Activity idea for linking to Royal Cars resources

Design a pennant

Main focus of activity:

- To investigate the royal pennant and its design features
- To create own pennant
- To use a painting programme on the computer to transfer own design
- To consider the advantages and disadvantages of using a painting programme

Links to curriculum:

KS2 Art and design

Exploring and developing ideas

- record from experience and imagination, to select and record from first-hand observation and to explore ideas for different purposes
- collect visual and other information [for example, images, materials] to help them develop their ideas, including using a sketchbook.

Investigating and making art, craft and design

- apply their experience of materials and processes, including drawing, developing their control of tools and techniques
- use a variety of methods and approaches to communicate observations, ideas and feelings, and to design and make images and artefacts

KS 2 ICT

Developing ideas and making things happen

- how to develop and refine ideas by bringing together, organising and reorganising text, tables, images and sound as appropriate

Activity outline:

- Watch the Royal Cars video and discuss the Bentley State Limousine.
- Ask the class to think about reasons why they think that this car has a pennant and an illuminated crest.
- Discuss the elements of the design of the crest and pennant (use the information about the royal standard resource to help you).
- Explain to the class that they are going to think about 3 or 4 things that are important to them and design their own pennant or crest. Explain that they will be using a format like the royal crest of setting the images into each quarter putting an image that is relevant to them in each quarter.
- Pupils can use their sketch books to sketch out their initial designs. Then pupils can transfer their initial design to a finished piece.
- As an extension pupils could also use a painting programme on the computer to create their crest.
- Discuss with pupils how a painting programme differs from the actual sketching out on paper of a design and the advantages and disadvantages of both. The advantage in using a painting programme being they can undo mistakes and make changes to their initial design with ease.