



TSS Primary Art MTP 2023-2024 Year 6 Block 3 – F1 Ethara Design

Key Targets and Learning Objectives	Key Activities	Artist	Key Vocabulary
<ul style="list-style-type: none">• Understand the F1 Ethara school project and their design role.• Conduct research and brainstorm ideas through writing and sketching.• Create sketches and design plans for F1 project, including logo design and colour schemes.• Reflect on their design choices, gather feedback from others and explore ways to enhance the design.• Modify design solutions based on feedback and self-reflection.• Generate final designs for presentation.• Organize and present final design solutions through infographic presentation boards.	<p>Grade 6 students will acquire fundamental design knowledge and vocabulary. The focus will be on understanding how livery designs effectively communicate the key values and identity of a team.</p> <p>Students will start by researching existing designs and analyzing logo compositions, examining color schemes, fonts, and images. They will engage in brainstorming sessions to generate initial design ideas for a team logo and related product merchandise. After the initial design phase, students will undergo critical reflection, seeking feedback from peers and exploring avenues for improvement.</p> <p>Students will translate their refined ideas into final digital designs prepared for presentation. They will organize and showcase their designs through infographic presentation boards.</p>	Wieden+Kennedy Designer Company	Livery Logo design Isometric drawing Colour scheme Graphic design Principles of design Team values Design development Colour scheme Brand identity Font Tag line Symbol Merchandise Mind mapping