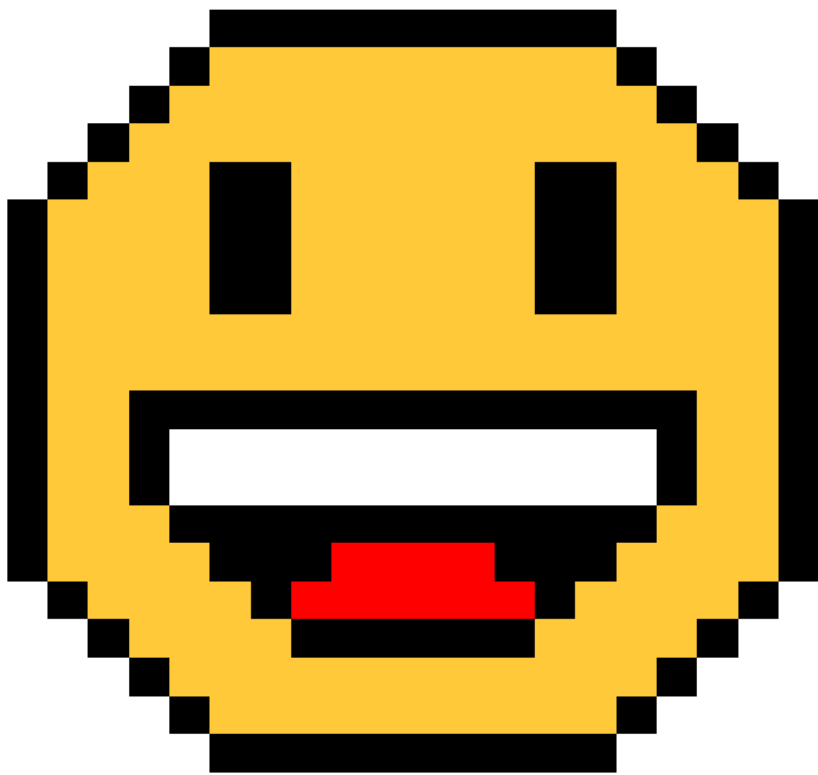


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Pixel Art Emojis

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By Matthew Leslie

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Pixel Art Emojis
FREEBIE



By Matthew Leslie

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a review
about me!”



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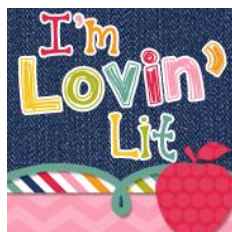
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Page 5: Contents page

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Page 9-11: Grinning Face: Letter and number grid references

*** COMMON CORE WORKSHEETS ***

Page 12-14: Grinning Face: Cartesian Plane

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*** NO CURRICULUM CODES WORKSHEETS ***

Page 18-20: Grinning Face: Cartesian Plane

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["Pixel Art Emojis"](#)

Pixel Art | Grinning Face

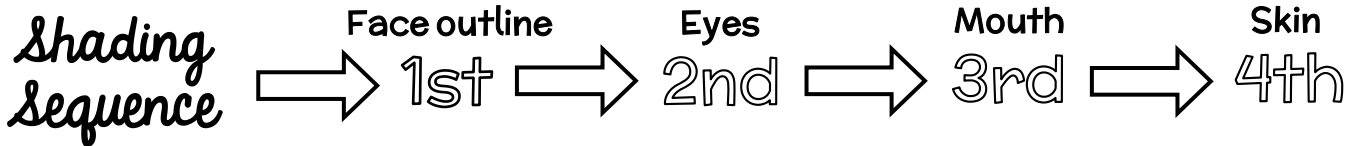
ACMMG143
Introduce the cartesian coordinate system using all four quadrants

Name: _____

Date: _____

Instructions: Using the instructions on page 7, shade in the boxes to create your 'Grinning Face' emoji.

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Instructions | Grinning Face

ACMMG143
Introduce the
cartesian coordinate
system using all four
quadrants

Name: _____

Date: _____

Face Outline

Black: (1,6) to (1,15), (2,16), (3,17), (4,18), (5,19), (6,20) to (15,20), (16,19), (17, 18), (18, 17), (19,16), (20,15) to (20,6), (19,5), (18,4), (17,3), (16,2), (15,1) to (6,1), (5,2), (4,3), (3,4), (2,5) ***STOP***

Eyes

Black: (6,13) to (6,16), (7,16) to (7,13) *STOP* (15,13) to (15,16), (14,13) to (14,16) ***STOP***

Mouth

Black: (4,10) to (17,10), (17,9), (17,8), (15,6), (14,5), (13,4) to (8,4), (7,5), (6,6), (5,7), (4,8), (4,9), (6,7) to (15,7), (7,6), (8,6), (13,6), (14,6) ***STOP***

Red: (8,5) to (13,5), (9,6) to (13,6) ***STOP***

White: (5,9) to (16,9), (5,8) to (5,16) ***STOP***

Skin

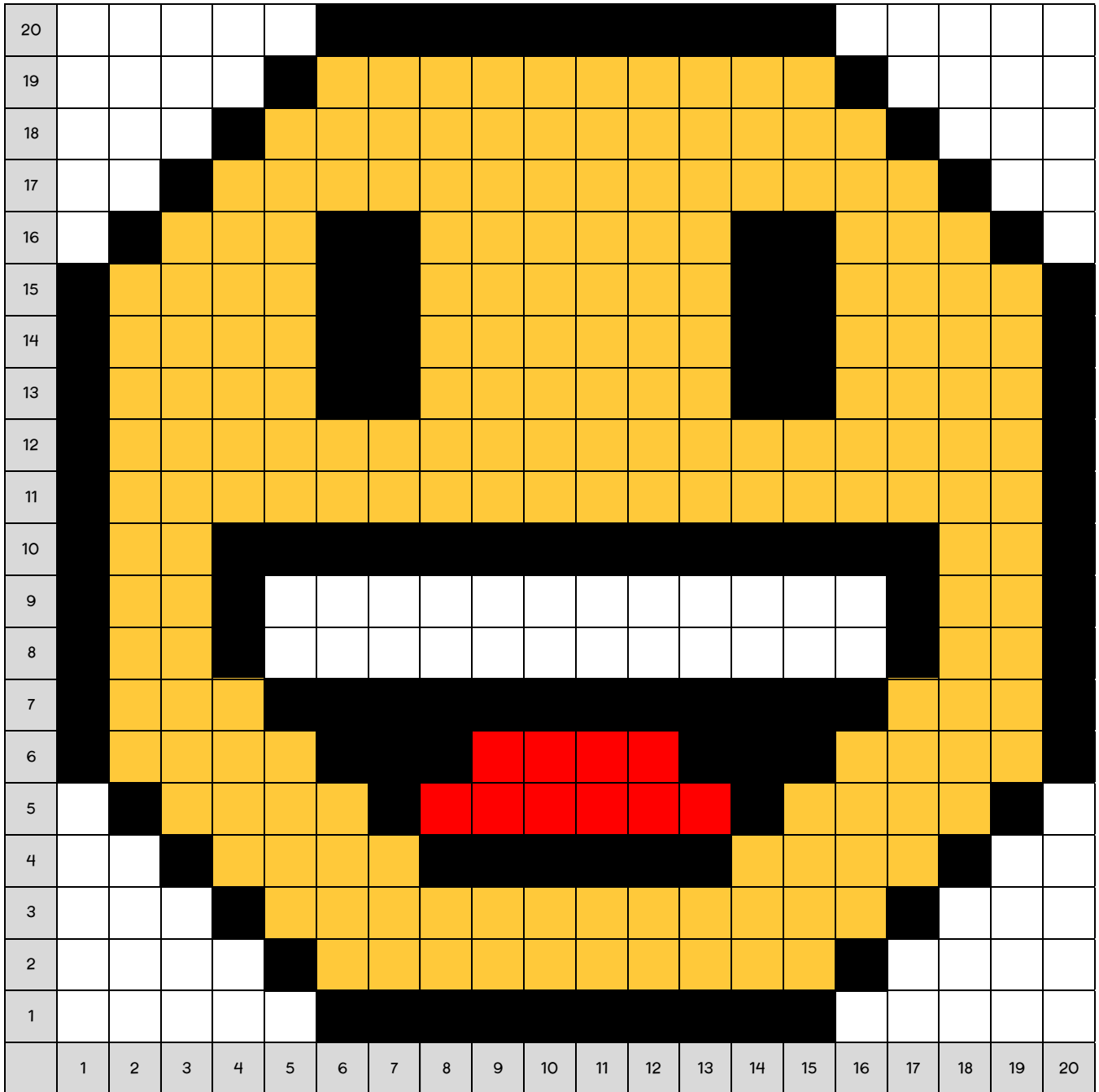
Yellow: Everything else contained within the face outline can now be shaded yellow, or a skin colour of your choice.

Answers | Grinning Face

ACMMG143
 Introduce the
 cartesian coordinate
 system using all four
 quadrants

Name: _____

Date: _____



Pixel Art | Grinning Face

ACMMG090
Use simple scales, legends and directions to interpret information contained in basic maps.

Name: _____

Date: _____

Instructions: Using the instructions on page 7, shade in the boxes to create your 'Grinning Face' emoji.

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Shading Sequence



Instructions | Grinning Face

ACMMG090
Use simple scales,
legends and directions
to interpret information
contained in basic maps.

Name: _____

Date: _____

Face Outline

Black: (1,F) to (1,O), (2,P), (3,Q), (4,R), (5,S), (6,T) to (15,T), (16,S), (17,R), (18,Q), (19,P), (20,O) to (20,F), (19,E), (18,D), (17,C), (16,B), (15,A) to (6,A), (5,B), (4,C), (3,D), (2,E) ***STOP***

Eyes

Black: (6,M) to (6,P), (7,P) to (7,M) *STOP* (15,M) to (15,P), (14,M) to (14,P) ***STOP***

Mouth

Black: (4,J) to (17,J), (17,I), (17,H), (15,F), (14,E), (13,D) to (8,D), (7,E), (6,F), (5,G), (4,H), (4,I), (6,G) to (15,G), (7,F), (8,F), (13,F), (14,F) ***STOP***

Red: (8,E) to (13,E), (9,F) to (13,F) ***STOP***

White: (5,I) to (16,I), (5,H) to (5,P) ***STOP***

Skin

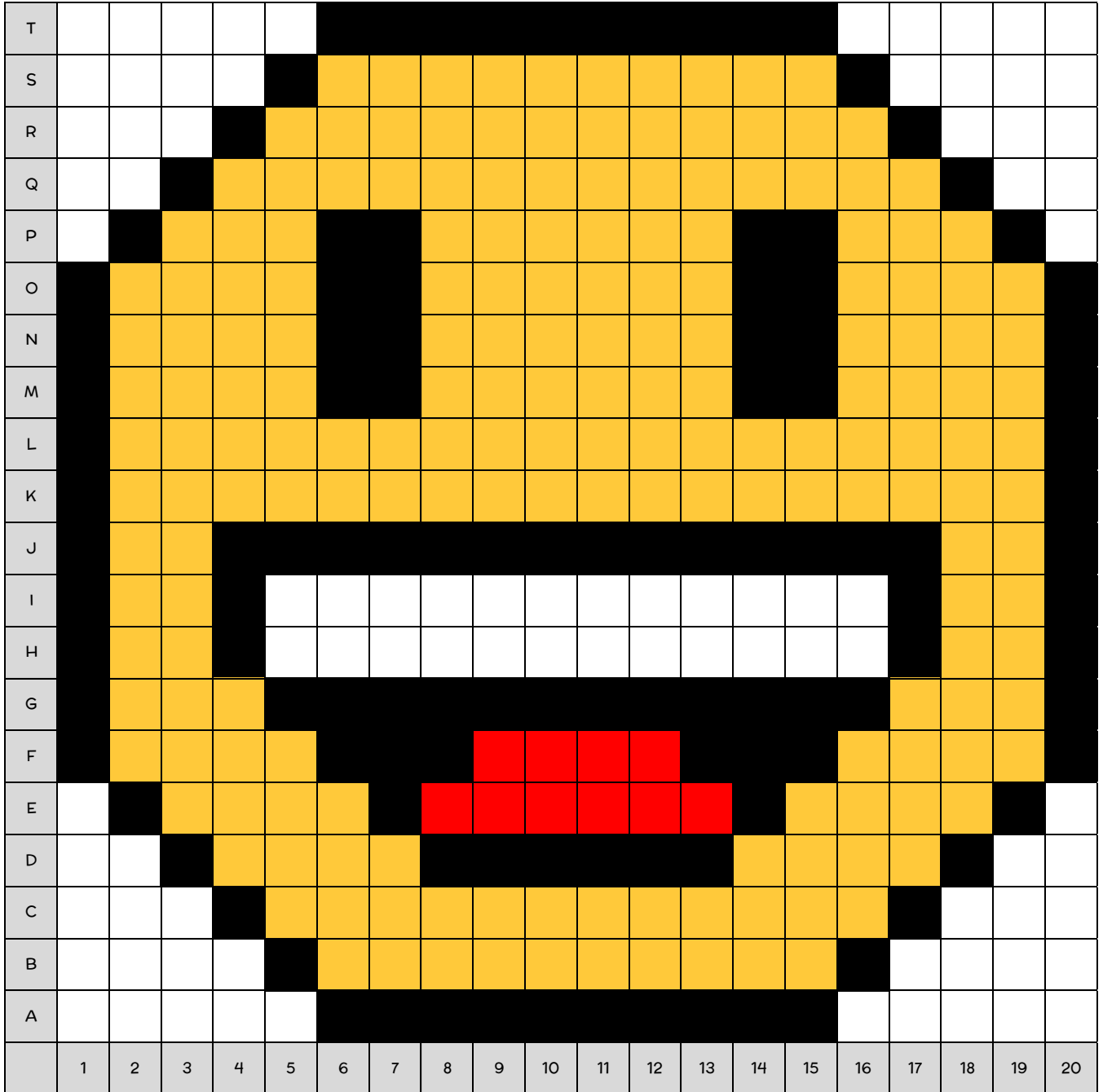
Yellow: Everything else contained within the face outline can now be shaded yellow, or a skin colour of your choice.

Answers | Grinning Face

ACMMG090
Use simple scales, legends and directions to interpret information contained in basic maps.

Name: _____

Date: _____



Pixel Art | Grinning Face

CCSS.MATH.5.G.A.2
Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points ...

Name: _____

Date: _____

Instructions: Using the instructions on page 7, shade in the boxes to create your 'Grinning Face' emoji.

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Shading Sequence



Instructions | Grinning Face

CCSS.MATH.5.G.A.2
Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points ...

Name: _____

Date: _____

Face Outline

Black: (1,6) to (1,15), (2,16), (3,17), (4,18), (5,19), (6,20) to (15,20), (16,19), (17, 18), (18, 17), (19,16), (20,15) to (20,6), (19,5), (18,4), (17,3), (16,2), (15,1) to (6,1), (5,2), (4,3), (3,4), (2,5) ***STOP***

Eyes

Black: (6,13) to (6,16), (7,16) to (7,13) *STOP* (15,13) to (15,16), (14,13) to (14,16) ***STOP***

Mouth

Black: (4,10) to (17,10), (17,9), (17,8), (15,6), (14,5), (13,4) to (8,4), (7,5), (6,6), (5,7), (4,8), (4,9), (6,7) to (15,7), (7,6), (8,6), (13,6), (14,6) ***STOP***

Red: (8,5) to (13,5), (9,6) to (13,6) ***STOP***

White: (5,9) to (16,9), (5,8) to (5,16) ***STOP***

Skin

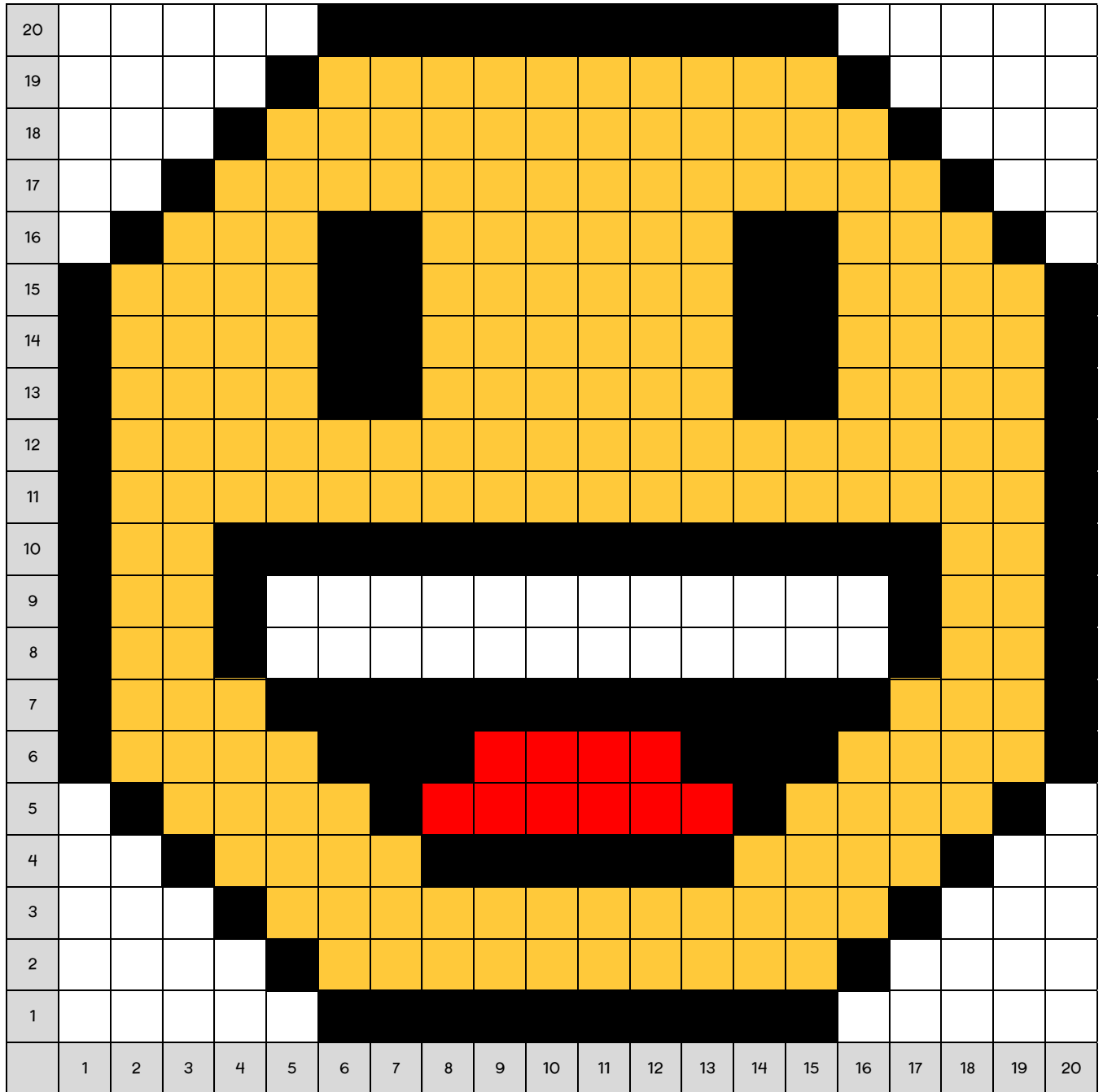
Yellow: Everything else contained within the face outline can now be shaded yellow, or a skin colour of your choice.

Answers | Grinning Face

CCSS.MATH.5.G.A.2
 Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points ...

Name: _____

Date: _____



Pixel Art | Grinning Face

CCSS.MATH.5.G.A.2
Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points ...

Name: _____

Date: _____

Instructions: Using the instructions on page 7, shade in the boxes to create your 'Grinning Face' emoji.

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Shading Sequence



Instructions | Grinning Face

CCSS.MATH.5.G.A.2
Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points ...

Name: _____

Date: _____

Face Outline

Black: (1,F) to (1,O), (2,P), (3,Q), (4,R), (5,S), (6,T) to (15,T), (16,S), (17,R), (18,Q), (19,P), (20,O) to (20,F), (19,E), (18,D), (17,C), (16,B), (15,A) to (6,A), (5,B), (4,C), (3,D), (2,E) ***STOP***

Eyes

Black: (6,M) to (6,P), (7,P) to (7,M) *STOP* (15,M) to (15,P), (14,M) to (14,P) ***STOP***

Mouth

Black: (4,J) to (17,J), (17,I), (17,H), (15,F), (14,E), (13,D) to (8,D), (7,E), (6,F), (5,G), (4,H), (4,I), (6,G) to (15,G), (7,F), (8,F), (13,F), (14,F) ***STOP***

Red: (8,E) to (13,E), (9,F) to (13,F) ***STOP***

White: (5,I) to (16,I), (5,H) to (5,P) ***STOP***

Skin

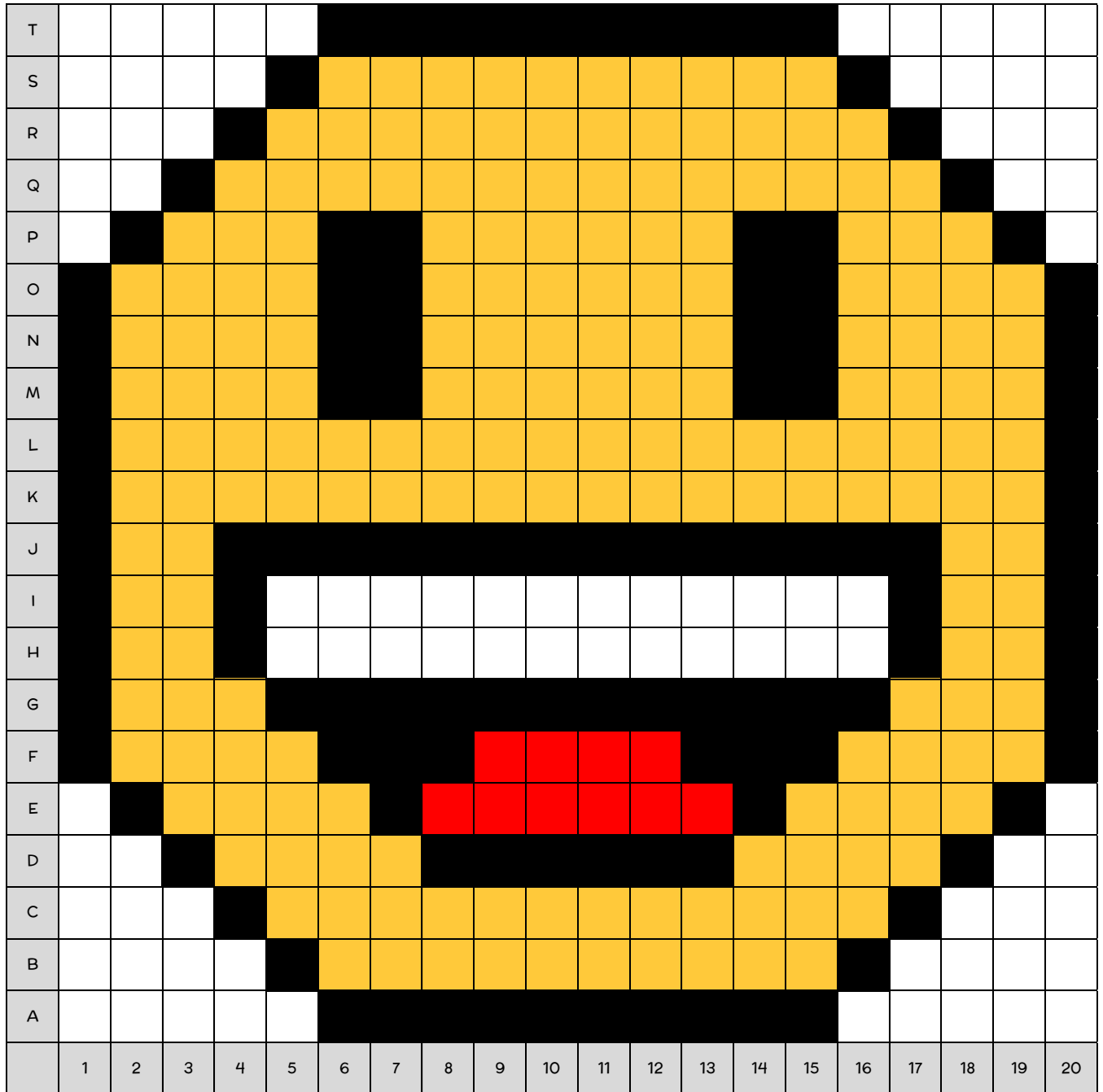
Yellow: Everything else contained within the face outline can now be shaded yellow, or a skin colour of your choice.

Answers | Grinning Face

CCSS.MATH.5.G.A.2
 Represent real world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points ...

Name: _____

Date: _____



Grinning Face

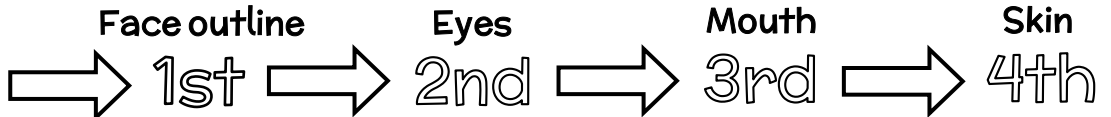
Name: _____

Date: _____

Instructions: Using the instructions on page 7, shade in the boxes to create your 'Grinning Face' emoji.

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Shading Sequence



Instruction 1 Grinning Face

Name: _____

Date: _____

Face Outline

Black: (1,6) to (1,15), (2,16), (3,17), (4,18), (5,19), (6,20) to (15,20), (16,19), (17, 18), (18, 17), (19,16), (20,15) to (20,6), (19,5), (18,4), (17,3), (16,2), (15,1) to (6,1), (5,2), (4,3), (3,4), (2,5) ***STOP***

Eyes

Black: (6,13) to (6,16), (7,16) to (7,13) *STOP* (15,13) to (15,16), (14,13) to (14,16) ***STOP***

Mouth

Black: (4,10) to (17,10), (17,9), (17,8), (15,6), (14,5), (13,4) to (8,4), (7,5), (6,6), (5,7), (4,8), (4,9), (6,7) to (15,7), (7,6), (8,6), (13,6), (14,6) ***STOP***

Red: (8,5) to (13,5), (9,6) to (13,6) ***STOP***

White: (5,9) to (16,9), (5,8) to (5,16) ***STOP***

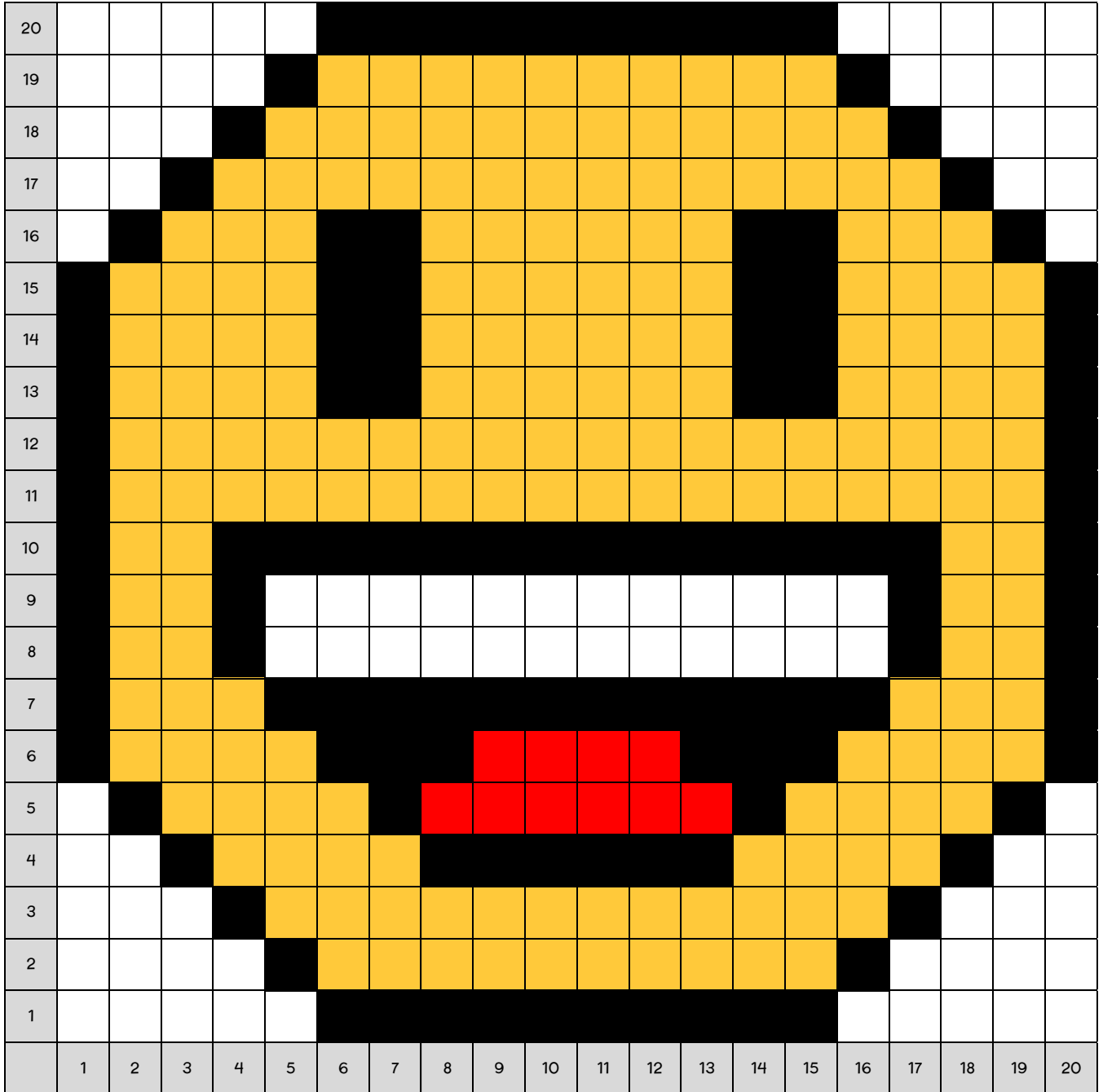
Skin

Yellow: Everything else contained within the face outline can now be shaded yellow, or a skin colour of your choice.

Answers | Grinning Face

Name: _____

Date: _____



Grinning Face

Name: _____

Date: _____

Instructions: Using the instructions on page 7, shade in the boxes to create your 'Grinning Face' emoji.

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Shading Sequence



Instructions | Grinning Face

Name: _____

Date: _____

Face Outline

Black: (1,F) to (1,O), (2,P), (3,Q), (4,R), (5,S), (6,T) to (15,T), (16,S), (17,R), (18,Q), (19,P), (20,O) to (20,F), (19,E), (18,D), (17,C), (16,B), (15,A) to (6,A), (5,B), (4,C), (3,D), (2,E) ***STOP***

Eyes

Black: (6,M) to (6,P), (7,P) to (7,M) *STOP* (15,M) to (15,P), (14,M) to (14,P) ***STOP***

Mouth

Black: (4,J) to (17,J), (17,I), (17,H), (15,F), (14,E), (13,D) to (8,D), (7,E), (6,F), (5,G), (4,H), (4,I), (6,G) to (15,G), (7,F), (8,F), (13,F), (14,F) ***STOP***

Red: (8,E) to (13,E), (9,F) to (13,F) ***STOP***

White: (5,I) to (16,I), (5,H) to (5,P) ***STOP***

Skin

Yellow: Everything else contained within the face outline can now be shaded yellow, or a skin colour of your choice.

Answers | Grinning Face

Name: _____

Date: _____

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