

THE GRAMMAR COURSE.

This course consists of:—

First. FOUR BOOKS IN FREEHAND OUTLINE DRAWING AND DESIGN. The exercises in these books are more advanced than those in the Intermediate Course; and by a wide variety of ornamental, conventional, and natural forms, and representations of historical ornament, pupils are taught a great deal about the art of past ages, and also the principles of good Design.

Second. FOUR BOOKS IN GEOMETRICAL DRAWING. These books form the basis for Perspective, Model and Object, and Mechanical Drawing. The exercises consist of problems in Plane Geometry, the working of which teaches pupils the exact meaning of words and terms; and by the care required to execute the problems they are trained to accuracy of workmanship.

Third. TWO BOOKS IN MODEL AND OBJECT DRAWING. The exercises in these books are all in outline; and pupils are taught in a thorough manner how to draw from objects. The exercises are of such a character, that the pupil's taste will be cultivated while acquiring skill in drawing.

Fourth. TWO BOOKS IN PERSPECTIVE DRAWING. These books teach the elements of Parallel and Angular Perspective.

Each of these divisions is accompanied by a Manual for teachers, containing all the exercises in the books, and many more besides.

Price of the Books, 25 Cents each.

As above set forth, the Grammar Course comprises twelve books; and with an allowance of an hour and a half to two hours per week to drawing, pupils can easily go through three of these books in a year; and when pupils have finished this Grammar Course, they will be able to draw in outline whatever they can see and understand.

Where pupils in grammar schools have received no previous instruction in Freehand Drawing, the first grading of the instruction must be provisional.

THE HIGH SCHOOL COURSE.

This course consists of advanced work in Perspective, Model and Object Drawing, or Mechanical Drawing, according to the tastes of pupils.

As in the previous courses, only outline work has been attempted, in order that pupils might become well grounded in all the elementary principles of Industrial or Artistic Drawing, when they reach the high