

Early-Finisher Drawing Cards

Cut out the cards and keep them in a cup or envelope. Sheet 1 of 3.

Card 1

Draw a monster that lives in your desk.

Card 2

Draw your teacher as a superhero.

Card 3

Turn the letter S into an animal.

Card 4

Draw a robot that does homework.

Card 5

Draw a pizza with a face.

Card 6

Design a new playground ride.

Card 7

Draw an alien visiting our classroom.

Card 8

Draw the inside of a volcano.

Card 9

Draw a dog driving a bus.

Card 10

Draw your pencil as a person.

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Card 11

Draw a house for a mouse.

Card 12

Draw a dinosaur at the library.

Card 13

Draw a fish wearing a hat.

Card 14

Invent a new fruit and draw it.

Card 15

Draw a cloud that is raining candy.

Card 16

Draw a castle on a cupcake.

Card 17

Draw the scariest (cutest) spider.

Card 18

Draw yourself 100 years from now.

Card 19

Draw a snail race.

Card 20

Draw a cactus with a job.

Early-Finisher Drawing Cards

Cut out the cards and keep them in a cup or envelope. Sheet 3 of 3.

Card 21

Draw a bird that can't fly. How does it travel?

Card 22

Draw a sock monster.

Card 23

Draw a map of a treasure island.

Card 24

Draw a new pet nobody has.

Card 25

Draw an underwater school.

Card 26

Draw a shoe that is also a car.

Card 27

Draw a giant in a tiny house.

Card 28

Draw a robot dog.

Card 29

Draw a dragon who is afraid of fire.

Card 30

Draw the best lunch box ever.