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Playing Safe!
Playing Safe

What does 6 feet look like?

Height of Door

Length of Bed

Height of Fridge

Social Distancing

Remember to maintain at least 6 feet of distance from anyone outside of your group.
Drawing Tools!
Tool Kit
Here are some tools to help you contribute to our collective artwork.

- Spinner
- Spiraler

Drawing Tools

- Zipliner
- Offsetter
- Infiller

Circles and Arcs
Spirals
Straight lines
Offset Lines
Patterns and Tracing
The Spinner can be used to make circular chalk drawings, arcs and more! Holding the rope taut, both players rotate around each other to make drawings!
Draw a circle!

1. Players A and B pull the rope taut
2. Player A rotates 360° around Player B
Close the loop!

1. Players A and B pull the rope taut
2. Player A rotates 180° around Player B
3. Player B rotates 90° around Player A
4. Repeat steps 3 and 4 until each player is back where they started
**Spinner**

1. The Spinner tool measures six feet between each chalk holder
2. If you rotate the tool 180° around one player, you can measure twelve feet

**Measure distances!**
The Spiraller is used to make spiraling lines. Both players start with the rope taut. Player B places a foot on the spool, as Player A moves in a circle!
Draw a spiral!

1. Players A and B pull the rope taut
2. Player B places foot on rope spool
3. Player A moves in a circular motion around Player B
The Zipliner can be used to make long lines, connect objects, or make grids. Players A and B pull the rope taut while Player C slides the chalk holder along the rope!
Zipliner

1. Players A and B pull rope taut from opposite ends
2. Player C slides chalk holder along rope from Player A to Player B

Draw a line!
Cross the street!

1. Players A and B choose an object of interest on opposite sides of the street
2. Player C slides chalk holder along rope from Player A to Player B
3. Player A moves to new object
4. Repeat steps 2 and 3
The Offsetter can be used to make copies of existing lines, objects, or markings. Simply drag the tracing tip along an object to create offset lines!
Trace an object!

1. Find an object on the street
2. Trace the outer edges with the tracing tip
3. Trace chalk line from step 2
4. Repeat 4 more times
Offsetter

Drawing Tools

Measure Distances!

1. The length from the tracing tip to the chalk tip is one foot

2. If you rotate the tool 180° around the tracing tip, you can measure two feet
The Infiller tool can be used to make geometric patterns, shapes, or images. Start by tracing one stencil, add more, and fill in the shapes with chalk patterns!
Infiller

1. Trace square on street
2. All shapes must share one or more edges
3. No shapes can overlap

Rotating tiles!
Street Drawing!
Cross the street!

1. Players A and B begin at sidewalk
2. Players can only use 90° and 180° rotations
3. Players A and B alternate turns
4. Both players must cross the street
Complete the Pattern!

1. Player A rotates 90°
2. Player B rotates 270°
3.
4.
5.
**Follow the curve!**

1. Using the Spinner, Players A and B draw a curve
2. Offsetter tool can only make circles
3. The tracing tip must always touch curve from step 1
4. Offsetter circles must overlap
Trace a seat!

1. Find a place where people can sit
2. Draw an outline around it
3. Create offset lines away from seat
4. Draw 6-10 lines total
Trace the street!

1. Find any object on the street
2. Draw an outline around it
3. If it has wheels make 3 offset lines
4. If it lights up make 4 offset lines
5. If it is metal make 5 offset lines
6. If more than one statement is true, make 6 offset lines
7. If it is none of these draw 2 offset lines
Trace circles and arcs!

1. Using the Spinner draw a curve that begins and ends in the same spot.
2. With the Offsetter draw an outline around it.
3. Repeat 6-8 times.
4. If you cross a metal object on the street draw around it.
Complete the Pattern!

1. Players A and B choose an object of interest on opposite sides of the street.

2.

3.

4.

5.
Draw a circular grid!

1. Players A and B pull the rope taut
2. Player A rotates 360° around Player B
3. Player B rotates 180°
4. Player A rotates 180°
5. Player B rotates 360°
6. Repeat steps 1-5
Zipliner + Spinner

Street Drawing

Draw a 6x6 grid!
1. Using the Zipliner, draw a line across the street
2. With the Spinner tool, measure 6 feet from each end and make a mark
3. Repeat step 1 at each mark
4. Repeat step 2 and 3 desired amount
5. Using the Spinner tool, make a mark every 6 feet on outer lines.
6. Connect using Zipliner
Play tic-tac-toe!

1. Make a nine square grid

2. One player is X, the other is O. Players take turns putting their marks in each square

3. The first player to get three marks in a row wins!
Draw around a point!

1. Start with a mark on the street
2. All shapes must rotate around mark
3. Drawing must begin with triangles
4. No shapes can overlap
5. All shapes must share one or more edges
Create Your Own!
Create Your Own!
Sketch your design here!
How do you make it?

1.
2.
3.
4.
5.

(Which tools will you use?)
Create Your Own!
Sketch your design here!
How do you make it?
1.
2.
3.
4.
5.
(Which tools will you use?)
Create Your Own!

Sketch your design here!

How do you make it?

1. 
2. 
3. 
4. 
5. 

(Which tools will you use?)
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Sketch your design here!
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