The Arrrt Crew: The Secret Sketching Shores

Take a line for a walk

You can draw, point, write or talk it through with someone.

Have a go

Make two routes from the edge of a beach to a shell. Use straight lines for one route and curves for the other. Put the shell where they meet.

Try another step

Trace each route. Which feels like a quick dash and which feels like a wander? Add one more mark to change the feeling of a route.

Explore the book

Tap here or scan the code for the paperback and story preview.