



Futurism Project

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| Activity title: | Draw a futurism art picture |
| Curriculum area: | KS 3 Art and Design |
| NC objectives: | 1.4b, 1.4c, 2.1, 2.2, 4a, 4d & 4e |
| Main learning objective | To understand the concept of futurism and apply it to rugby |

| Timing | Lesson plan ideas, activities and resource sheets |
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| INTRODUCTION 15 minutes | <ul style="list-style-type: none"> Use PowerPoint 6.3a. Slides 1-3 introduce the concept of futurism. Use the Internet to search for futurism images (Umberto Boccioni is a good example) and show examples of futurism pictures. Use the pictures of Gloucester Rugby Club players to inspire them to start thinking about how a futurism project could look if based around rugby. |

Continued



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| <p>MAIN ACTIVITY</p> <p>30 minutes</p> | <ul style="list-style-type: none"> • Use the photo copies of Gloucester rugby players to get the students to produce their own 'Futuristic' style rugby drawing. • Look at the body positions, arms, legs, teamwork, movement, etc. • The title for this activity is "<i>The Dynamism of Rugby</i>". • When students have drawn their 'composition', colour them in using only red, white, and black (club colours). |
| <p>PLENARY</p> <p>5 minutes</p> | <ul style="list-style-type: none"> • Each pupil presents their Futurist compositions to the group. |

Suggested extension activities or cross curricular links:

- Pupils could enlarge their compositions into paintings, collages, murals, etc.
- Produce other studies depicting speed and movement.
- IT opportunities for image manipulation.
- Further related studies of 'Cubism'.