How to draw a mushroom

Orange lines are new. Black lines stay. There are no temporary guides to erase. Pictures may be enlarged; keep the shape proportions, not their printed sizes.

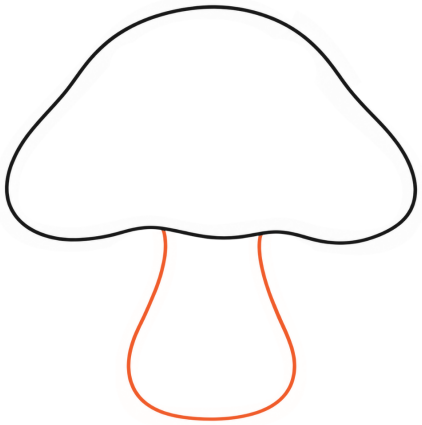
Draw a broad mushroom cap, then give it a playful pattern of round spots.

1. Draw the cap



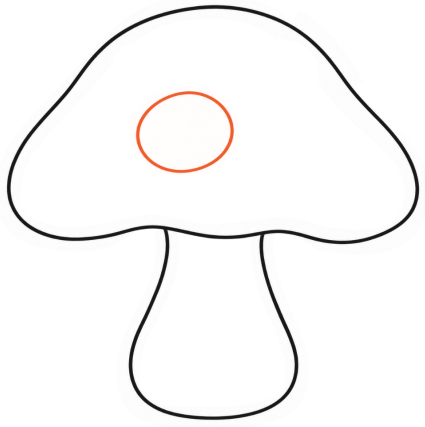
Draw a wide dome. Join its ends with a shallow, wavy curve to close the cap.

2. Add the stem



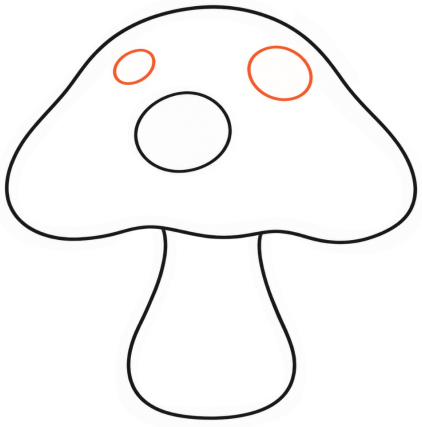
Start two curves at the cap's lower edge. Widen them toward the bottom and join them with a rounded base.

3. Draw the first spot



Make one large rounded spot slightly left of the cap's centre. Close the loop.

4. Add two upper spots



Draw a small oval above-left and a larger one above-right. Keep both completely inside the cap.

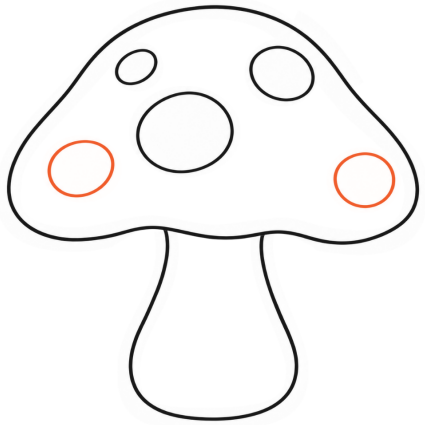
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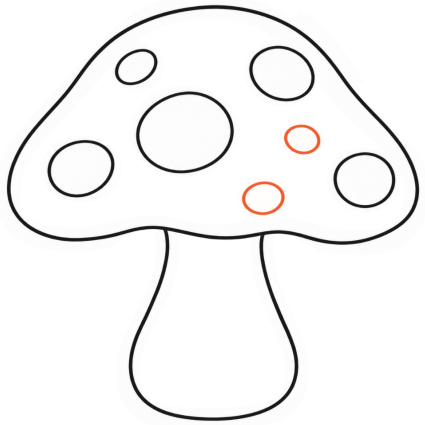
Follow the pictures at your own pace. Check each new shape before moving on.

5. Fill the side spaces



Add one rounded spot on each side of the cap, at slightly different heights.

6. Add the last two spots



Place two smaller spots in the open right and lower spaces. You now have seven spots.

Try drawing it yourself

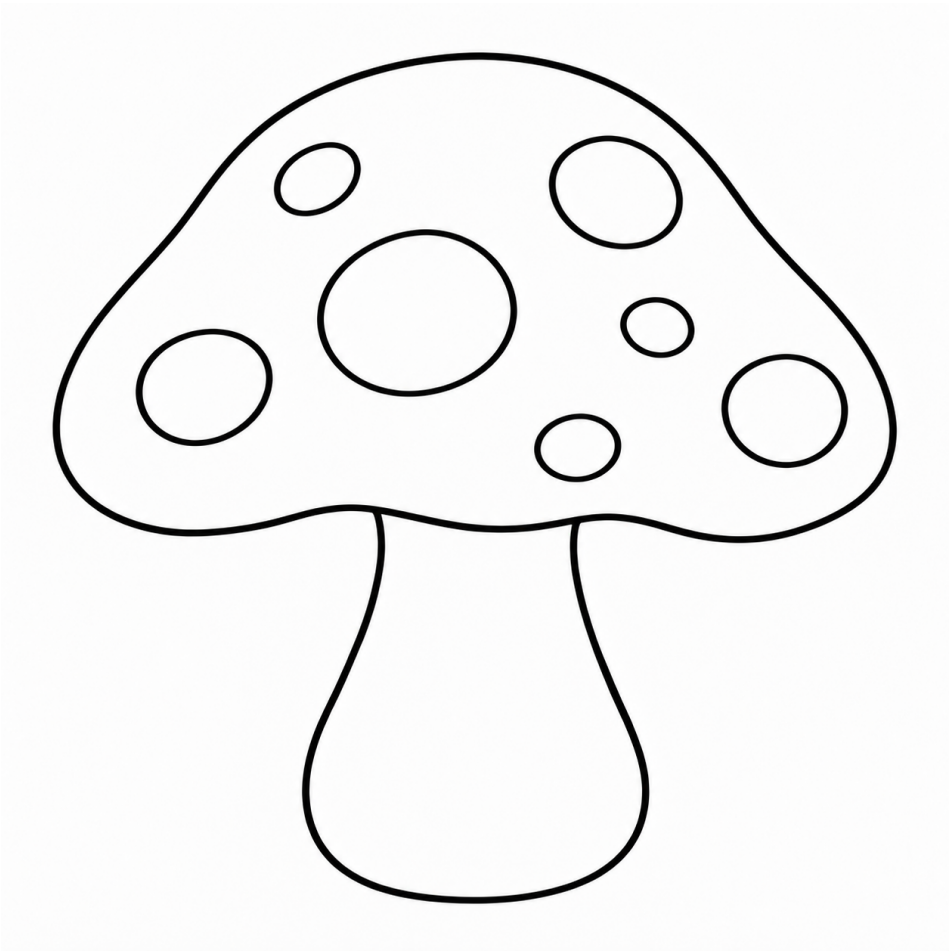
Use the picture steps to draw here. Print at Actual Size; use a pencil and eraser.

Your finished drawing

The mushroom is complete as line art. Every spot stays inside the cap, and the stem joins its lower edge.

7. Check your line drawing

Check the stem joins and the clear gaps around all seven spots. There are no temporary guides to erase.



Make it your own

Leave the drawing in black and white, or choose colours for the cap and stem. Keep the spots clear so their pattern stands out.