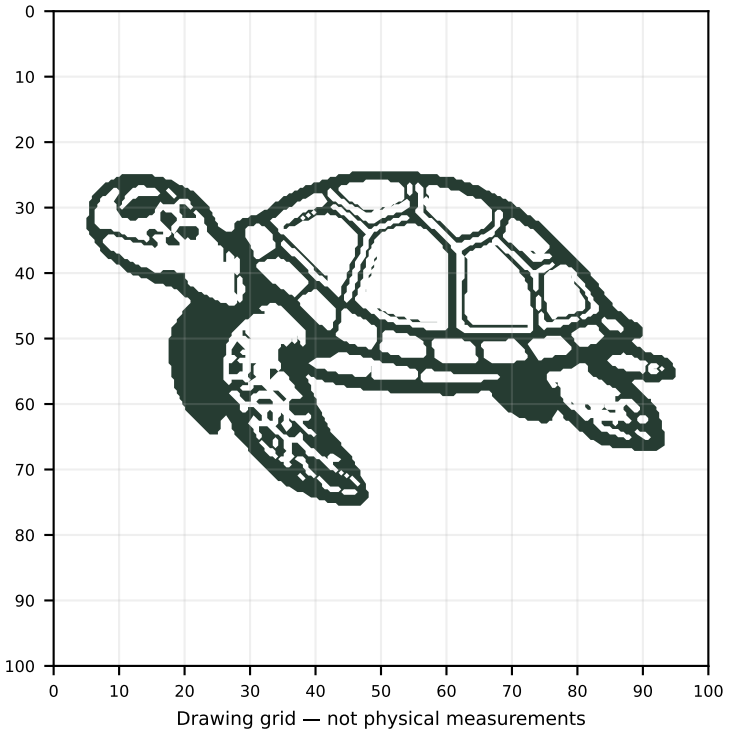
How to Draw Sea Turtle — Free Practice Sheets

REFERENCE / CASE 1

sea turtle: Trace the reference outline, then practise the contour independently.
Compare with the separate full reference sheet.

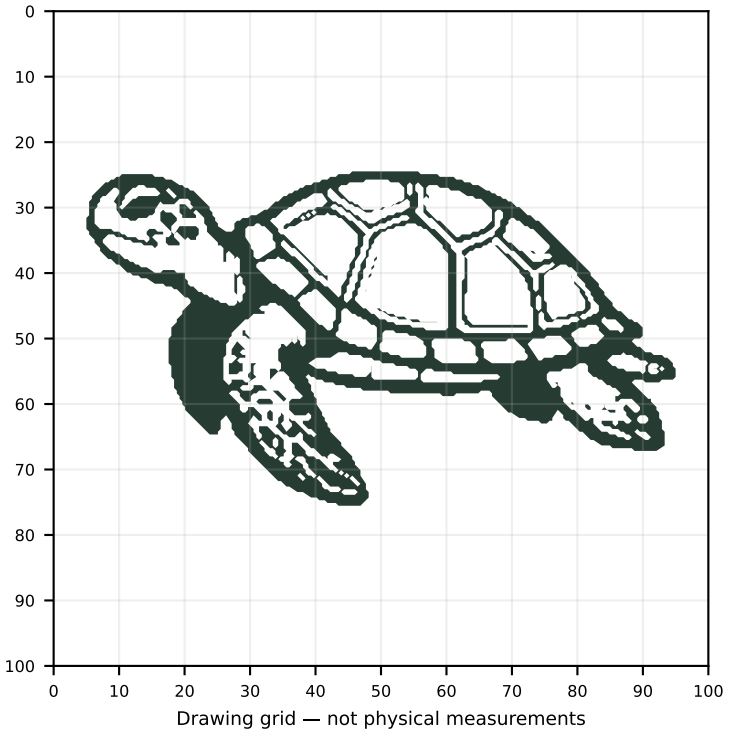


METHOD: Draw the domed shell outline and divide it into polygonal scute sections. Sketch the small head extending to the left with an eye and beak shape. Add the large front flippers sweeping downward and the smaller rear flippers. Outline the neck and underside connecting head, shell, and flippers into one coherent body.
Use the separate practice sheet before checking the answer.

How to Draw Sea Turtle — Free Practice Sheets

REFERENCE / CASE 2

sea turtle: Copy the reference onto the blank grid, using matching grid intersections.
Compare with the separate full reference sheet.

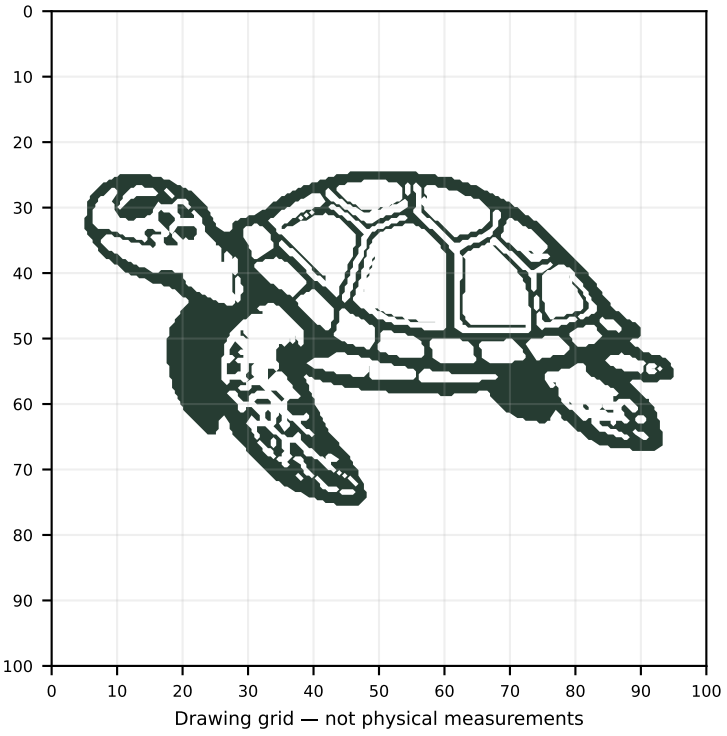


METHOD: Draw the domed shell outline and divide it into polygonal scute sections. Sketch the small head extending to the left with an eye and beak shape. Add the large front flippers sweeping downward and the smaller rear flippers. Outline the neck and underside connecting head, shell, and flippers into one coherent body.
Use the separate practice sheet before checking the answer.

How to Draw Sea Turtle — Free Practice Sheets

REFERENCE / CASE 3

sea turtle: Use the bounding frame and center guide to place the silhouette, then add the identifying details. Compare with the separate full reference sheet.

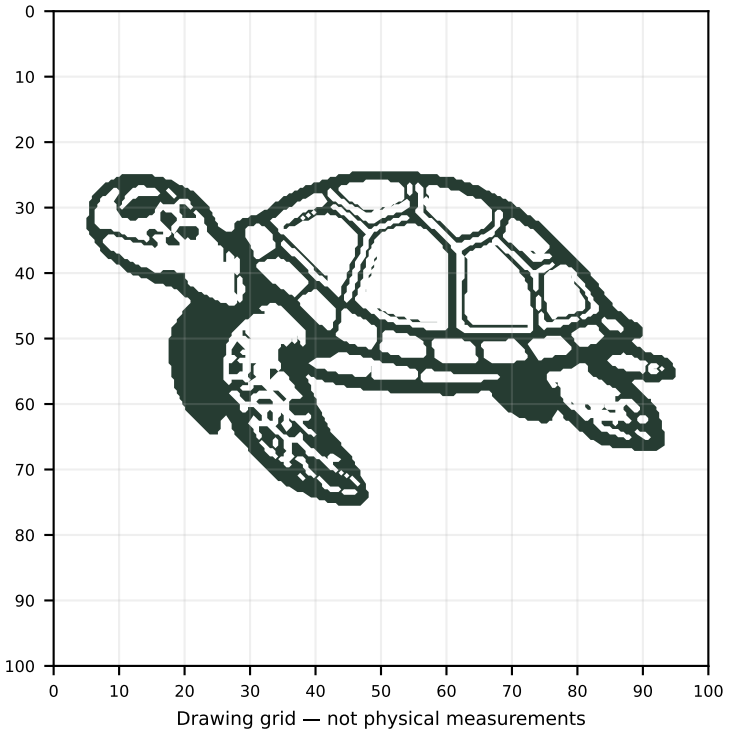


METHOD: Draw the domed shell outline and divide it into polygonal scute sections. Sketch the small head extending to the left with an eye and beak shape. Add the large front flippers sweeping downward and the smaller rear flippers. Outline the neck and underside connecting head, shell, and flippers into one coherent body.
Use the separate practice sheet before checking the answer.

How to Draw Sea Turtle — Free Practice Sheets

REFERENCE / CASE 4

sea turtle: Complete the blank right-hand portion using the full reference. Compare with the separate full reference sheet.



METHOD: Draw the domed shell outline and divide it into polygonal scute sections. Sketch the small head extending to the left with an eye and beak shape. Add the large front flippers sweeping downward and the smaller rear flippers. Outline the neck and underside connecting head, shell, and flippers into one coherent body.
Use the separate practice sheet before checking the answer.