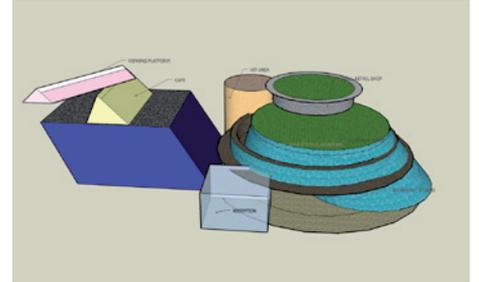


bringing the games home!

resource: drawing zone



1. Sketching

One of the best ways to start your class thinking creatively is to get them to individually draw ideas for their stadiums on A4 or A3 paper using pens, pencils and felt pens.

This can be very experimental but use the design briefs and encourage them to explore:

- ▶ How people will get in and out of the venue
- ▶ If there are different levels
- ▶ What the building is made of
- ▶ What shape it is
- ▶ And if there are any signs or score boards etc

2. Photo collage

This is a great technique that designers often use.

- ▶ Take a picture of the proposed site
- ▶ Print it as big as possible in B&W on an A4 sheet
- ▶ If you have a photocopier try blowing up to A3
- ▶ Print a copy for each child
- ▶ Using pens, pencils and colored felt pens encourage the children to draw their building ideas directly onto the site picture - architects call this 'drawing in context'

Your class will need a little encouragement and it always helps if you can demonstrate the technique first. Note: this is not about who can or can't draw in perspective! It really is just a tool for helping them to explore their ideas so really encourage them to put lots of labels on their drawings as well to tell people what is going on, what they would change, improve etc.

A variation on this would be to treat it more as a mix of drawing and collaging design ideas using a variety of materials, scissors, glue sticks etc.

Or you could do it directly on a computer using a number of suitable drawing packages.

3. Acetate drawing

Another technique is to use site photos as above but to lay a sheet of either A4 or A3 acetate over the top and use OHP pens or water based permanent markers to sketch ideas.

4. Layout plan

Another important technique at this concept stage is to use the plan of the site, if you have one to play around with the layout of your group of stadia. Again encourage your class to think about:

- ▶ How do people get in and out of the site
- ▶ Where do the various buildings need to go in relation to each other and in relation to existing roads, shops, stations, houses, local areas etc.

This can be quite a good class or group exercise if you work at a large scale. You could cut out pieces of coloured paper or use 'post it' notes to represent the different buildings, moving them around and discussing the variety of possible site layouts.

5. Google SketchUp

Google SketchUp is a free software package which can be downloaded from the internet. Encourage your students to work through the tutorial which introduces the main tools and how to use them and takes 15–30 mins to complete. (Students familiar with CAD software in D&T will be familiar with some of the tools.)

SketchUp is great to quickly explore how to join together different 3D shapes, so get them to draw a shape for each function in the checklists then join them together and soon they will have an interesting building form to manipulate further.