Simple Bearded Dragon Drawing: Body Outline, Frill, Spikes, and Limbs

Original tasks 1, 2, 3 / complete keys

Task 1

On blank paper, draw a baseline and midline, then draw a tilted flattened oval body with a hypothetical 10 cm span. Add a rounded-triangle head and a tail curve about 5 cm long. Do not add frill, spikes, or limbs yet.

Answer: A single connected silhouette: tilted oval body, attached head, and tapering tail about half the body length.

Reason: The body outline is the foundation; separating it from features makes errors easier to see and fix.

Check: Trace the silhouette with a finger; confirm one connected outline and that tail length is about half the body span (5 cm versus 10 cm).

Task 2

Add a shallow fan-shaped frill behind the jaw and two back spike rows inside the body outline. Use a hypothetical 1 cm spacing and place 8 spikes per row. State the row length arithmetic.

Answer: Frill widest at jaw level; two rows of 8 spikes with bases on the outline. Eight spikes at 1 cm spacing occupy 7 intervals, so each row is 7 cm long.

Reason: Spike rows must follow the outline and fit within the body span; the interval count is one less than the spike count.

Check: Measure each row against the body span; confirm 7 cm is less than the 10 cm body span and every spike base touches the outline.

Task 3

Add four limbs: front limbs near the chest and hind limbs near the hip. Each limb needs an upper segment, a bend, a lower segment, and a simple foot. Keep limbs outside the body oval.

Answer: Four bent limbs attached low on the body, clear of the frill and tail, each ending in a simple foot.

Reason: Low attachment and outside placement keep the silhouette readable and prevent limbs from merging with the body.

Check: Check that no limb crosses the frill or tail and that each limb has a visible bend and foot.

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Original tasks 4 / complete keys

Task 4

Finalize the drawing by darkening the dragon outline and erasing guide lines. Then list two valid alternative choices a classmate could make that still pass the rubric.

Answer: Examples: a wider frill angle or uneven but consistent spike spacing. Both pass if the frill is not a perfect circle and spike bases touch the outline.

Reason: The rubric checks structural relationships, not a single universal shape, so valid alternatives exist.

Check: Compare the finished drawing to each rubric line; confirm guide lines are erased and no detailed scale texture was added.

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Source rubric / reflection

- [ ] Body outline is one connected silhouette with a readable chest, hip, and tapering tail.
- [ ] Frill is a shallow fan or rounded trapezoid widest near jaw level, not a perfect circle.
- [ ] Two back spike rows follow the outline, with bases touching the outline and even spacing.
- [ ] Four limbs attach low on the body, stay outside the oval, and include a bend and simple foot.
- [ ] No detailed scale texture; guide lines are erased and outline weight is consistent.
- [ ] Valid alternatives are accepted: frill angle, spike spacing, limb bend, and slight asymmetry may vary if the checks above hold.

Reflection: What did you check, what did you change, and what will you try next?