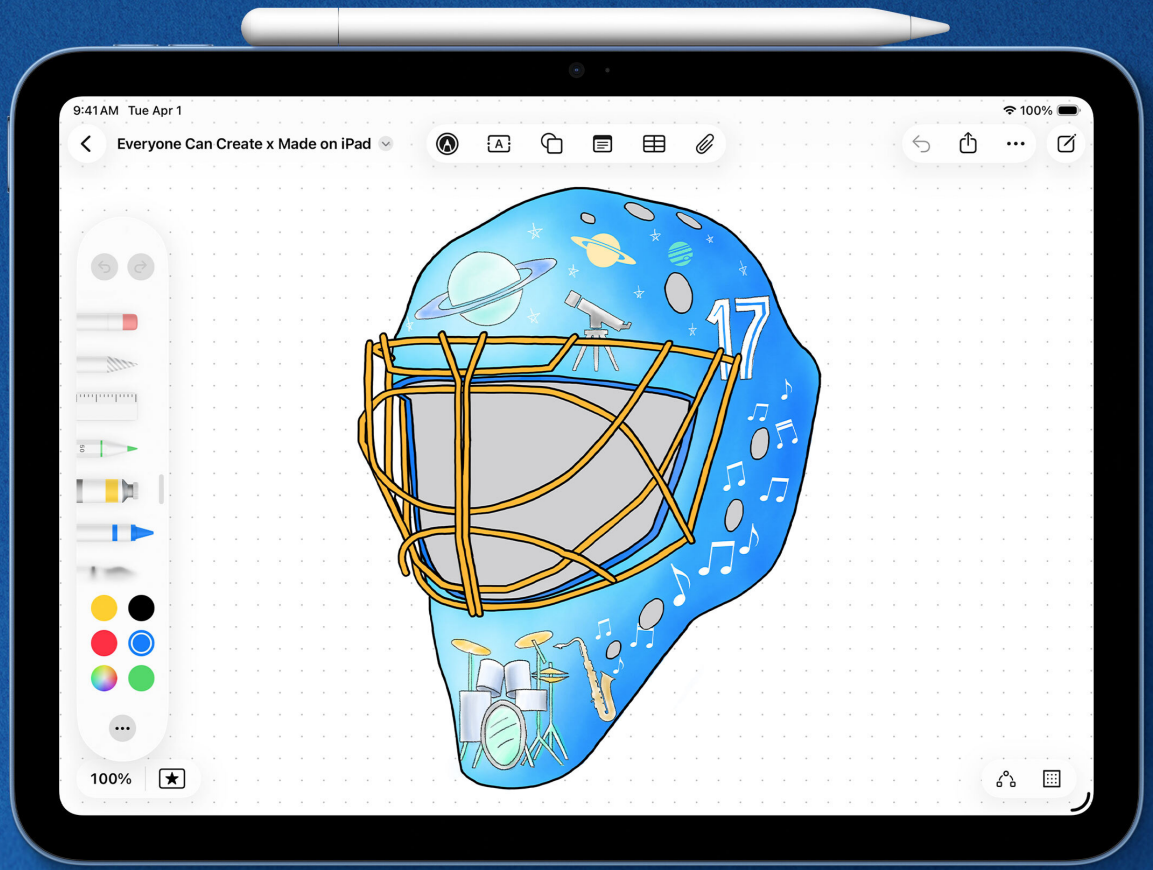
Everyone Can Create Demo Guide

MADE ON iPAD



Overview

iPad opens up creative possibilities in sport. Through this Everyone Can Create activity, we can celebrate culture, self-expression and the stories that shape our communities and beyond. Freeform on iPad makes it easy to work with 3D models in real time. In this activity, you'll design a goalie mask and personalize it with hobbies, icons and images that reflect who you are.

This guide offers a clear flow for guiding groups through meaningful creation. You'll find key actions, explanations and guiding questions that help you introduce concepts and demonstrate features with confidence. Each section includes visuals to illustrate which scenes in the Freeform activity you might show on screen. To begin, download the activity to your iCloud and open it in the Freeform app.

What you'll learn:

- ✓ How creating on iPad allows you to design sports gear that reflects personal and cultural identity
- ✓ How Freeform on iPad brings art and geometry together in one place by viewing, drawing and rotating designs from different perspectives
- ✓ How digital creation tools on iPad make it easy to refine designs and share across different apps and experiences

What you'll need:

iPad

Freeform

Photos

Compatibility:

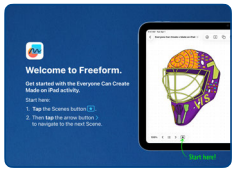
iPad — Requires iPadOS 16.2 or later.

iPhone — Requires iOS 16.2 or later.

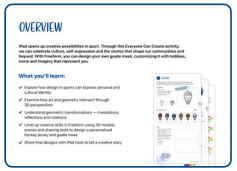
Apple Pencil or Logitech Crayon recommended.

Activity Overview

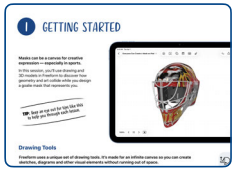
There are 7 modules to the Everyone Can Create Made on iPad Freeform activity. Copy in **green bold** represents hands-on iPad actions to demonstrate.



Introduce the Freeform app using the Start Here scene. **Discuss using Scenes** to navigate between modules.

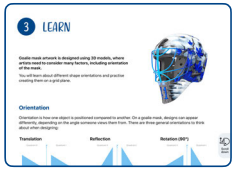


Overview. Goals are mapped out for the user, and an additional link is provided to facilitate this activity in group settings.

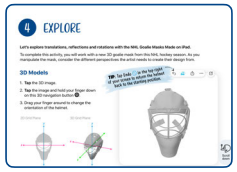


1 – Getting Started. Introduce the activity by displaying the goalie mask artwork to prompt discussion and frame the experience.

2 – Let's Play. Provide dedicated support and play time for participants to explore Freeform tools.



3 – Learn. Guide participants in using Freeform's drawing tools to explore geometric transformations on grid planes and establish a foundation for understanding artistic orientation.



4 – Explore. Bring orientation and perspective to life by having participants manipulate 3D models of real NHL goalie masks, linking geometric thinking and personal mask designs.

5 – Create. Support participants as they design a goalie mask that reflects identity, interests and background using colour, shapes and sketches.

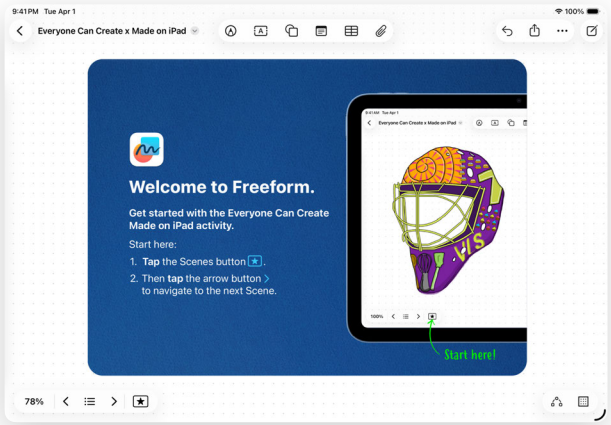
6 – Share. Create a custom sticker in the Photos app and apply it to messages, photos, notes and more.

7 – What's Next. Continue the mask-design journey or explore Freeform further using additional resources.

Before facilitating the Everyone Can Create Made on iPad activity, prepare a personal mask design exemplar that showcases a personal story and incorporates core concepts such as the Fill tool, Shapes, Translations, Reflections or Rotations and colour theory.

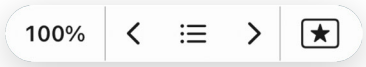
Ensure all participants have access to the Freeform activity link prior to beginning the session.

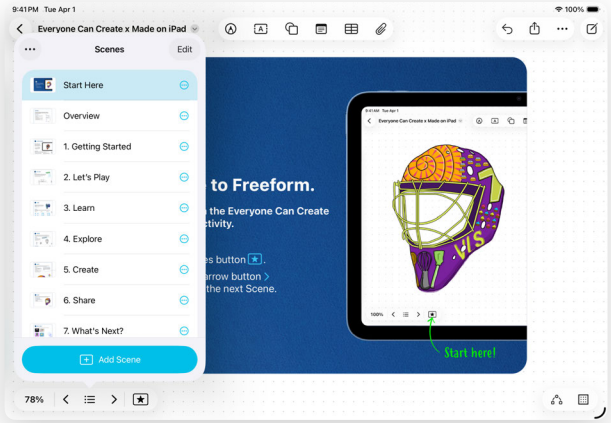
Welcome to this session featuring the Everyone Can Create Made on iPad Freeform activity accessed through this download link. Freeform is an infinite creative canvas that lets you quickly bring ideas to life using drawing, media and 3D objects in one flexible space.



Begin with an overview of the Freeform user interface:

- **Zoom out to demonstrate the infinite canvas.**
- Highlight the **Scenes** button, **navigation arrows** and **list** to show how to move between scenes.





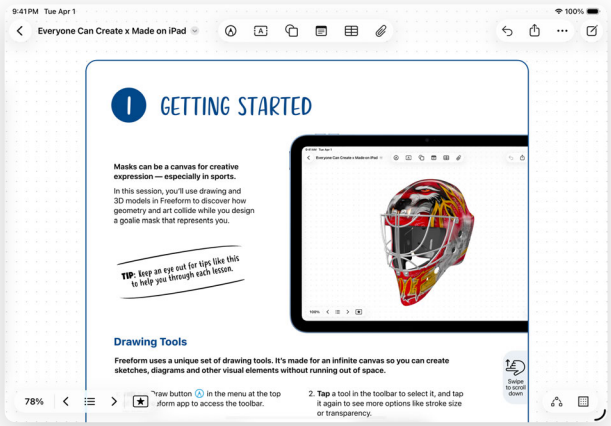
Proceed to the Get Started scene to begin.

Use a **visual pointer (AssistiveTouch or similar)** or **pinch-and-zoom gestures** on the mask to highlight details as they are identified by participants. Some discussion prompts may include:

- What types of designs appear on NHL goalie masks? Why might goalies choose these designs?
- Where do symmetry, reflections or repeated patterns appear in the designs?

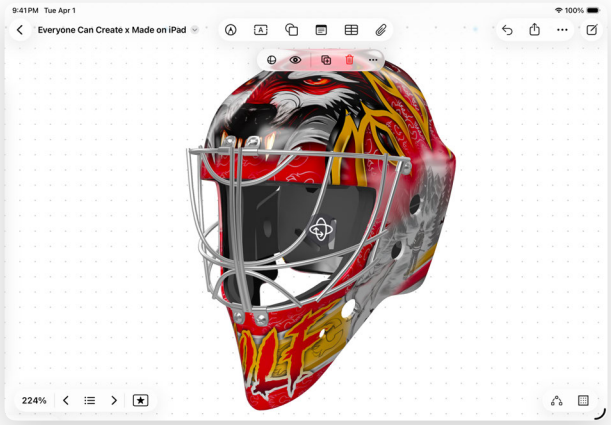
Highlight that goalie masks often act as creative canvases, representing identity, interests or personal stories beyond the sport itself.

Explain that today's activity uses iPad to introduce students to drawing, orientation and 3D ideas (like the Z Axis) they wouldn't normally experience in 2D environments. iPad makes it easy to try ideas, make changes and start again, creating a supportive space for everyone, especially those new to creating in 3D.

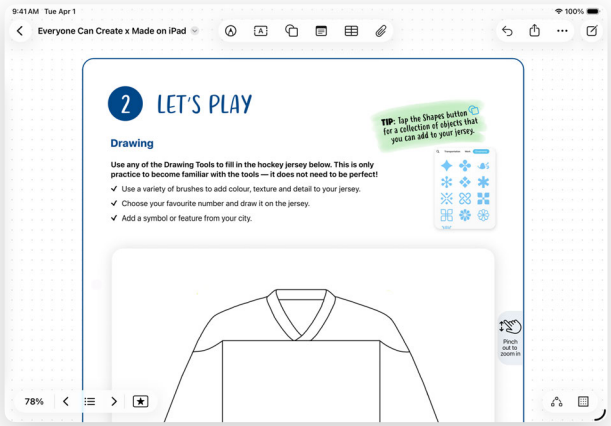


The Getting Started scene focuses on introducing creative expression and design using Freeform as the space to draw, explore and create. The activity is for all participants, regardless of interest in hockey or sports, because the focus is on identity and personal storytelling.

Begin by examining the NHL goalie mask in the scene (Calgary Flames, Dustin Wolf).

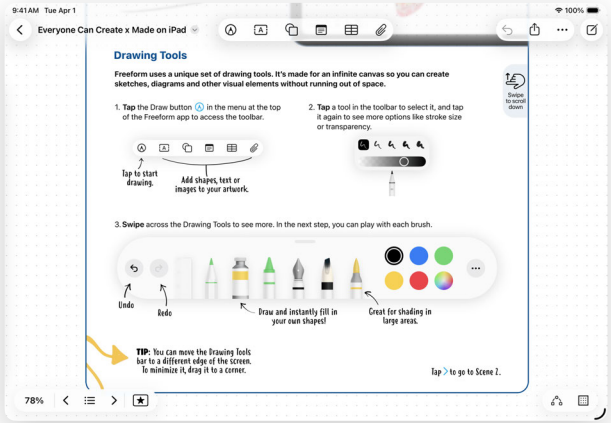


The drawing tools demonstration provides several Freeform tips and tricks to support the upcoming creation tasks. These features can be revisited independently at any time. **Scroll to the Drawing Tools section** to begin showing the available options.



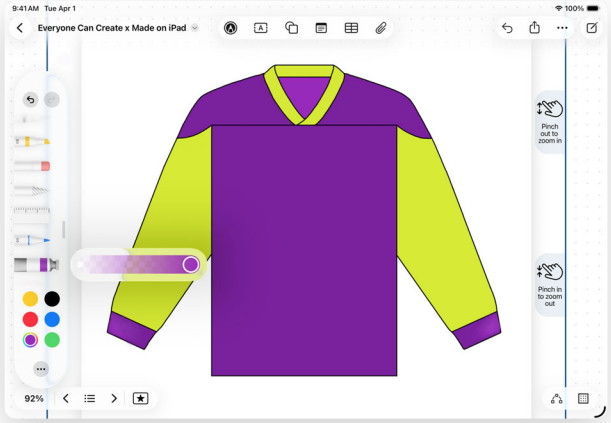
Highlight the key drawing tools in Freeform:

- In the navigation bar, **tap on Drawing Tools** Ⓐ to display the drawing toolbar.
- **Scroll through the toolbar** to explore the full range of drawing tools.
- **Select any tool** to see how it appears when drawn on the canvas.



- **Tap the tool again** to view the customization options, such as colour, width and opacity.
- **Demonstrate** how the drawing toolbar can be repositioned by holding and dragging it to any edge of the screen.

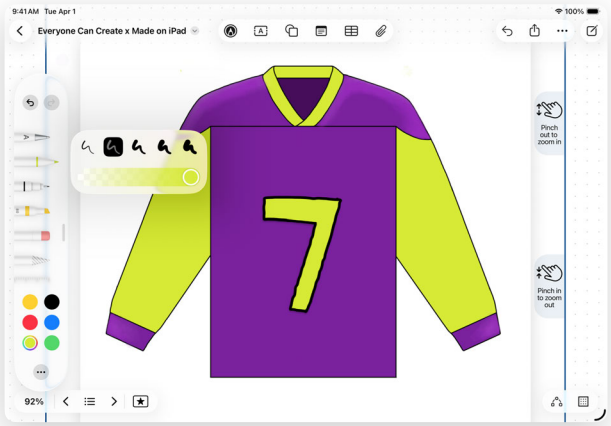
Tap on the arrow to transition to the next scene and begin applying these tools in the activity.



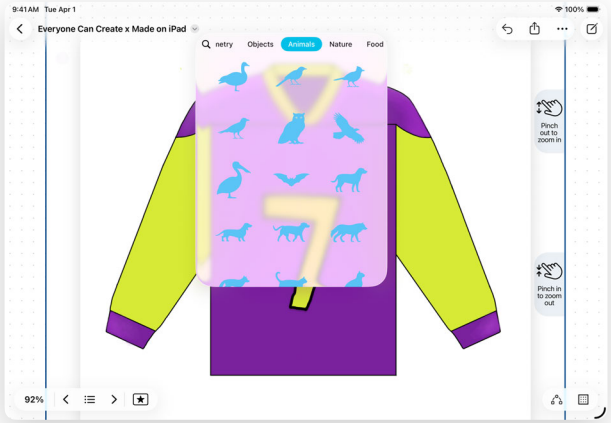
This Let's Play scene uses drawing tools to create a jersey design as a warm-up activity, building familiarity with key tools in Freeform.

Demonstrate how to use the core tools on the drawing palette:

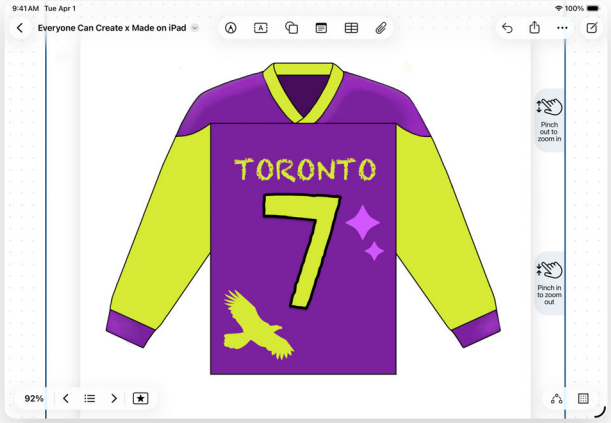
- Fill Tool — **Tap inside a closed space or trace an outline** to fill it.
- Add Highlights — **Select a brush and a lighter hue**; add light strokes on each side of the jersey to create depth.



- Add Numbers and City Details — **Choose a Pen tool and a colour of your choice** to add a favourite number and city name.
- Use Shapes — **Tap the Shapes icon**; browse or **use the magnifying glass to search** for a meaningful shape, then **insert, resize, recolour or add an outline**.

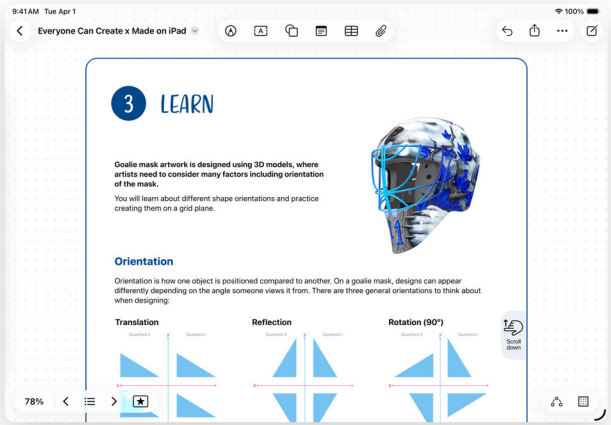


- Provide time for participants to refine and customize the jersey. Once complete, take a moment to admire and share the students' work. Then **proceed to the Learn scene**.



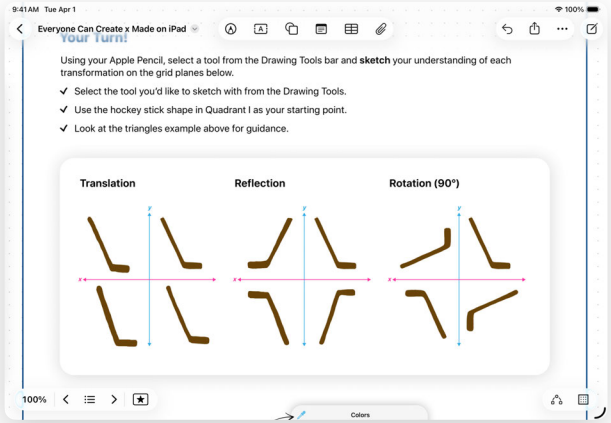
The Learn scene connects drawing tools to geometric transformations — the ways an object moves or changes position in a space.

- **Zoom in to each geometric concept (translation, reflection, rotation)** as it is being discussed.



- **Scroll to the Your Turn section at the bottom of the page**. Demonstrate how the quadrants move counterclockwise (Quadrant 1 to Quadrant 4) to reinforce how each transformation affects placement and orientation.
- Choose a Pen tool and use the colour picker to match the hockey stick colour.

Invite participants to draw orientations of the hockey sticks from Quadrant 2 to Quadrant 4 using the triangle examples as a reference. Provide circulation time for support, then reconvene to review the completed transformations together.

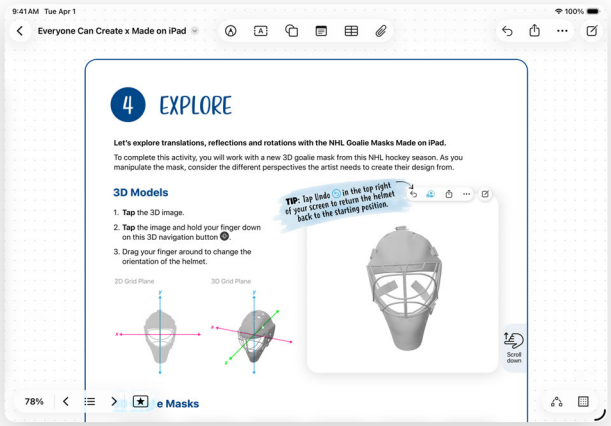


The Explore scene introduces the impact of artistic orientation and geometric transformation using 3D models of NHL goalie masks. The focus is on exploring how perspective shifts across quadrants and how design elements appear from different angles.

Demonstrate how 3D models function in Freeform:

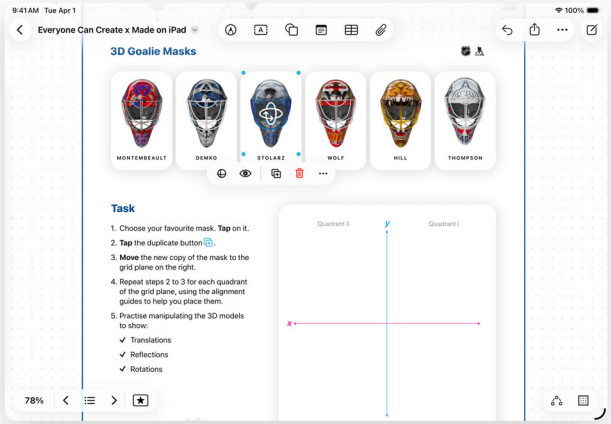
- **Tap on the grey mask and hold on the 3D navigation control** to rotate it, showing movement across the X (lateral), Y (vertical) and Z (diagonal) planes.
- **Use the Undo button to reset the orientation** as needed.

For visual learners, iPad and Freeform make it possible to manipulate 3D models on the Z axis — something that isn't often demonstrated in traditional classroom settings.



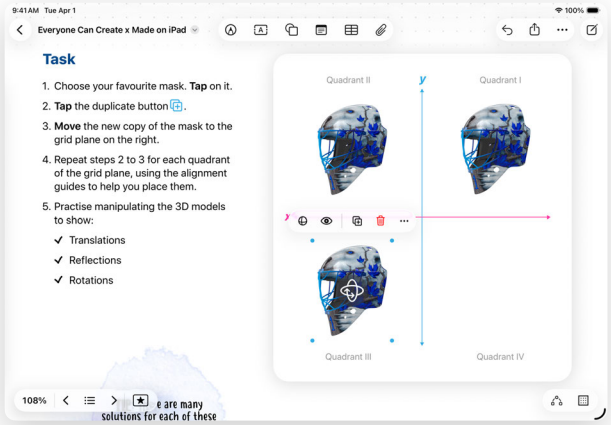
Scroll to the Made on iPad NHL Goalie Masks for this season:

- **Tap the Duplicate button** to place one in each quadrant of the grid plane.
- **Manipulate the mask** in Quadrant 1 to establish a starting orientation.
- Demonstrate how making the masks in each of the remaining quadrants demonstrates a translation.

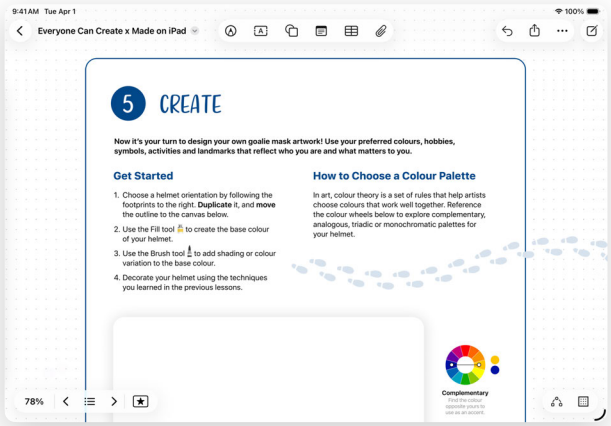


Invite participants to complete the translation by aligning the masks' orientations in all quadrants. Then, attempt a **reflection and rotation** using the same grid planes. Encourage attention to placement, symmetry and artistic details, including creative symbols and personal references.

After completing the transformations, **move to the Create scene to begin designing personal goalie masks**.



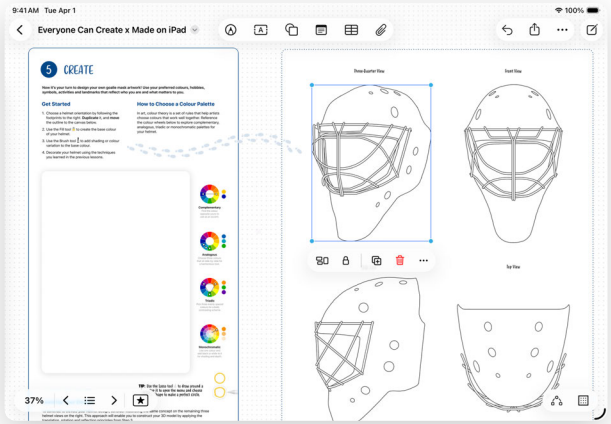
The Create scene demonstrates how to layer drawing tools such as the Fill tool, pens, brushes, colour options and shapes when building a goalie mask.* The exemplar uses a baking theme as one example, but participants are encouraged to choose themes that reflect their own interests and identity.



This scene can be as short or as long as desired. Suggested times are in bold brackets, accompanied by instructions to facilitate the session. But participants are also encouraged to create freely.

*Use your personal mask design here.

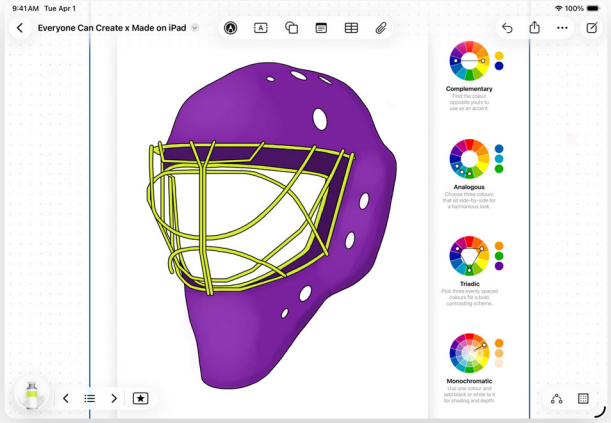
Using Apple Pencil on iPad presents a safe place to create and re-create even for the newest artists. You can draw, add shapes, media and images, and personalize your story with ease.



Guide participants through the initial actions for creating and styling their helmet design:

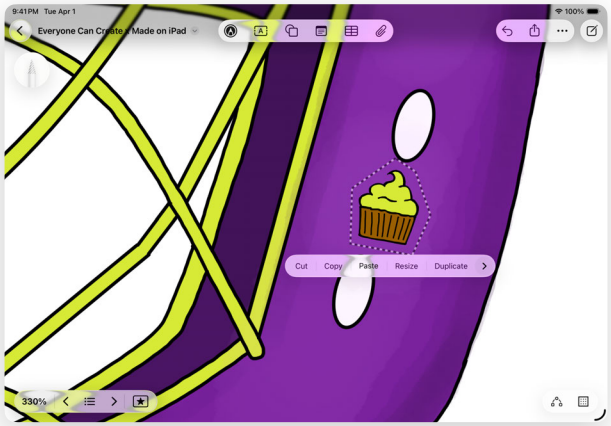
- **Set up the canvas by choosing a helmet orientation. Tap on the helmet, tap the Duplicate button** and drag it onto the canvas. **(1 min)**

- Demonstrate **choosing the base colours** using the Fill tool, referencing the colour wheels for guidance and colour theory treatments. **(2 min)**
- Use the Fill tool to test background colours and accent areas such as the cage of the helmet.
- Show how to add depth by **choosing the Brush tool and a lighter hue** of the base colour on one side of each part of the helmet. **(5 min)**

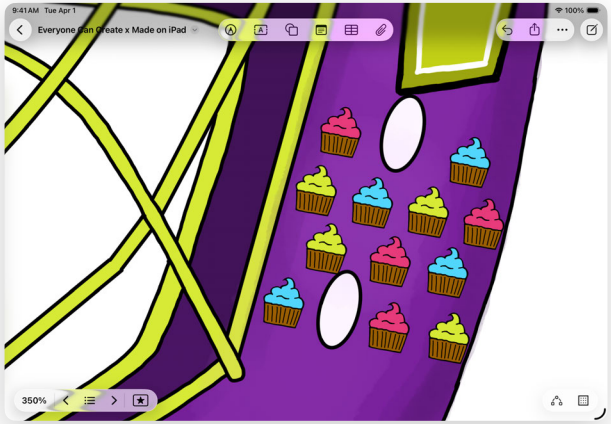


Demonstrate how to build on the base colour by adding design elements and applying geometry concepts:

- **Add a number to the helmet** using different Pen tools and colours, noting how perspective affects what the viewer can see. **(3 min)**
- Introduce a translation design by **drawing a small object using the Fill tool**, then **select the Lasso tool to select the object, then resize it to fit the helmet**. **(7 min)**



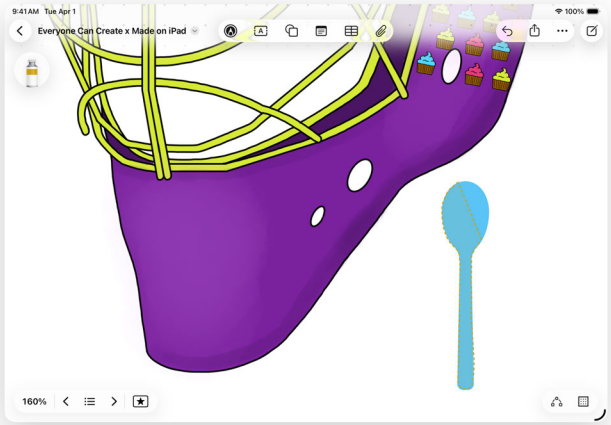
- **Duplicate the object** and **use the Fill tool or Pen tool to adjust colour details**. Then, **use the Lasso tool again and duplicate sets of objects** to form a pattern.
- Continue **duplicating them to fill the rest of the space for the translation** to be complete.



Circulate to check on/support participants or re-demo any aspects, as needed.

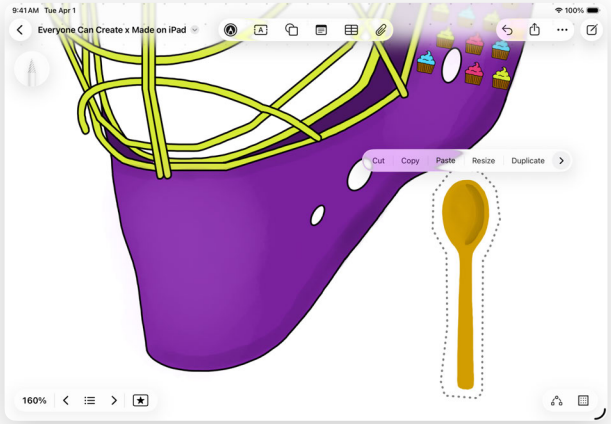
Demonstrate how to incorporate reflection by creating a symmetrical design element for the helmet **(10 min)**:

- Introduce reflection as symmetry. Select a central object **using the Shape menu to help draw the objects**.
- Position the shape of the helmet and **trace the shape outline using the Fill tool** to quickly colour it, then **add a black outline (using the Pen tool)** and **shading details (using the Brush tool)** to create a hand-drawn look.



- **Tap on the Lasso tool twice** and set it on "Drawings Only." **Select your drawing. Move the drawing to the desired place** on your helmet.
- **Delete the shape from the canvas**. Tap out of Drawing Tools to resize the drawing.
- If the drawing separates into pieces, **lasso the drawing** and **tap on Merge/Group** before placing it on the helmet.

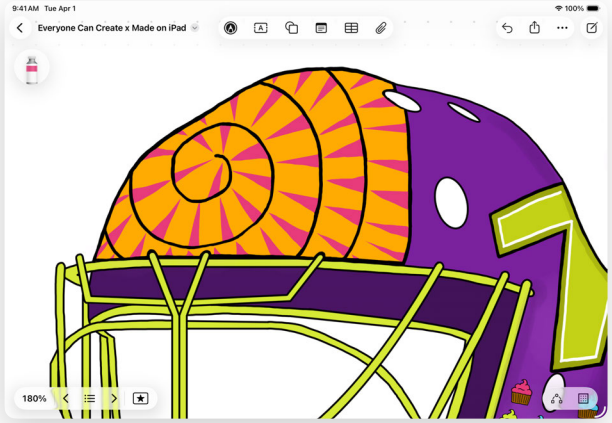
Give time and circulate.



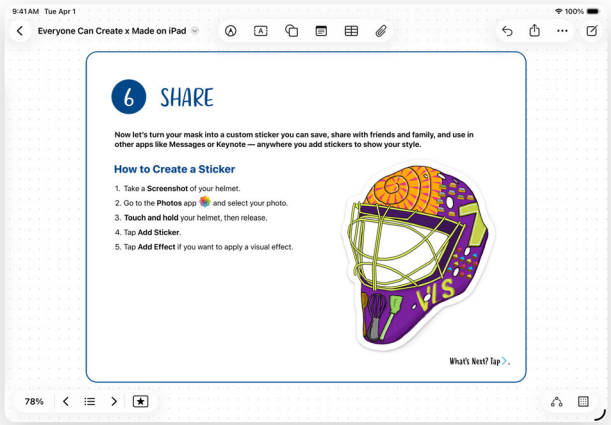
Demonstrate how to create a rotation design element connected to a chosen theme or hobby **(10 min)**:

- **Use the Pen tool to draw an outline of an object** for the front of the helmet. This can be a simple shape repeated around a pivot or a design that naturally rotates (like a lollipop).
- **Apply colour using the Fill tool**, then **add details that rotate around the centre of the object** (like stripes on a lollipop).
- **Add highlights and shading using the Pen and Brush tools** to create depth.

Provide time for participants to enhance their goalie mask designs with additional details, sketches and finishing touches.

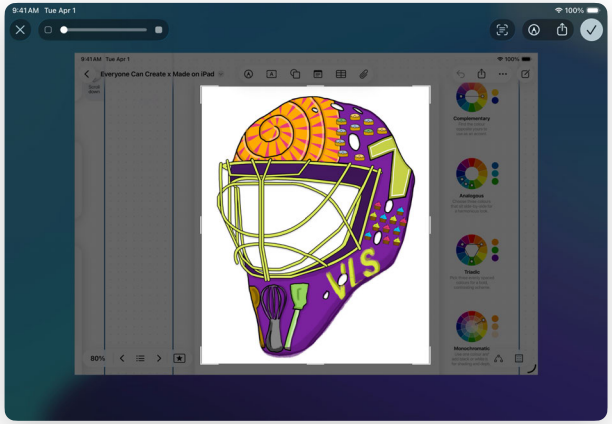


The Share scene turns the finished helmet design into a sticker that can be used to share with friends and family and be used in other apps like Messages or Keynote — anywhere you add stickers to show your style.



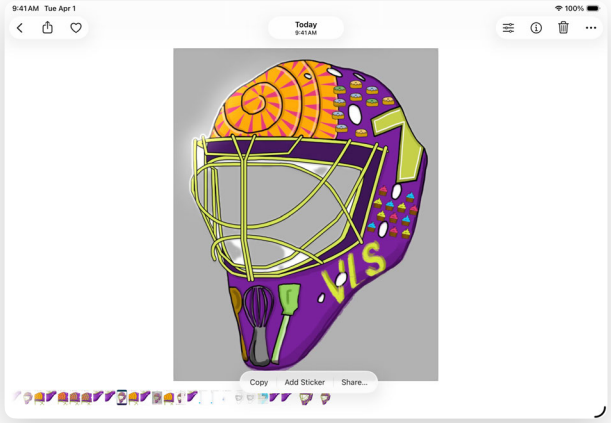
To generate a sticker from the completed design and prepare it for sharing:

- Capture a screenshot of the helmet **(press the Top button / Touch ID button and top Volume button)**.
- Crop the screenshot by **dragging the corners of the rectangle** so only the helmet is in the image.



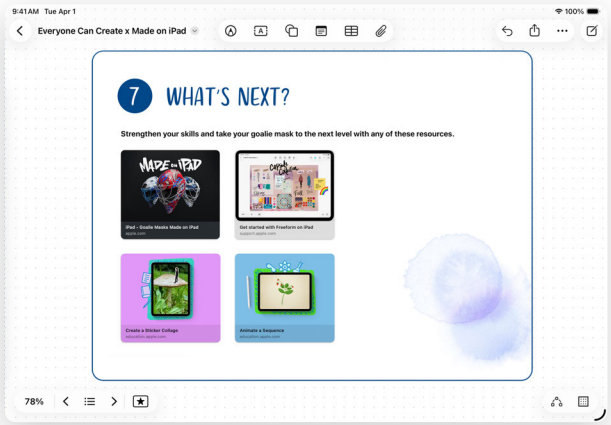
- **Open the image in the Photos app** and **hold your finger on the hockey mask and tap "Add Sticker." Add Effects** if desired.

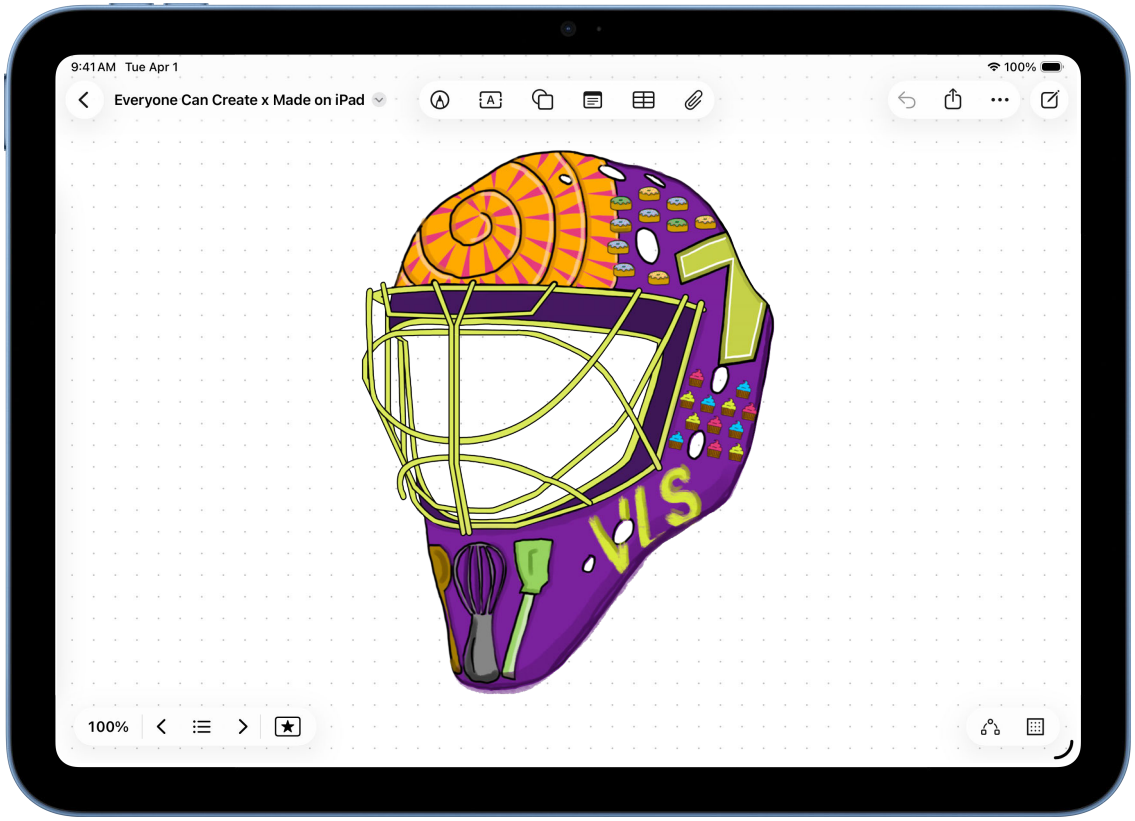
Highlight how iPad lets designs be shared instantly with AirDrop or Messages and reused as stickers across different projects and apps.



The What's Next scene extends creative skills by taking advantage of iPad's connected tools. Continue in Procreate to design a 3D goalie mask or reuse your custom stickers to build a collage that tells a story.

Keep exploring how iPad makes it easy to carry ideas forward and express identity, interests and unique perspectives.





Resources

Use iPad to continue developing your skills and take your goalie mask to the next level with any of these resources:

- iPad – Goalie Masks Made on iPad
- Get started with Freeform on iPad
- Create a Sticker Collage
- Animate a Sequence

© 2026 Apple Inc. All rights reserved. Other product and company names mentioned herein may be trademarks of their respective companies.