

# Maurice Sendak



## Artist Study: Maurice Sendak

Maurice Sendak is a well-known children's book author and illustrator. He was born June 10, 1928 in Brooklyn, New York. He was often sick as a child and would draw to pass the time. He excelled at art and while he was still in High School he had a job at All-American Comics. Sendak studied at the Art Students League. In the late 1940s while working designing window displays for the toy store FAO Schwarz, he met **legendary** book editor Ursula

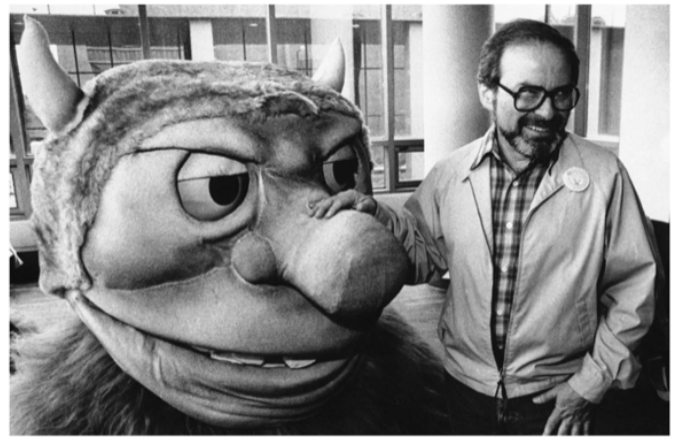
Nordstrom and she helped him get his first job illustrating children's books. He illustrated more than 80 books by other writers before he **illustrated** a book he had written himself.

His beloved book, *Where the Wild Things Are*, received the 1964 Caldecott Medal. (The Caldecott Medal was named after English illustrator Randolph Caldecott. It is awarded yearly by the Association for Library Service to Children, to the artist of the most distinguished American picture books for children.) This book turned the children's book world upside down. He tells the story of a boy who is upset with his mother who journeys into a world of **grotesque** yet likable monsters or "wild things." Max, the boy from the story, was more like a real child than the happy go lucky children that you could find in previous children's books.

Maurice Sendak used the art genre of illustration. Materials he used for his art was watercolor, pen and ink and graphite pencil on laminated paperboard. In addition to illustrating books, Sendak also designed sets and costumes for the ballet and opera in the United States and England. He also produced shows for television and film.

Maurice Sendak died on May 8, 2012. He will be remembered for his many **contributions** to children's literature. His stories and images have left a lasting impression on the minds and hearts of generations of readers- both young and old.

Sendak remains the most honored children's book artist in history. He was the recipient of the 1964 Caldecott Medal, the 1970 Hans Christian Andersen Award, the 1983 Laura Ingalls Wilder Award, and the 2003 Astrid Lindgren Memorial Award. In 1996 President Bill Clinton presented him with the National Medal of Arts in recognition of his contribution to the arts in America.



## Book Recommendations by the Artist

Kenny's Window (1956)

Very Far Away (1957)

The Sign on Rosie's Door (1960)

The Nutshell Library (1962)

Alligators All Around

Chicken Soup with Rice

One Was Johnny

Pierre

Where the Wild Things Are (1963)

Higglety Pigglety Pop! or There Must Be More to Life (1967)

In the Night Kitchen (1970)

Fantasy Sketches (1970)

Ten Little Rabbits: A Counting Book with Mino the Magician (1970)

The Missing Piece (1976)

Some Swell Pup or Are You Sure You Want a Dog? (written by Maurice Sendak and Matthew Margolis, and illustrated by Maurice Sendak) (1976)

Seven Little Monsters (1977)

Outside Over There (1981)

Caldecott and Co: Notes on Books and Pictures (an anthology of essays on children's literature) (1988)

The Big Book for Peace (1990)

We Are All in the Dumps with Jack and Guy (1993)

Maurice Sendak's Christmas Mystery (1995)

Bumble-Ardy (2011)

My Brother's Book (2013)

**Where the Wild Things Are Video Read-Aloud**  
(QR Code)

[Where the Wild Things Are - Click here for read-aloud](#)



## What did you learn about the artist ?

1. When Maurice Sendak was a child he was often sick.  
What did he do to spend his time?
2. In what year did Sendak write the children's book *Where the Wild Things Are*?
3. In his long career, how many books did Sendak illustrate?
4. What other artwork did Sendak do?
5. One of Sendak's awards was the National Medal of Arts.  
Do a little research and explain this award in a few words.
6. Why do you think his work was so popular?

## Vocabulary

**Legendary:**

**Illustrate:**

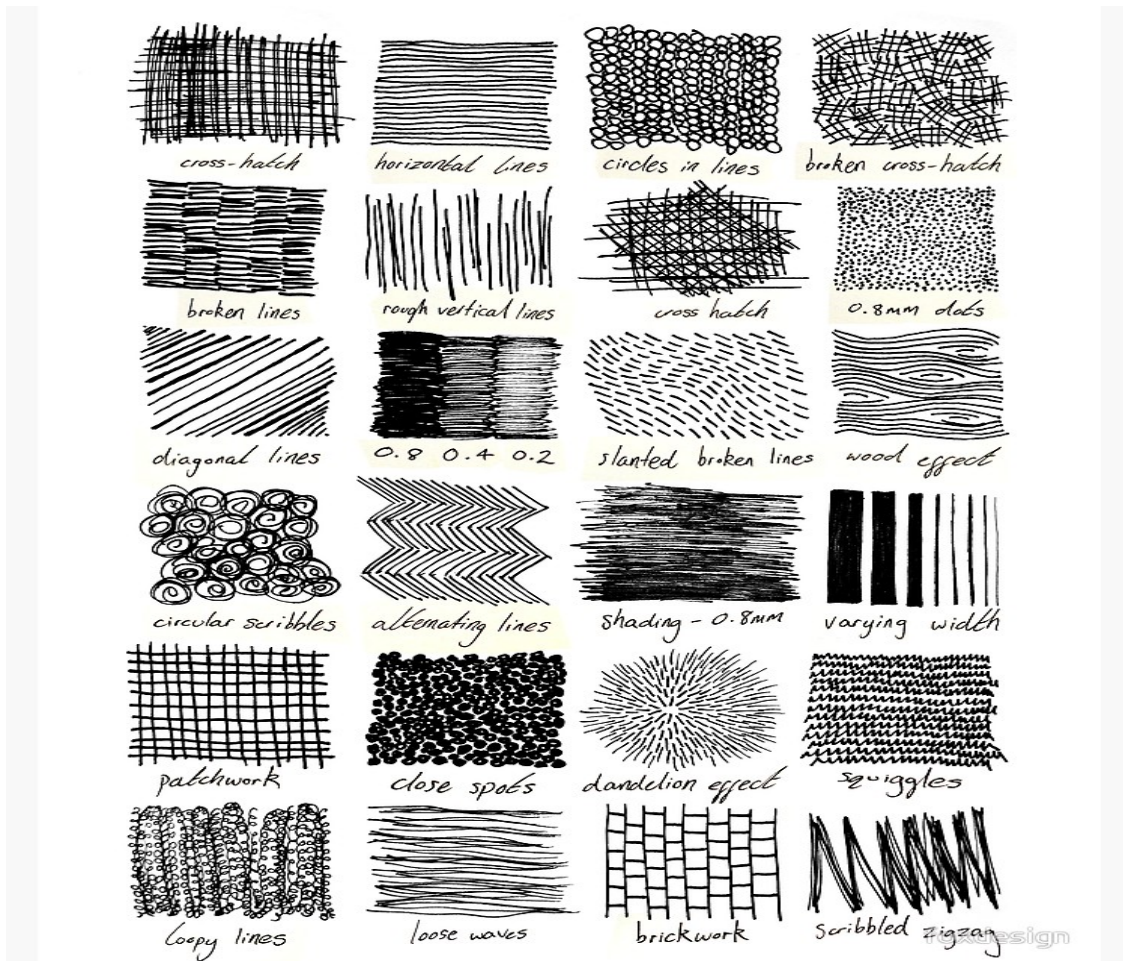
**Grotesque:**

**Contributions:**



## Artist Techniques:

- 1 Line;
- 2 Texture;
- 3 Shape;
- 4 Size;
- 5 Cross hatching.



## Materials in the Art Pack:

- Construction paper
- Watercolor paper
- Watercolors
- Ultra fine point black sharpie
- Stamp Pad



## **Art Lesson 1: Texture and Shading in Art with an Emphasis on Cross-Hatching**

Cross-hatching is a type of shading technique, whereby artists will draw parallel lines at two angles that cross one another to create the impression of light and shadow. This is what creates a 'hatched' effect'.

The purpose of the cross-hatching technique is to create a value range in a drawing. By using this technique, the artist can create the lightest and darkest values, to create a complete drawing. Drawing with this technique is a great way to create the illusion of three-dimensionality on a two dimensional surface. Maurice Sendak used this technique to create texture in his art. He added dimension to his drawings using cross-hatching to create the appearance of light and shadow. He used textures to make the sea look choppy and add movement to his art.



QR Code - Cross Hatching Technique Art Lesson Video  
[Cross Hatching Technique Video - Click Here](#)

## Texture in Art

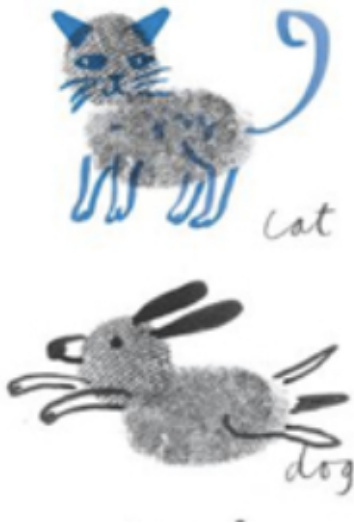
### Students K-4th grade:

Explore making different textures in art. Look at the textures used in the book *Where the Wild Things Are*, written and illustrated by Maurice Sendak. There is texture and lines used to show movement of the water and to create detail and shading of Max and the Wild Things. Our fingerprints make unique lines that look similar to cross-hatching.

**Step 1:** Use the stamp pad and lightly press your finger down on the pad. Use your fingerprint to create texture on your paper.

**Step 2:** Draw with the fine point sharpie or another fine point marker to add to your texture prints to create your picture. In the example below the texture of the fingerprints makes it appear that the cat and the dog have fur.

### Example:



**Step 3:** Try drawing a picture first and then use your fingerprints to create texture. You can add the texture of bark to a tree or movement of wind in the air. Be creative!

## Texture in Art

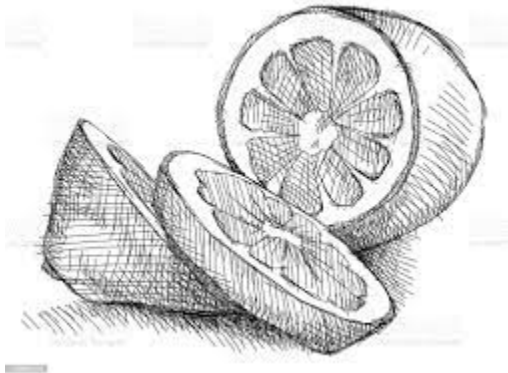
**Students 5th to 8th grade:**

**Step 1:** Sketch the outline of an object in pencil on a white paper. Before cross hatching, you'll need to draw the actual shape or object you want to shade. Find either a real object, a reference photo, or imagine your own object.

**Step 2:** Before adding any hatch marks, take a moment to look at the object and examine how the light source hits the object and reflect off its surface. This will help you figure out which areas of the drawing should have the lightest shading and which areas need heavier shading

**Step 3:** Once you're satisfied with the placement and amount of cross hatch marks, go over the pencil marks with the ultra fine black sharpie.

**Example:**



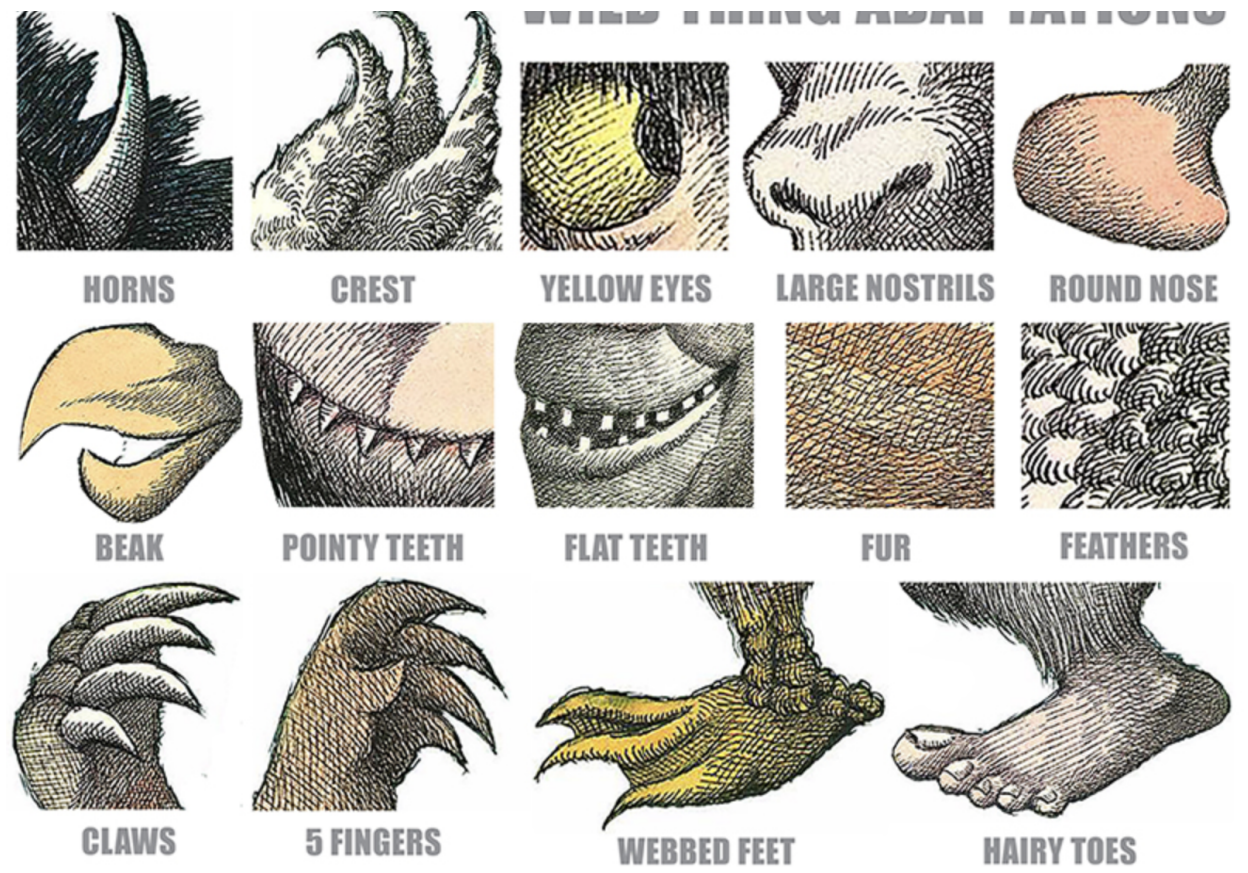
QR Code Video (How to Draw a Lemon)  
[How to Draw a Lemon Video - Click Here](#)



## Art Lesson 2: Create your own Wild Thing

### Students K-4th:

In the book, *Where the Wild Things Are*, Maurice Sendak created Wild Things that lived in the land that Max visited. He used parts from different animals and put them together to create these “wild things.” Some of them had feet like birds, horns like a bull and skin like a lizard. You can create your own “wild thing.”

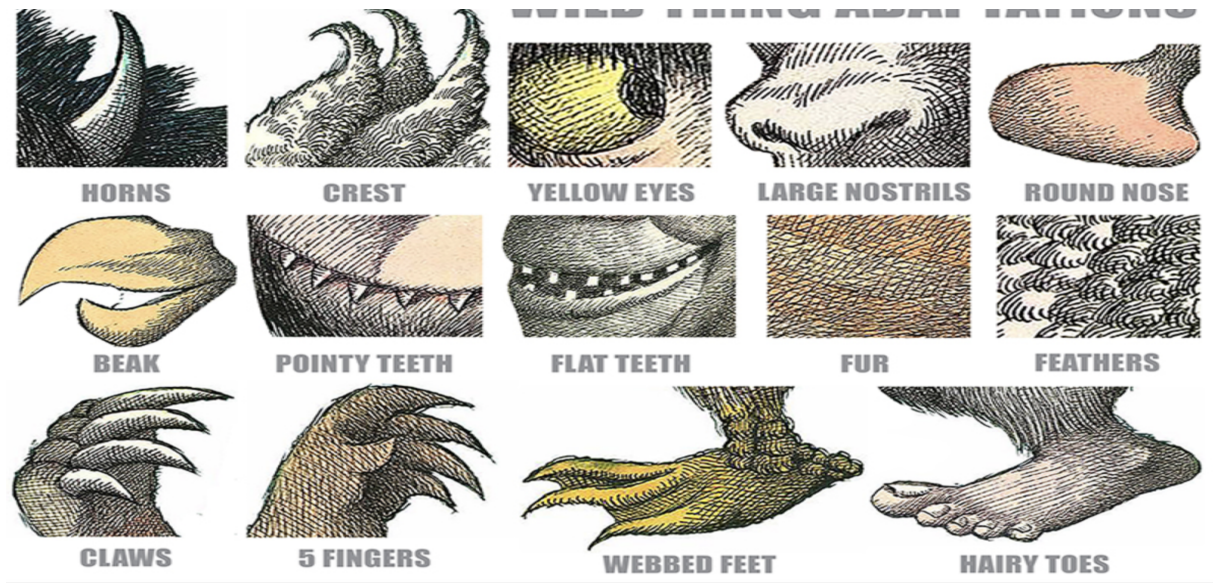


**Step 1:** Draw your wild thing on white paper. Choose some different features to include in your creation. Will your wild thing have claws or hairy toes? Fur or feathers?

**Step 2:** Watercolor paint your wild creature.

**Optional:** look around the house for things to glue on to add texture: sticks, feathers, cut up pieces of cardboard.

## Art Lesson 2: Create your own Wild Thing



**Students 5th to 8th:**

**Step 1:** On a piece of watercolor paper use a pencil to sketch your Wild Thing in the same style as the artist.

Requirements:

\*Make it large.

\*It needs to be made up of at least 4 different animals.

\*Should have a silly grin.

**Step 2:** Use the ultra fine sharpie to outline and add texture by hatching and cross-hatching. This will show the skin and fur of your monster.

Requirement:

\*Use at least 4 different forms of shading/hatching.

**Step 3:** Color your Wild Thing with the watercolors.

**Step 4:** Cut your Wild Thing out with scissors and hold on to it.

**Step 5:** On a piece of construction paper create a setting for your Wild Thing. Your setting needs at least 2 shading techniques.

**Step 6:** Glue your Wild Thing to your setting.

### Art Lesson 3: Design a Crown

#### Students K-4th:

Max is called the “king of the wild things” in the book *Where the Wild Things Are*. He wears a crown to show that he is king. You can make a crown too and become king or queen of the wild things!

Materials: Paper bag, watercolors, optional pom poms or sequins

**Step 1:** Cut a zig zag line along the paper bag to create the top of your crown.

**Step 2:** Watercolor paint the paper bag in the colors of your choice.

Optional- look around your house for things to glue on your crown: cut shapes from foil, tissue paper, pom poms, glitter or sequins.

#### Example:



**Step 3:** Connect both sides of the crown and tape or staple together to create a crown shape.

#### Example:



You are now crowned  
King or Queen of the  
Wild Things!

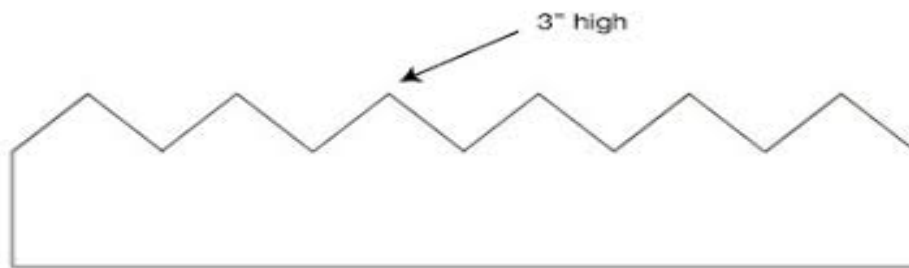


### Art Lesson 3: Design a Crown

#### Students 5th to 8th:

As you will notice in the images, Max, the little boy in *Where the Wild Things Are*, wears a crown. So, for this lesson you will design and color your own crown.

**Step 1:** Use construction paper and start by pencil drawing the zig zag lines such as the example. You will need 3 sections total.



**Step 2:** Draw at least 2 shading techniques apart from cross-hatching. So, you'll have 3 techniques total - cross-hatching and two more you choose. Look back at page 4 for the different techniques.

**Step 3:** Use the ultra fine sharpie to outline and add texture by hatching and cross hatching.

**Step 4:** Paint your crown with watercolors.

**Step 5:** Cut out each rectangle then cut along the zigzag line to come up with 3 crown sections. Glue or staple the crown sections together at the sides to form a band long enough to go around your head.

**Step 6:** You are now King or Queen of the Wild Things!



### **Extension Activity:**

Write a short story about the Wild Thing and setting you created.

Who is your character? Where do they live? What is happening?

(Parents - please have younger students tell you their story as you write it down for them.)