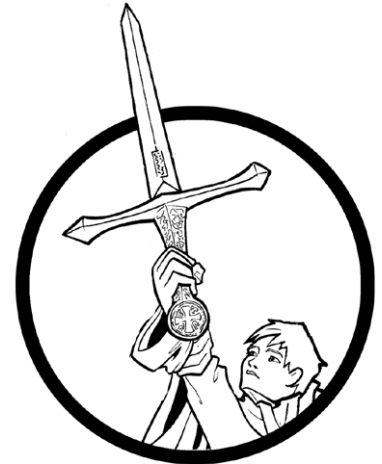


Graphic Classics

Worksheet 2

King Arthur

**Working as members of
a design team**



DIRECTIONS:

1. To undertake this activity you are to work as a design team of five members. It will be helpful if the team has both male and female members.
2. Your team has won a contract to plan a theme park based on the legend of King Arthur.

GROUP MEETING.

To begin you must hold a group meeting at which you must:

1. Decide on a name for the theme park.
2. Devise a list of all the exhibits, attractions and dramatic re-enactments that will be featured. Other details such as food outlets may be included.
3. Determine which members of the team will undertake the individual tasks. For the largest task two members may work together.

INDIVIDUAL TASKS.

1. Use the list of attractions that the group planned and create a map for visitors to follow so that they will see events in King Arthur's life in the correct sequence.
2. Design a logo to be used on all stationery and advertising material. This will reflect the theme of the park and may have art work and lettering as part of the design.
3. Design a uniform or costume to be worn by male attendants. This must reflect the King Arthur theme. Sketches must be shown in colour.
4. Design a uniform or costume that is to be worn by female attendants. Again this must fit with the over-all theme. Sketches must be in colour.
5. Prepare a detailed plan for a poster to advertise the theme park aimed at attracting visitors and give relevant information about the park.