

Guidelines for the use of 'HL4.1 Design a poster or programme cover for the Picturedrome'

Activity title:	Design a poster or programme for the Picturedrome
Curriculum area:	Art & Design
NC objectives:	Art & Design: 1a), 1b), 1c), 2a), 2b), 2c), 3a), 3b), 5a), 5b) & ICT: 1a), 1b), 3a), 3b), 4a), 4b), 4c), 5a), 5b), & 5c).
Main learning objective:	To design a poster suitable for a film/play using ideas from posters/playbills from the Picturedrome and other sources through time

Timing	Lesson plan ideas, activities and resource sheets
INTRODUCTION 20 minutes	<ul style="list-style-type: none"> Explain that for many events there is usually a printed programme e.g. plays, rugby and football matches, etc. Discuss what kind of things might be found inside. Show pupils the programmes through time on the 'HL4.1a Picturedrome posters' worksheet and the 'HL4.1 PPT Picturedrome film posters' and discuss how the design and content has developed. Visit the website of the National Theatre (http://www.ntposters.org.uk/), the Victoria & Albert Museum (http://www.vam.ac.uk/content/articles/t/theatre-posters/) and the British Library (http://www.bl.uk/learning/langlit/changlang/writtenword/adverthome/advert.html).
MAIN ACTIVITY 30 minutes	<ul style="list-style-type: none"> Issue 'HL4.1b Design a Picturedrome poster or programme front cover' worksheet. Invite pupils to select a book or story known to them and then use ideas that they have seen to design their own front cover or programme for a theatre production; they should work individually or in pairs. The programme cover could be designed using ICT to make it look like an authentic modern day programme.
PLENARY 10 minutes	<ul style="list-style-type: none"> Invite pupils to show their designs. The rest of the class must evaluate the programme front cover designs and suggest positive points and areas for improvement. Encourage suggestions relating to layout and content, drawing on previous observations about designs through time.

Suggested extension activities or cross curricular links:

- Design a logo or a mascot for the Picturedrome.
- Identify similarities and differences between programmes through time.