



TSS Primary Art MTP 2022-2023 Year 6 Block 3

Key Targets and Learning Objectives	Key Activities	Artist	Key Vocabulary
<ul style="list-style-type: none">• Design and draw a coat of arms for your school house (first initial design idea).• F1 Ethara schools project - project delivery and livery design• F1 Ethara project - developing team logo design ideas using Canva.com• Logo design development and F1 Ethara car net livery template.• F1 Ethara - developing a design for a team uniform. Apply and develop the F1 Ethara logo into a team car racing uniform.• F1 Ethara Merchandise design. Apply our F1 Ethara team logos to a range of product merchandise to support team promotion.• F1 Ethara presentation board. Create a presentation board on canvas.com	<ul style="list-style-type: none">• Design a Coat of arms• Design a detailed logo that represents your school house colour. Use markers to colour in your designs.• Design a Logo for F1 Ethara race team• Create initial design ideas for F1 Ethara cars and team logos.• Students will be given a design worksheet for their car. They will plan where the logo will be placed and what other designs they will put on the sides of the car.• Use canva.com to create a digital team Logo• Students will further develop their F1 team logo using a computer program called canva.com• Once the design is ready each student will e-mail their logo to the Art teacher to be printed and added to their F1 Ethara project book.• Make adjustments and finalise team logo• Students further develop the team logo using an assessment sheet to make it visually feasible. Once they have completed the assessment sheet they will go on canvas.com to make adjustments and improvements to their logo.• Apply colour scheme to car livery• Students will then get a template of the car and colour it using their team colour scheme.• Use color scheme and logo to design team uniform• Students will each receive a worksheet featuring a items of clothing, trousers, jacket, shirt and cap.• Students will add their logo to the uniform and use their logo colour scheme to design their teams racing uniform.• Students will then write a sentence for what works well and what doesn't work well with their design.		<ul style="list-style-type: none">• Coat of arms• Logo• Livery• Logo design• Isometric drawing• Colour scheme• Team name• Top view• Side view• Graphic design,• Logo• Design development• Computer generated design• Colour scheme• Brand identity• Font• Tag line• Symbol• Design development• Logo design• colour scheme• Design assessment• Car livery• Design development• Uniform• Isometric view• Front view• Side view• Back view



TSS Primary Art MTP 2022-2023 Year 6 Block 3

- Use color scheme and logo to design team merchandise
- Students will attempt to design product merchandise for their Race team.
- Students will be given a work sheet with various items like caps, mugs, water bottles etc. they will attempt to apply their color scheme and logo to the products various items to create merchandise featuring their race team.
- Make a presentation board to outline the process of creating the team
- Students will have to Assemble a visually cohesive and well laid out info graphic presentation board using canvas.com
- The students will be given presentation board template as a guide. The template will contain the basic layout of the presentation board as well as outlining the different sections students will need to develop.
- The presentation board is divided into 4 sections, Logo design and car livery, how the logo developed in Canva, how the uniform looks and what development stages it went through, how the merchandise design was created.
- In each section students will have to show how they developed the design, how they chose the colour scheme and design. What process they went through to make changes and improvements to their design.

- Merchandise
- Colour scheme
- Logo
- Design consistency,
- Products
- Presentation board
- Info graph
- Cohesive
- Themed
- Logo
- Colour scheme