

Guidelines for 'Design a GRFC match day programme front cover

Activity title:	Design a GRFC match day programme front cover
Curriculum area:	Art & Design
NC objectives:	Art & Design: 1a), 1b), 1c), 2a), 2b), 2c), 3a), 3b), 5a), 5b)
Main learning objective	To design the match day programme front cover using ideas from front covers through time

Timing	Lesson plan ideas, activities and resource sheets	
INTRODUCTION		
	programmes. Discuss what kind of things might be found inside. If possible, show pupils a recent example.	
20 minutes	• Show pupils the programmes through time on the '3.6a Designing a GRFC programme front cover' worksheet and discuss	
	how the design and content has developed.	
	• Visit http://www.gloucesterrugbyheritage.org.uk/category_id_23_path_0p43p.aspx at the Gloucester Rugby Heritage	
	website to view other programmescontinued	







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INTRODUCTION	•	Visit the Gloucester Rugby Football Club website and look at the fixture section. Ask pupils to select the date and team that they would like to design their front cover for.
MAIN ACTIVITY	•	Issue '3.6a Designing a GRFC programme front cover' worksheet. Invite pupils to use ideas that they have seen to design
30 minutes	•	their own front cover; 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	•	Invite pupils to show their designs. The rest of the class must evaluate the programme front cover designs and suggest
10 minutes		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:

- Redesign the GRFC club logo
- Design the GRFC mascot
- Identify similarities and differences between programmes through time
- Design logos for the clashes between GRFC and other teams to go on programme front covers



