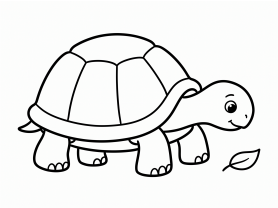
Draw a turtle



Turtle

Starts on page 2

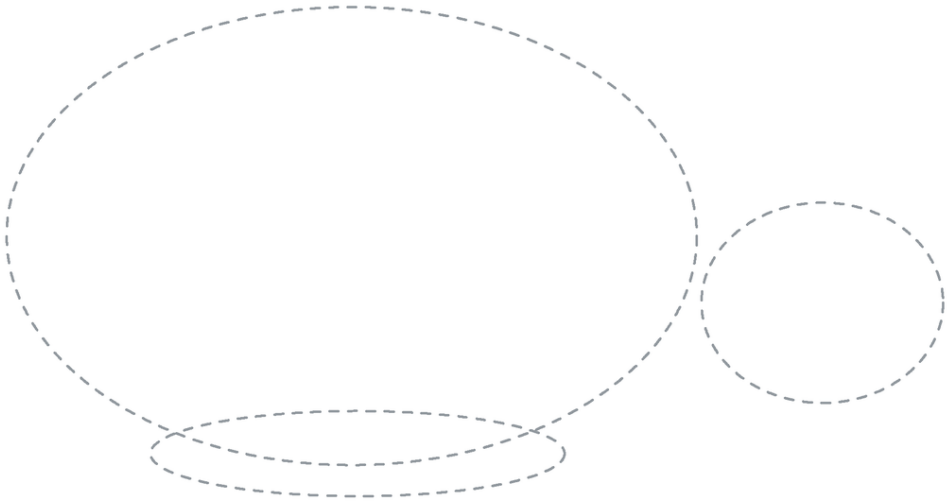
Use a pencil, eraser and paper. Draw gray dashed guides lightly. Orange marks are new outlines; black outlines stay. Green labels and pointers are helpers, not marks to copy.

Follow each drawing goal from top to bottom. Compare the before and after pictures when erasing. The lesson names exactly what goes and what stays.

You can stop when the base animal is complete. Extra patterns, objects, coloring and another try are optional. A helper can point or demonstrate separately while you keep your pencil.

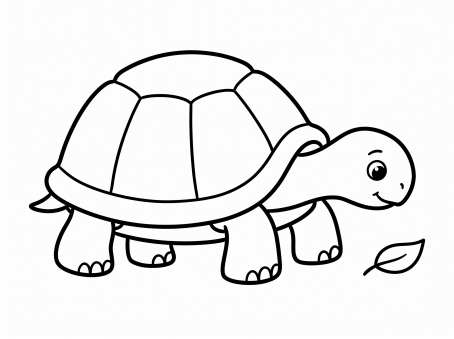
Place the main forms

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Lightly draw a broad shell oval, a head oval to its right and a shallow body oval underneath. Leave space below for four feet.

Check: The head is about a third of the shell width; keep a small gap for the neck.

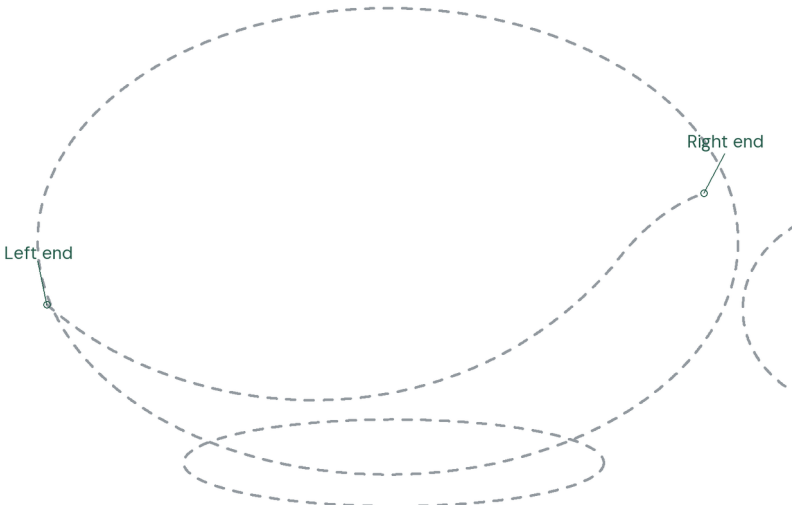


Finished example

The example includes optional details. The lesson tells you when the base animal is complete.

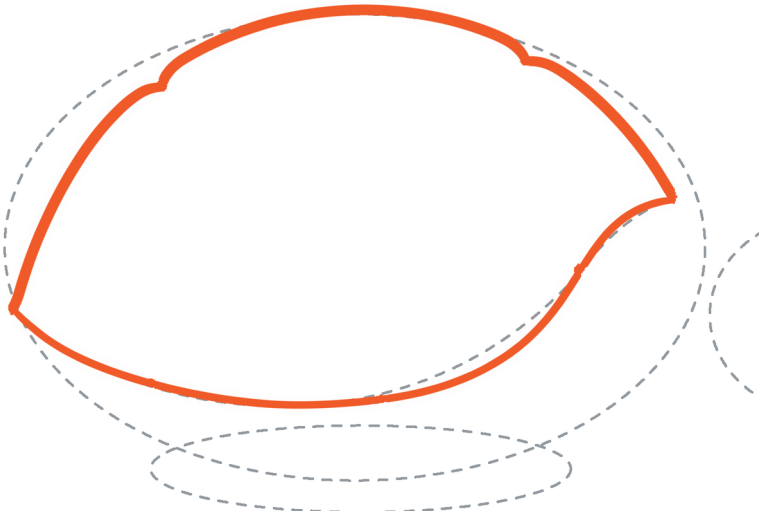
Reshape the shell oval

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Plan the lifted lower edge

Mark the two shell ends. Sweep a light curve between them, above the oval's bottom, and lift it toward the right end.



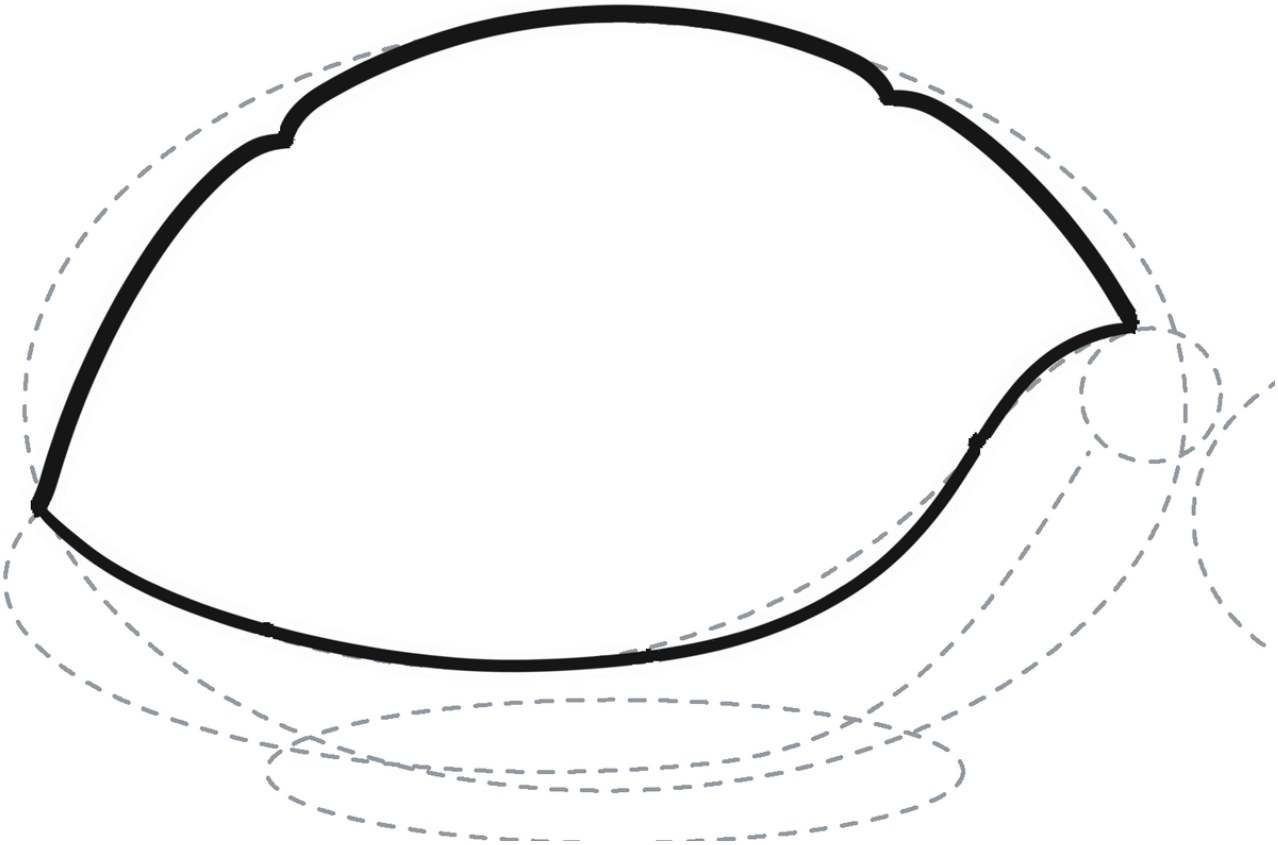
Round the dome

Curve from the left end over the oval's crown to the right end. Join them along the lifted lower curve.

Keep one open space inside. A smooth arch is enough; tiny bumps are optional.

Build a rim below the dome

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.

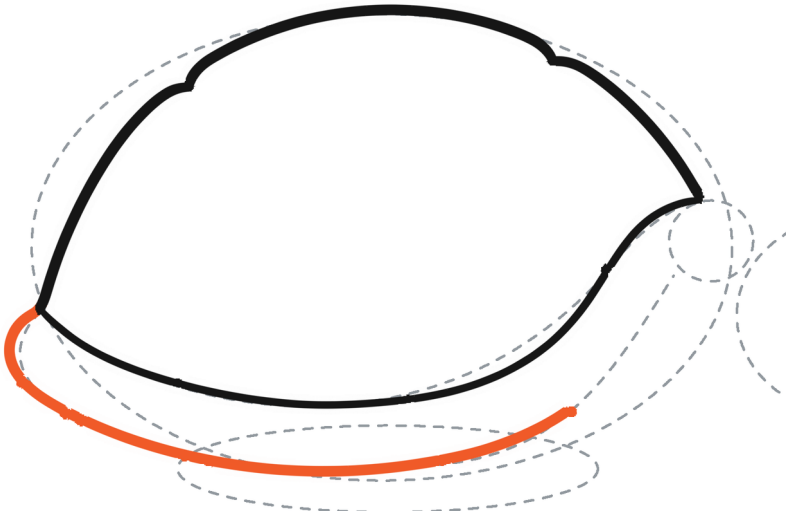


Draw a light curve below the dome. Add a small oval at the head side to place the rim's curled end.

Check: Continue this same drawing goal on the next page.

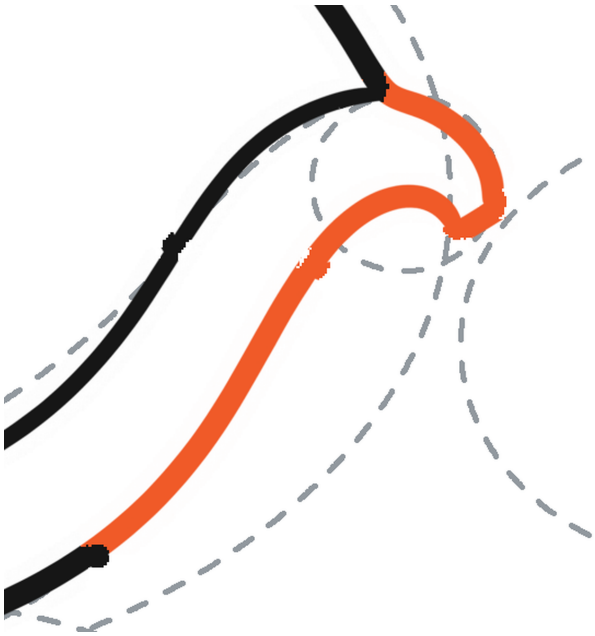
Build a rim below the dome

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Sweep beneath the shell

Start at the left end, round its short turn and sweep below the dome toward the small oval.



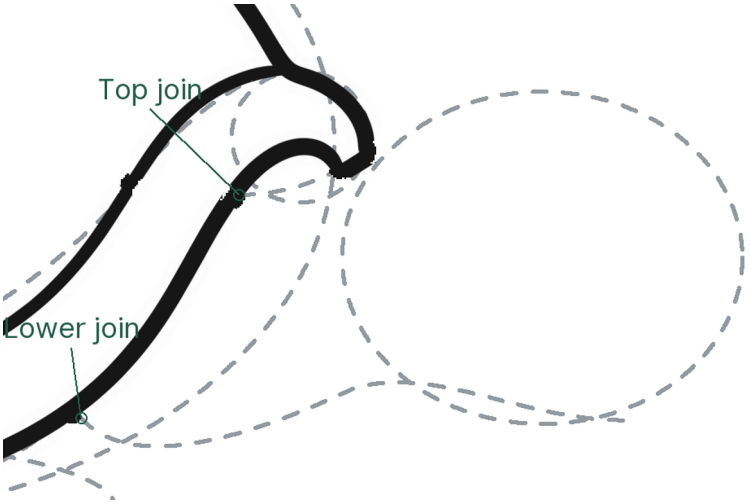
Round the curled end

Follow the small oval upward and around its top, then curve back into the band.

Keep the small white opening inside the curl.

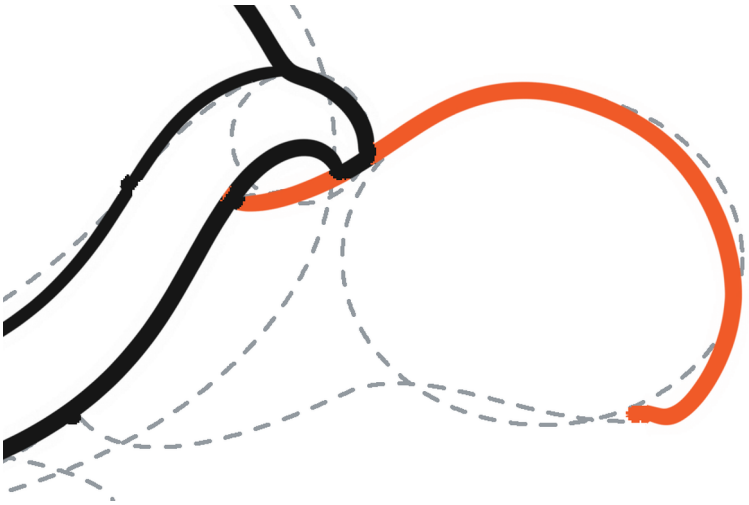
Connect the head to the shell

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Place the neck connections

Plan a short upper curve from the curled rim to the head oval. Plan a longer lower curve from the lower rim to the head's underside.



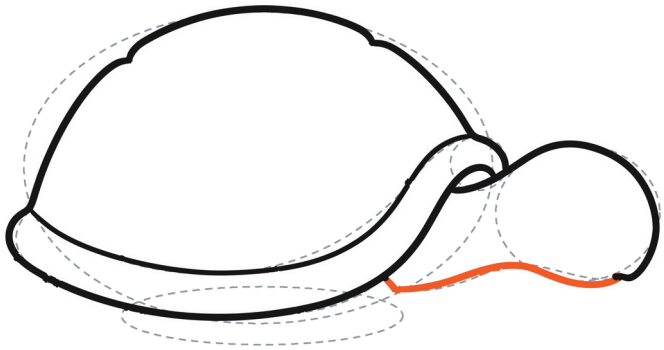
Round the head from the upper join

Follow the short upper guide into the head oval. Continue over its top, down its front and around the chin.

Continue this same drawing goal on the next page.

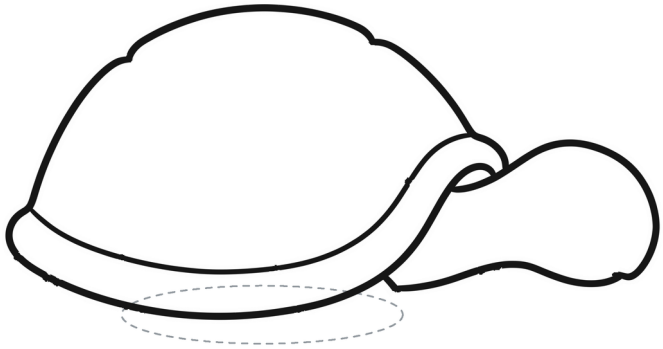
Connect the head to the shell

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Return to the rim, then choose the guides

Follow the lower guide from the chin back to the lower rim. Erase the shell and head ovals, lifted shell curve, rim guides and both neck guides. Keep the solid outlines and shallow body oval.



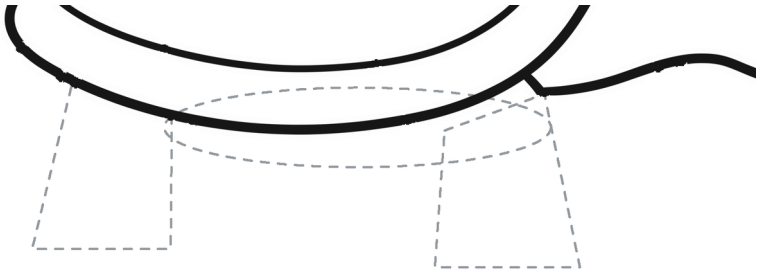
Keep the joined shell and head

Compare after erasing: the shell, curled rim and head stay in the same places. Keep the shallow body oval for the legs and belly.

A short missing join needs only a short extension; a rounder head is fine.

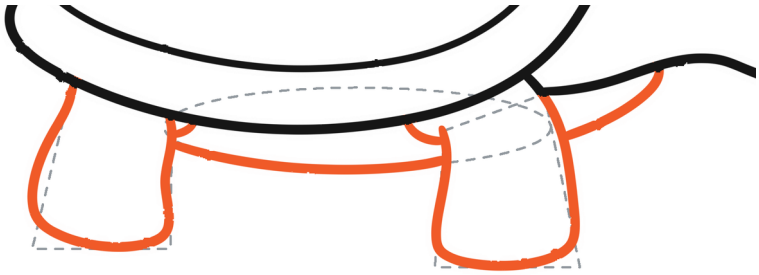
Round the nearer feet and belly

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Place the two nearer legs

Draw a light slanted block below the back rim and another near the neck. Give each a broad bottom for its foot.



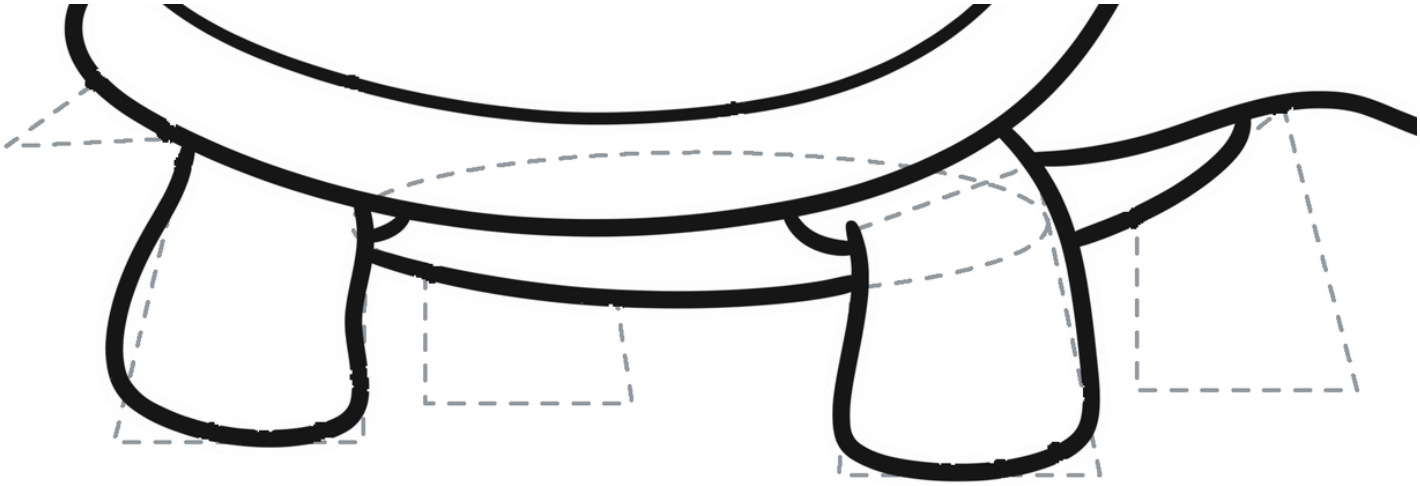
Round the feet and join the belly

Round the lower corners of both blocks into broad feet. Follow the shallow body guide between them; stop its belly lines where the nearer legs hide them.

Keep the foot outlines. Do not carry the belly through either nearer leg.

Finish the farther feet and tail

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.

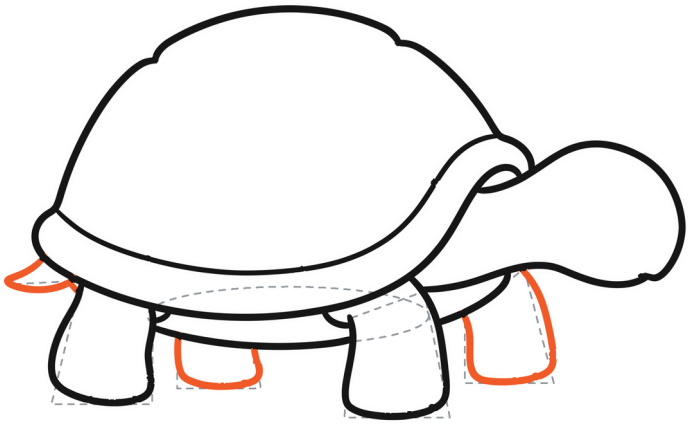


Add two smaller blocks under the belly and neck for the farther feet. Place a small tail wedge behind the back rim.

Check: Continue this same drawing goal on the next page.

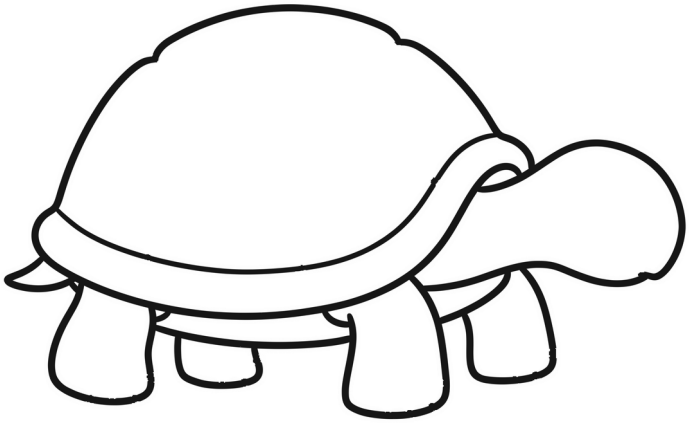
Finish the farther feet and tail

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Round the visible parts, then erase

Round the visible bottoms of both smaller blocks. Round the tail wedge into two curves. Erase the shallow body oval, four leg blocks and tail wedge; keep the solid edges.



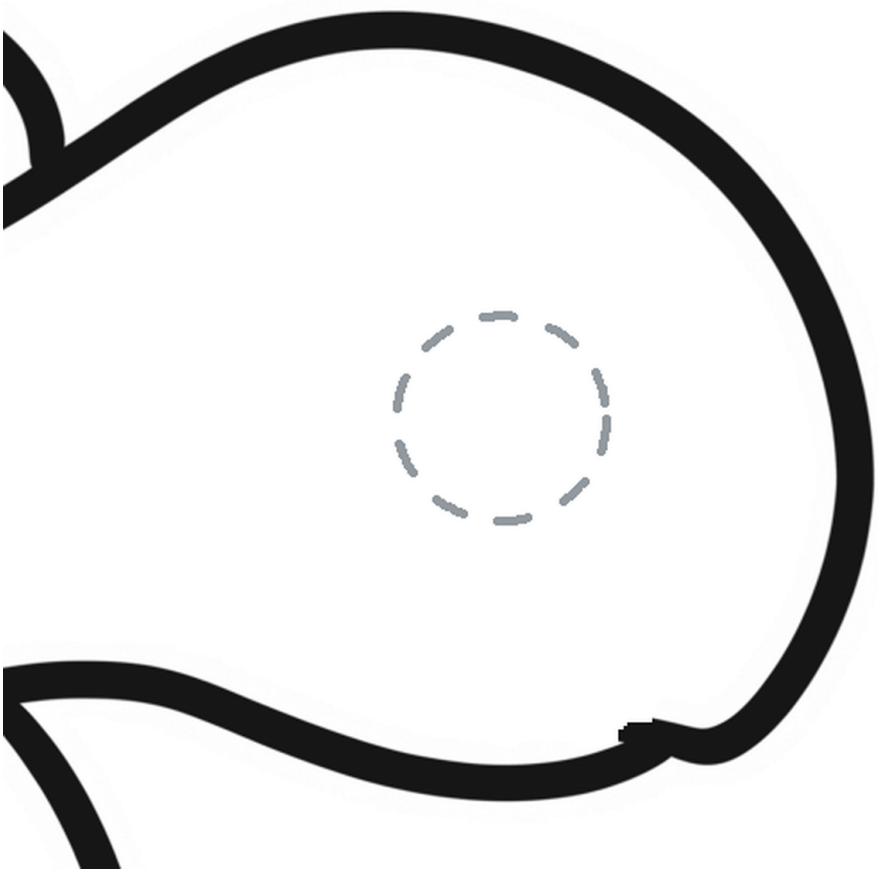
Check the four-foot pose

The temporary body and leg shapes are gone. The belly stops at the nearer legs, and the smaller feet stay behind.

Count two larger nearer feet and two smaller farther feet.

Add the face and finish the turtle

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.

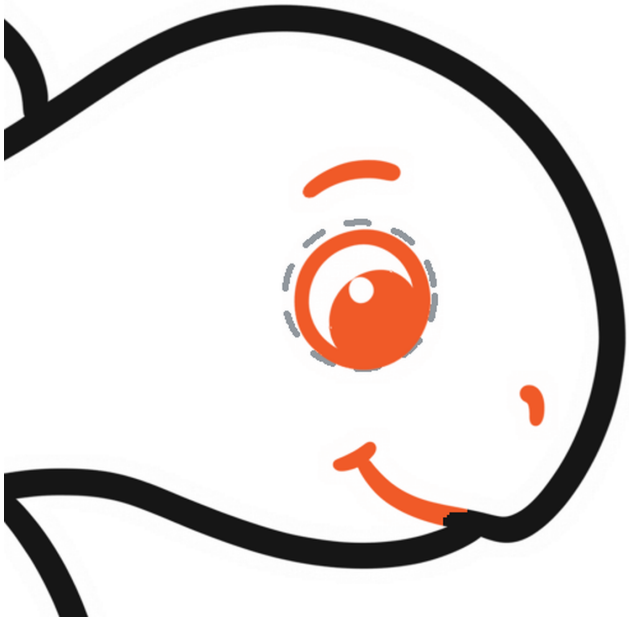


Lightly place a small upright oval inside the head, leaving space above for an eyebrow and below for a smile.

Check: Continue this same drawing goal on the next page.

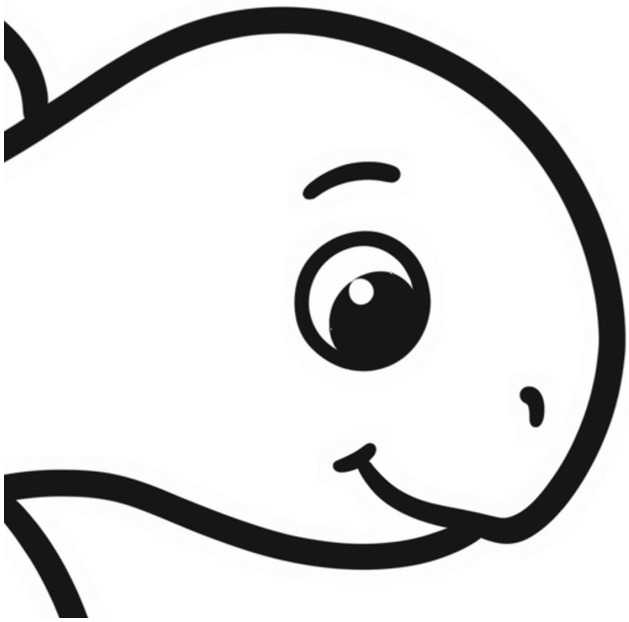
Add the face and finish the turtle

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Add the expression and erase the eye guide

Draw the rounded eye just inside its light oval. Add a smaller pupil with a white highlight, then a short eyebrow, nose mark and smile. Erase the light oval; keep the solid face.



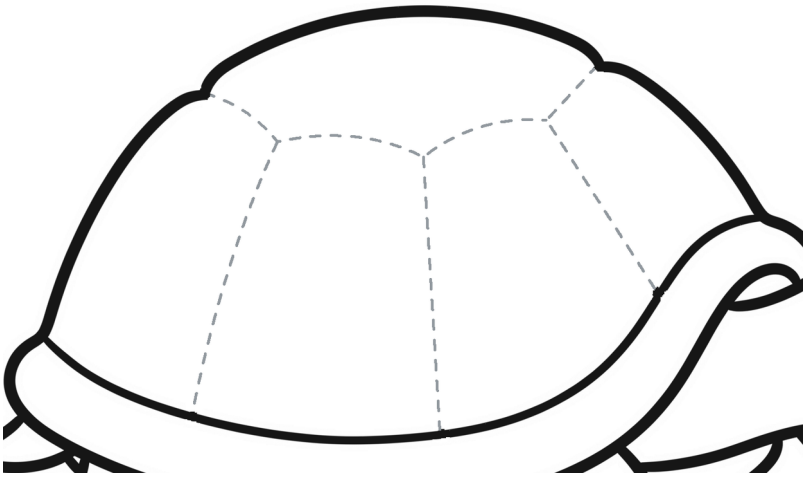
Your base turtle is complete

The eye guide is gone. Your turtle has a shell and rim, attached head, belly, tail and four feet. You can stop here.

Shell patterns, toe marks, a leaf and coloring are optional.

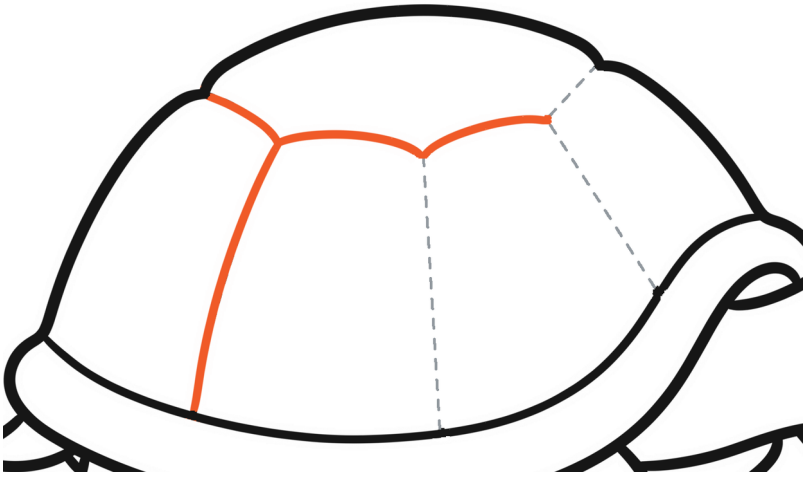
Optional: make a shell pattern

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Plan a shell pattern

Lightly place a curved row across the dome. From its meeting points, plan long curves to the shell edges.



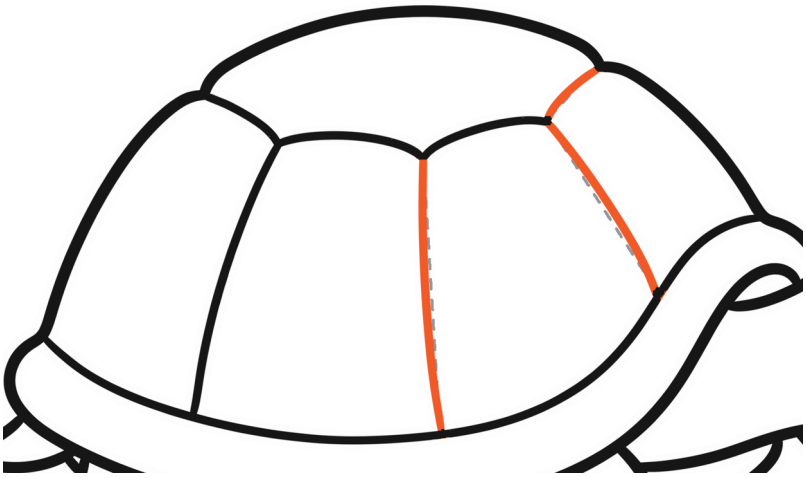
Draw the row and one divider

Follow the row's three curves, then follow the left long guide down to the shell edge.

Continue this same drawing goal on the next page.

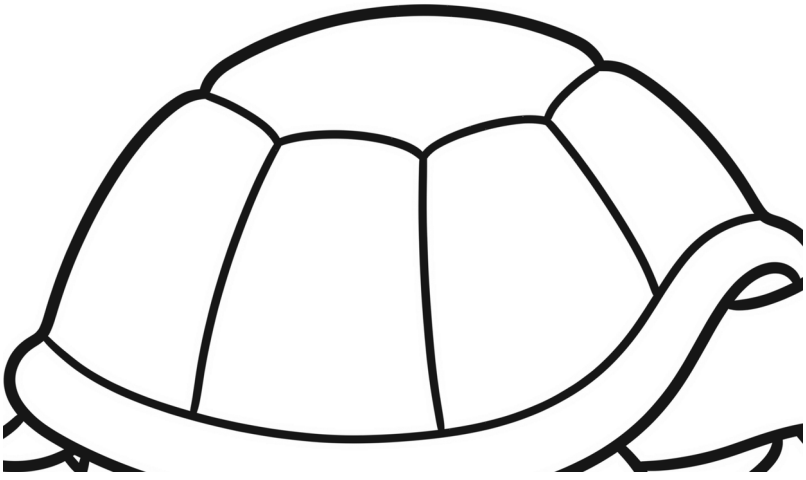
Optional: make a shell pattern

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Repeat the divider method

Follow the other long guides and the short upper connection. Erase the light row and divider guides, keeping the solid pattern.



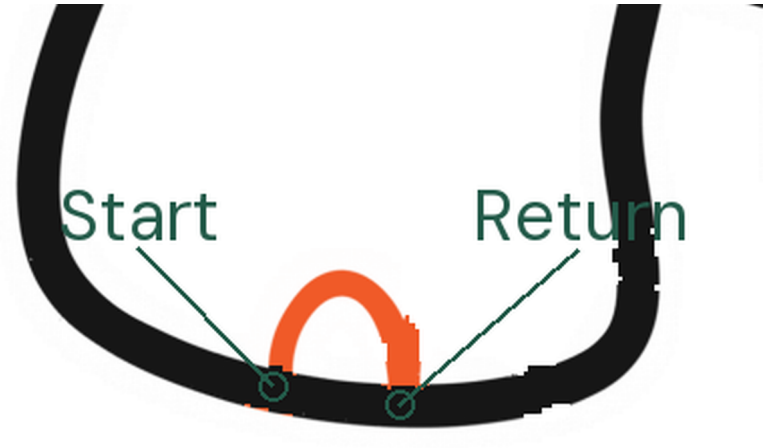
Keep the finished pattern

The light pattern guides are gone; the solid lines still meet at their junctions.

Choose this detail only if you want it. Your base turtle is already complete.

Optional: add toe arches

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Make one toe arch

Start on the foot’s lower edge, curve upward, then return to the same edge.



Repeat if you want

Use the same arch along other foot edges. You choose how many small toe marks to add.

Choose this detail only if you want it. Your base turtle is already complete.

Optional: add a leaf

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



In the space beside the turtle, draw a light diagonal line. Place two curves around it, meeting at a pointed tip.

Check: Continue this same drawing goal on the next page.

Optional: add a leaf

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Draw the leaf and erase its guides

Follow both edges to the point. Extend a short stem from the base and a vein toward the tip. Erase the light diagonal and two-curve guide.



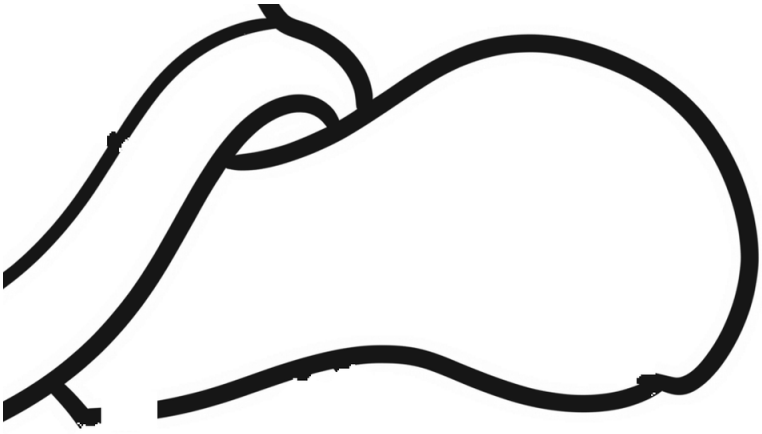
Keep the separate leaf

The light guides are gone. Keep the solid leaf, stem and vein.

Choose this detail only if you want it. Your base turtle is already complete.

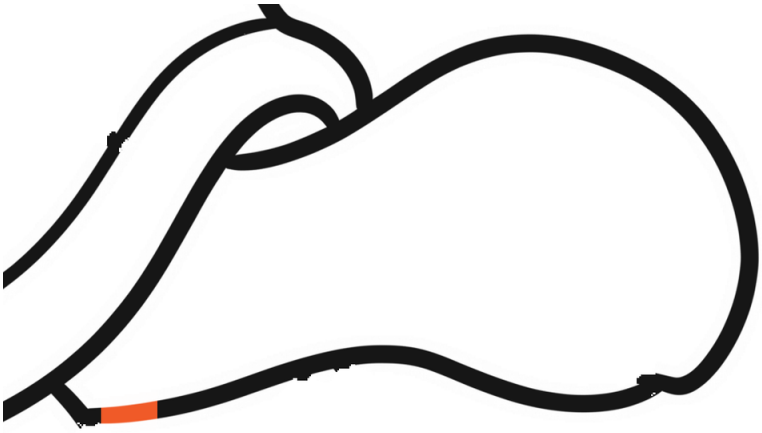
If the neck stops short

Gray dashes: light guides. Black: kept outlines. Orange: new outlines. Green helpers are not drawing marks.



Before: a small gap

Keep the head and rim in place.



After: extend the same curve

Join only the missing section to the rim.

A short gap needs a short extension, not a new head.

Big shapes first

Choose any lesson. Cover the detailed pictures for a fresh try, and uncover help whenever you want.

Place the main body and head shapes. Check their size, overlap and room for the limbs before adding detail.

Check the joins and the visible limb count for your chosen pose. Erase only the temporary guides named in that lesson.

Make the scene your own

Choose any lesson. Cover the detailed pictures for a fresh try, and uncover help whenever you want.

Choose a pattern, an object for your animal to notice or a simple setting. Keep the base animal and its important joins.

Which part would you keep? Which small part would you try differently next time? Coloring, sharing and another attempt are optional.

Make another version

Try the main shapes on fresh paper.
Use the lesson to check the difficult joins,
then choose any extra details you want.

Print this PDF on its matching paper size.
Use Actual Size / 100%, or Fit if your printer needs more margin.
The downloads are free. No email or purchase is needed.

Color Page Prints

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