

# Activity idea for linking to Livery resources

---

## Design a rider's hat

### Main focus of activity:

- To use a paint programme to design a suitable riding hat
- Be able to import own image into a paint programme

### Links to curriculum:

#### 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

#### Reviewing, modifying and evaluating work as it progresses

- review what they and others have done to help them develop their ideas
- describe and talk about the effectiveness of their work with ICT, comparing it with other methods and considering the effect it has on others [for example, the impact made by a desktop-published newsletter or poster]
- talk about how they could improve future work.

### Activity outline:

Discuss the different types of head wear that is worn by members of the Royal Mews riders. Some of the head wear is historic in design and worn because of tradition rather than 'wear ability.' Watch the livery video and identify the different headwear that is used.

Explain to the class that in this activity they are going to create their own head wear thinking about the rider's needs and also the safety aspects.

Ask the pupils to choose one of the rider's roles – postillion rider, carriage driver, Royal mail messenger etc and to draw up a design for some new head gear on paper annotating the different design features and ideas that they have included and why they have included them.

Pupils then use a paint programme to open up an image of their own head (teacher to have already prepared and saved into a shared area a head shot of each pupil) and using the paint tools to add a hat design.

Pupils to write a rationale for the design choices for this head gear to be displayed alongside the finished image.

Pupils discuss with peers what they have designed and its rationale and feed back to each other about possible changes and improvements.