



DARE TO DRAW

with Mark Kistler

Prepare your students to blast-off of the land of imagination with the power of a pencil!

Students will learn how to draw in 3-D while creating illustrated stories of adventures and antics like: the journey to the bottom of the sea, time travelling with dinosaurs, ancient Egyptian mummies, King Arthur's Camelot, or even alien penguins and ninja squirrels!

EVERY student participates in this 100% hands-on assembly.

Every student comes prepared with paper, a pencil and a clip board, slate or book to use as a lap desk. This 100% hands-on assembly encourages students of all ages to participate by stretching their imaginations in adding depth and perspective o their drawings.

Students will be inspired to “Dream It, Draw It, Do It,” to make their life dreams come true.

Mark believes that learning how to draw in 3D builds crucial thinking skills and nourishes self esteem. His positive messages on goal setting, dream questing, environmental awareness, and the power of reading have sparked millions of children around the world to discover their individual potentials.



Audience: K-12

Presentation Time: 60 minutes
set-up time.

Presentation Area: Auditorium with comfortable seating is ideal (high school). Can also be presented in a gymnasium with bleachers (middle school) or multi-purpose room with seating on the floor (elementary).

Assembly Requirements: Mark Kistler will bring camera, projector, and power strip. School needs a microphone with PA System, a white screen or white wall, as well as access to power and an extension cord. Prepare EVERY student to arrive at the assembly equipped with paper, pencil, and a clip board, slate or book to use as a lap desk.

Capacity: Only limited by your space.

Set-Up Time: 45 minutes. Please ensure performance space is clear and empty of classes during set-up time.

Take-Down Time: 30 minutes