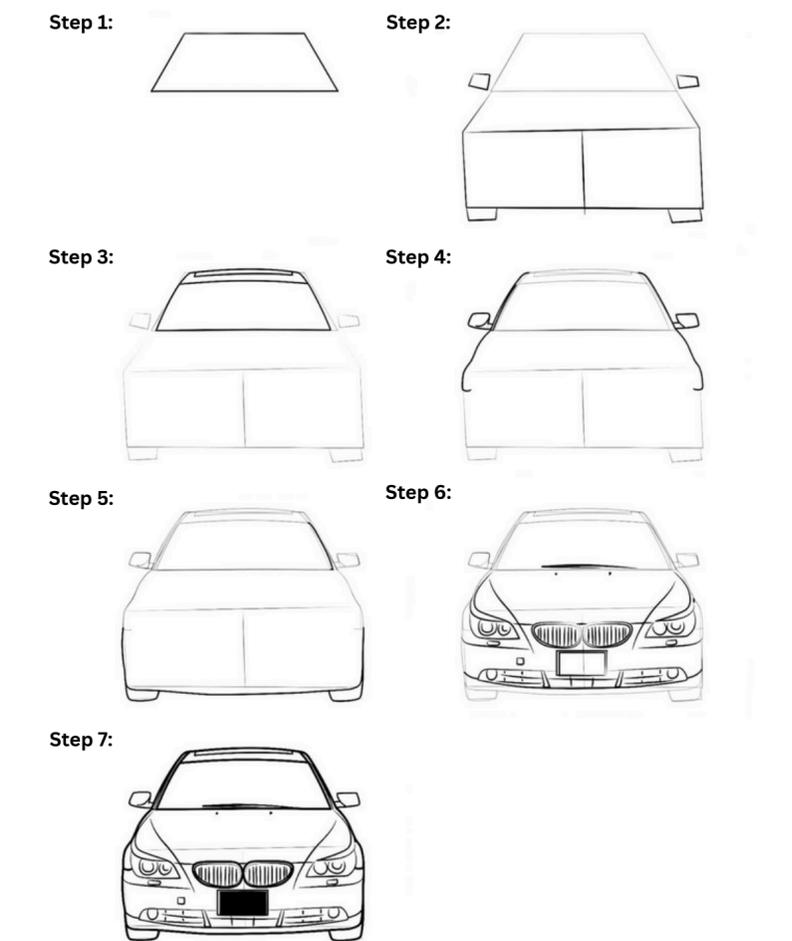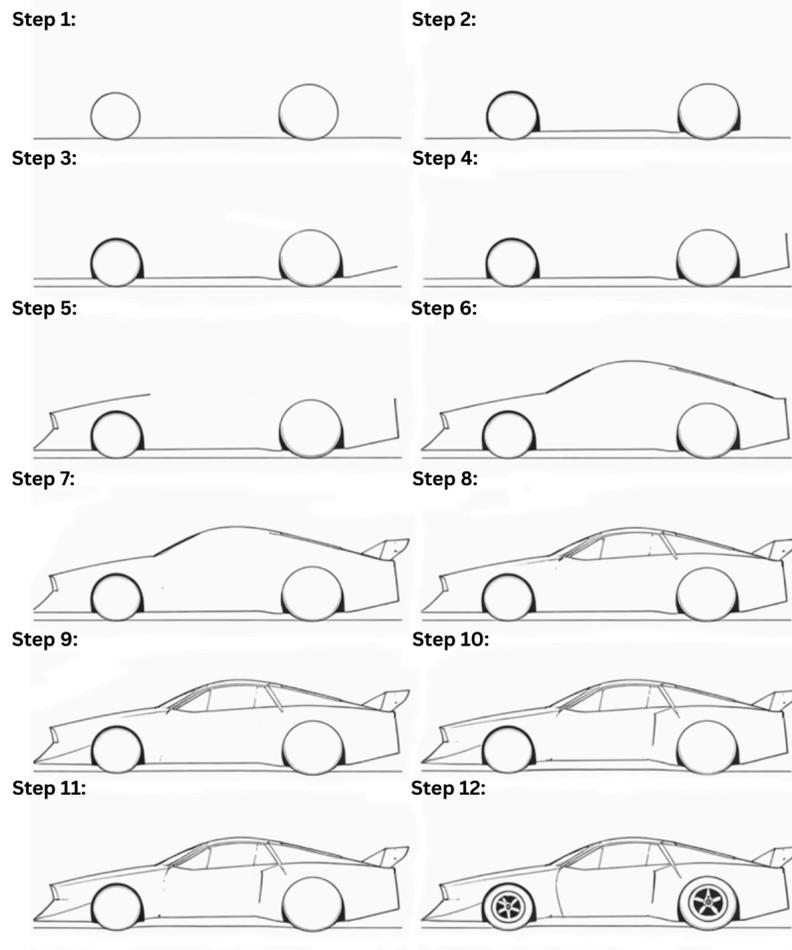
ROBOT DESIGN

1. Introduction to Robots & Observation

Understand what robots are and explore different types
• What is a robot?
• Types of robots: real robots (vacuum, factory) vs imaginary robots
• Robots' purpose: helpers, friends, explorers
Activities:
• Show pictures of real and cartoon robots
• Kids draw their favourite robot
• Discussion: "What can your robot do?"

2. Shapes & Basic Robot Drawing

Learn to use shapes and lines to design robots
• Basic shapes: circle, rectangle, square, triangle
• Lines: straight, curved, zigzag
• How shapes form robot body, head, arms, legs

Activities:
• Draw a robot using only basic shapes
• Add arms, legs, and facial features

3. Robot Parts & Function

Explore robot parts and their functions
• Body parts: head, arms, legs, sensors, tools
• Special features: wheels, wings, antennas
• Function determines design (helper, explorer, fighter)
Activities:
• Label robot parts on paper
• Design a robot for a specific task (cleaning, flying, helping)

4. Colour, Patterns & Style

Add creativity through colours, patterns, and decoration
• Colour choices: bright, metallic, cool, warm
• Patterns, textures, and logos
• Personal style and character

Activities:
 • Colour and decorate robot design
 • Create a themed robot (space robot, fantasy robot, eco-friendly robot)

   5. Final Robot Design Project
Apply all concepts to design an original robot
 • Combine shapes, parts, function, colour, and style
 • Think about the robot's purpose, personality, and features
Activities:
 • Design a complete robot (drawing or simple 3D model)
 • Name the robot and describe its function
 • Present the robot to the class
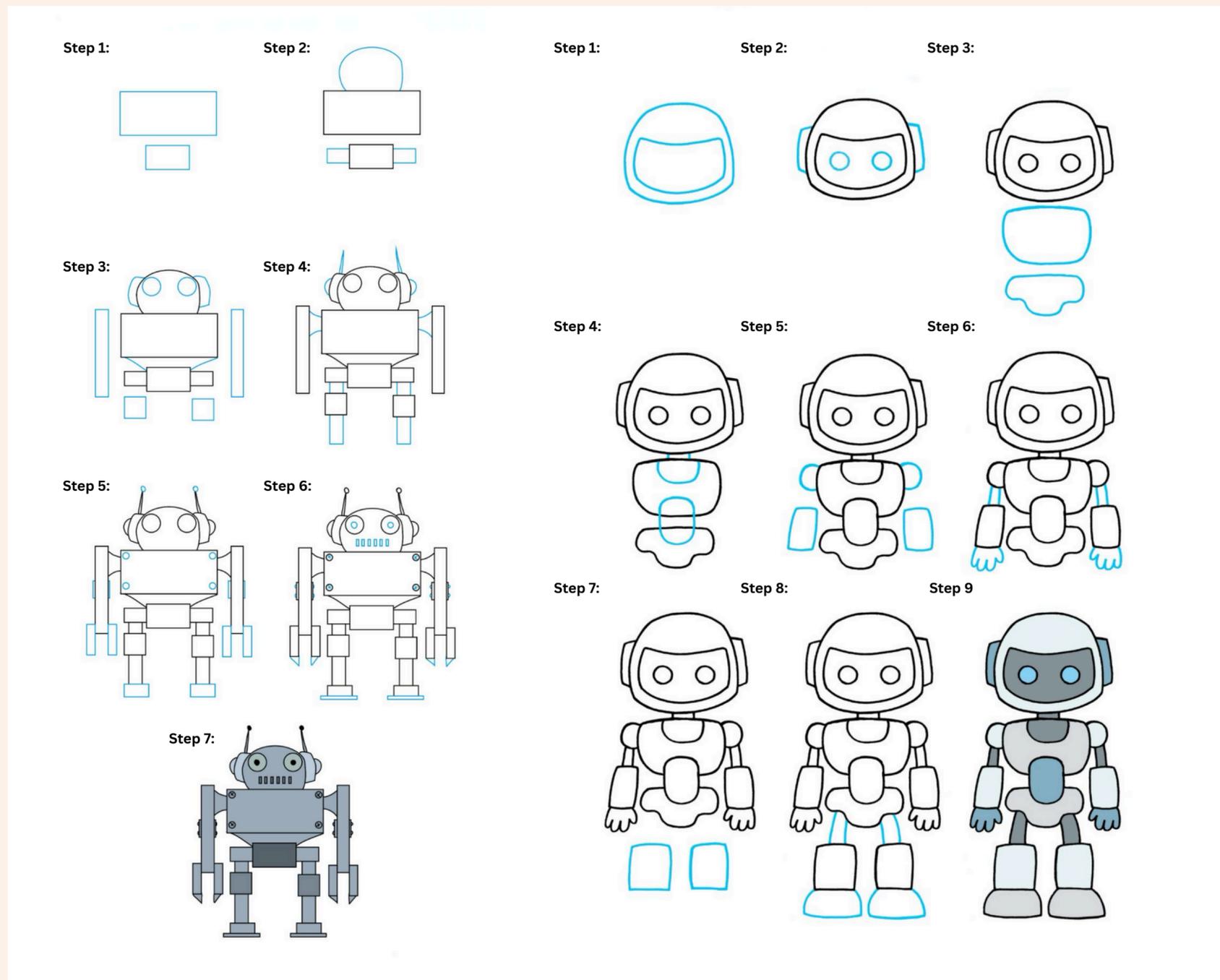
Step 1:

Step 2:

Step 3:
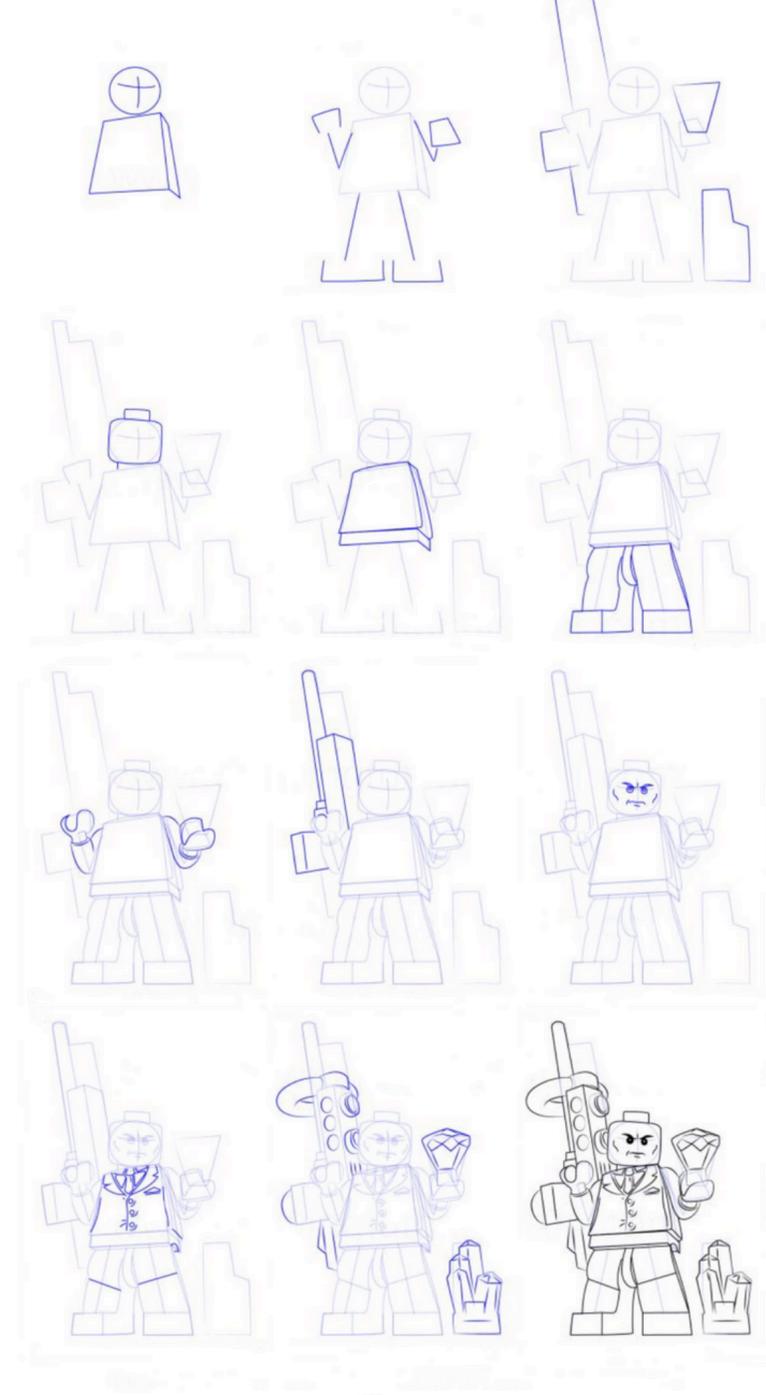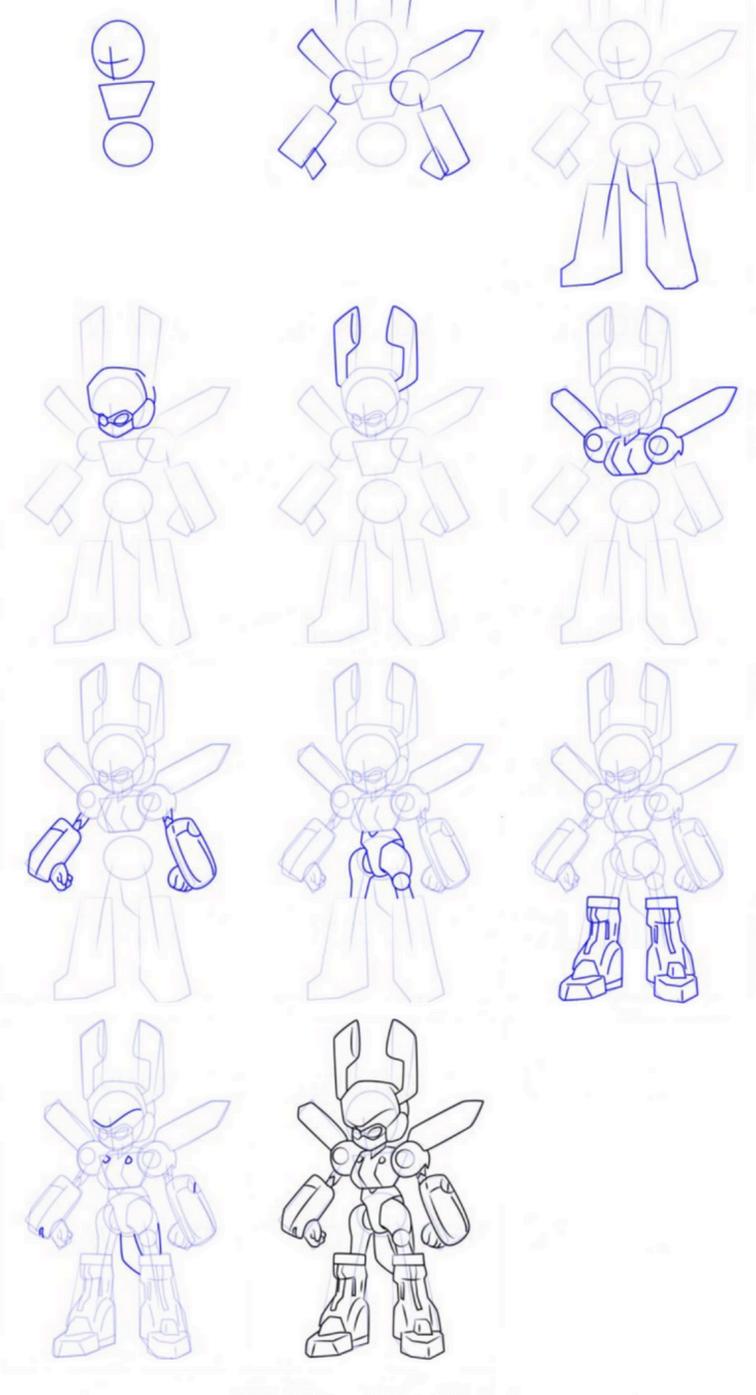
Level- 4 Advanced

Landscape (Crayons, Water Colour, Acrylic Colour)

Understanding Landscape (Observation & Basic Drawing)
Learn what a landscape is and how to draw it simply.
- What is a landscape? (mountains, trees, river, sky, land)
- Horizon line & simple shapes (line, circle, triangle)
- Pencil outline of a simple landscape

Draw a basic landscape using only pencil (no colour).

Landscape with Crayons (Simple Colouring)
Learn flat colouring and colour selection.
- Crayon colour basics (light & dark colours)
- Filling areas neatly (sky, land, water)
- Texture with crayons (grass lines, tree strokes)

Colour the same landscape drawing using crayons.

Watercolour Landscape (Soft & Flowing Colours)
Understand water control and soft effects.
- Watercolour tools & water control
- Wet-on-wet technique (sky & background)
- Layering light to dark colours

Paint a simple sunset or nature landscape using watercolours.

Acrylic Colour Landscape (Bold & Opaque Painting)

Learn strong colours and brush handling.

- Acrylic colour basics (thick paint, less water)
- Brush strokes for trees, clouds & land
- Background → middle → foreground method

Create a bright daytime landscape using acrylic colours.

Study (Still life, Human Figures, Composition)

Observation Study (Seeing Before Drawing)
Train the eye to observe shapes, proportion, and placement.
- What is "study" in art? (looking carefully)
- Basic shapes in objects & humans
- Size, space & placement on paper

Still Life Study (Objects & Light)
Learn form, volume, and simple shading.
- Still life basics (single object → two objects)
- Light & shadow (dark, medium, light)
- Overlapping objects & depth
Draw a still life setup (fruit, bottle, book) with pencil shading.

Human Figure Study (Structure & Movement)
Understand human proportions and basic poses.
- Stick figure & line of action
- Head, body, arms, legs (basic proportion)
- Simple poses (standing, walking, sitting)
Draw 2–3 simple human poses using lines & shapes.

Composition Study (Arranging the Drawing)
Learn how to arrange elements beautifully.
- Foreground, middle ground & background
- Balance (big–small, left–right)
- Focus point (main subject)
Create a composition using objects + human figure.

Final Study Artwork (Combination & Expression)
Combine all skills into one meaningful artwork.
- Planning a scene (idea & layout)
- Combining still life + human figure
- Clean lines, light shading & details

Create one complete study drawing showing: Objects, Human figure, Proper composition.

Still life study
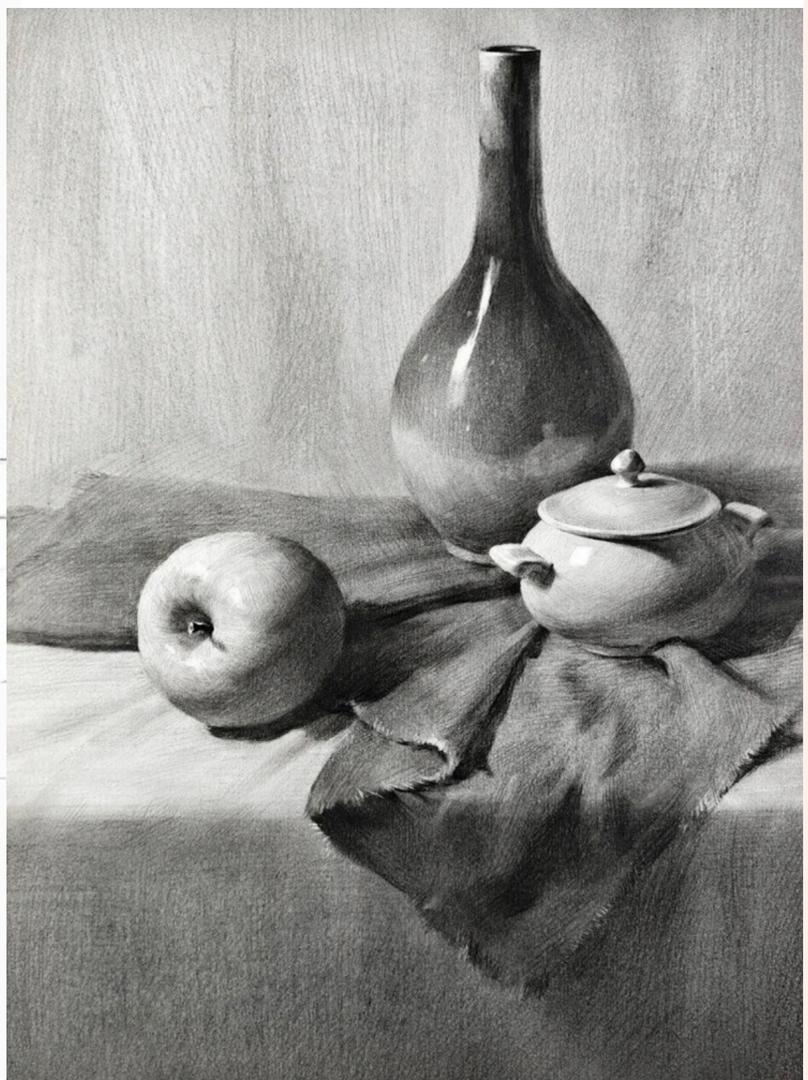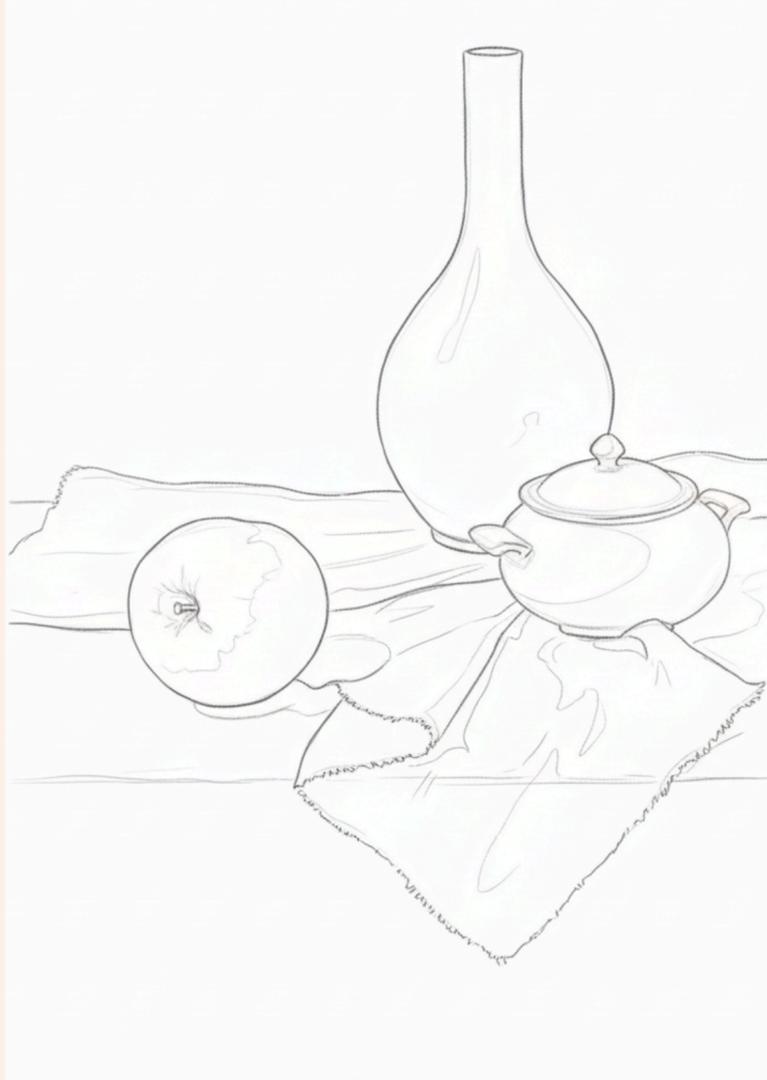
Human figure study

Composition study

Level- 5 Visual Intelligence Development

Visual Language

What is Visual Language?
- Meaning of visual language
- How images speak without words
- Examples from drawings, signs, symbols, and pictures

Students understand that visuals can communicate ideas, feelings, and messages.

Elements of Visual Language
- Line – straight, curved, thick, thin
- Shape – circle, square, triangle, organic shapes
- Color – warm, cool, light, dark

Students recognize basic visual elements used to create images.

Using Visual Language in Art
- Showing emotions through lines and colors
- Telling a simple story with pictures
- Creating meaning using symbols and images

Students apply visual language to express ideas creatively.

Observation and Reality

Understanding Observation
- What observation means in art
- Using eyes to notice shape, size, color, and details
- Difference between seeing and observing

Students learn to look carefully and notice real details.

Understanding Reality
- What is reality in drawing and art
- Drawing what is actually seen, not imagined
- Real objects vs memory or symbols

Students understand how real objects appear in real life.

Observation into Reality
- Connecting observation with drawing
- Measuring proportions by eye
- Simple practice: draw an object exactly as seen

Students apply observation to create realistic drawings.

Human Understanding

Knowing Humans
- What human understanding means
- Observing people's actions, expressions, and behavior
- Understanding feelings and emotions

Students learn to notice and recognize human emotions and actions.

Body and Expression
- Understanding body language and posture
- Facial expressions and gestures
- How emotions show through the human body

Students understand how humans communicate without words.

Expressing Human Understanding in Art
- Showing emotions through figures and faces
- Drawing simple human expressions
- Telling human stories through visuals

Students express human emotions and stories through art.

Expression and Medium

Understanding Expression
- What expression means in art
- Showing feelings, ideas, and moods
- Expression through lines, shapes, and colors

Students understand how art expresses emotions and ideas.

Understanding Medium
- What a medium is in art
- Different mediums: pencil, crayon, watercolor, acrylic
- How each medium feels and behaves

Students learn how art materials affect expression.

Connecting Expression with Medium
- Choosing the right medium for an idea
- Exploring the same subject with different mediums
- Creating expressive artwork using suitable materials

Students apply expression by selecting and using the right medium.

Design Thinking

Planning and Visualizing
- Turning problems into design goals
- Drawing ideas, mind maps, and layouts
- Selecting the best idea

Students organize thoughts and visualize solutions.

Making and Reflecting
- Creating a basic model or artwork
- Checking if the solution works
- Reflecting and improving the design

Students learn through making, testing, and reflection.

Career Foundation & Career Scope Possibilities

Self-Discovery (Knowing Yourself)
- Identify personal interests, strengths, and skills
- Understand what you enjoy doing and what you are good at
- Simple activities: interest charts, skill listing, storytelling about dreams

Career Awareness (Exploring Options)
- Learn about different career fields and roles
- Understand how education, skills, and practice connect to careers
- Simple activities: career stories, visuals, role models, discussions

Skill Building & Direction (Preparing for the Future)
- Develop basic skills like communication, creativity, discipline, and problem-solving
- Learn goal setting and simple planning
- Simple activities: mini projects, teamwork tasks, reflection exercises

Career Scope Possibilities

Understanding Career Scope in Arts
Scope Possibilities
- Strong foundation for creative and visual careers
- Opportunities in both freelance and professional industries
- Global demand for artistic and design skills
- Scope for self-employment and entrepreneurship

Career Scope Areas
- Fine Arts: Painter, sculptor, mural artist, art educator
- Design: Graphic designer, visual designer, UI/UX designer
- Animation & Media: Animator, storyboard artist, VFX artist
- Fashion & Textile: Fashion designer, textile artist, stylist
- Architecture & Interior: Interior designer, architectural visualizer
- Digital Arts: Digital illustrator, concept artist, NFT artist
- Performing & Applied Arts: Set designer, art director, exhibition designer

Future Scope & Growth
- Integration of art with technology (AI, AR, VR, gaming)
- Growing demand in branding, media, and digital platforms
- International career opportunities and remote work
- Expansion into teaching, workshops, and creative startups