

Learning objective and success criteria	Before the lesson
<ul style="list-style-type: none"> <li>• To understand how visual language can be used to communicate personality and interests</li> <li>• I can design my own coat of arms by selecting and placing imagery appropriately within a shape</li> <li>• I know what a coat of arms is and how symbols represent a person</li> <li>• I understand the context of design throughout human history</li> </ul>	<p>Watch</p> <ul style="list-style-type: none"> <li>• <i>Teacher video: Coat of arms</i></li> <li>• <i>Pupil video: Coat of arms</i></li> </ul> <p>Note</p> <p>In this lesson, the children use Sketchpad.io to make their online designs. If you or the children need reminders on how to use Sketchpad.io, see the lessons in <i>Computing, Year 1, Getting started</i>.</p> <p>Have ready</p> <ul style="list-style-type: none"> <li>• <i>Presentation: Example coats of arms</i> (see Attention grabber)</li> <li>• <i>Presentation: Coat of arms - Using Sketchpad.io</i> (see Main event)</li> <li>• Paper (A4 or A3) for each child to draw a mind-map</li> <li>• Coloured pens or pencils on each table</li> <li>• Laptops or desktops with 'Sketchpad.io' loaded on an internet browser - one for each child</li> <li>• <i>File: Coat of arms.jpg</i> - this may be imported following instructions on slides 2-3 of the <i>Presentation: Coat of arms - Using Sketchpad.io</i></li> </ul> <p>Print</p> <ul style="list-style-type: none"> <li>• <i>Activity: Coat of arms initial ideas</i> (see Classroom resources) - one for each child and additional copies for any child requiring additional support who may prefer not to use Sketchpad.io</li> <li>• <i>Activity: Example coat of arms initial ideas</i> (see Classroom resources) - for any child requiring additional support</li> </ul>
<b>Attention grabber</b>	

Explain the history of the coat of arms to the pupils.

In the Middle Ages, a nobleman – someone from a wealthy, important family, used symbols to represent themselves and their family. The symbol was painted onto shields and woven or embroidered onto banners and on the coat that a nobleman would wear over his armour. The coat with the symbol was very practical. It allowed individual people to be identified easily as otherwise, when they were wearing their armour and helmets, one knight looked very much like another. The identifying symbol became known as a ‘coat of arms’ after the coat that went over the armour.

Initially, people used to design their own coat of arms and often the designs changed over the years but by the end of the 12th century, the designs became fixed and were passed on from father to son. The word, ‘heraldry’ is used for the system of using coats of arms to identify people and families. Heraldry didn’t just tell you the family name. It also told you something about how rich and important the family was.

Over the years, coats of arms were given to organisations and cities. Organisations called guilds were set up to regulate trade, controlling how much people should be paid and what their working conditions should be. Many of these guilds still exist, such as the Worshipful Company of Fishmongers, which was established in 1575. The coat of arms has pictures of fish and mermaids on it.

In more modern times, you often see coats of arms on school badges, on town council property. The idea of symbols being used to represent someone or something is the basis of our modern day logos, which are widely used for promotion by, for example, businesses and sports clubs. Many football clubs have their own coats of arms or crests.

Display the *Presentation: Example coats of arms* and go through the slides with the children.

Presentation: Example coats of arms

Show on your interactive whiteboard

Slide 2 shows an image of an engraving of three knights who are in their chainmail armour and hold shields, showing their individual coat of arms.

Slides 3-6 show examples of different coats of arms.

Get the children to identify the different images used and imagine why these images were chosen.

**Main event**

Explain to the children that they are each going to plan a coat of arms to represent themselves and produce this using SketchpadArt on a computer.

Give each child a copy of the *Activity: Coat of arms initial ideas*, which gives a blank coat of arms shield shape, divided into four equal parts (quadrants). Hand out paper to each child and put out coloured pens and pencils. The children are going to create a mindmap to help them come up with ideas for their coat of arms.

Play the children the *Pupil video: Coat of arms*.

Ask the children the following questions, giving them time to make notes or small sketches as a mindmap to help them with their ideas for their design.

- What symbol/picture could represent a place that is important to you?
- What symbol/picture could represent a hobby or activity that is important to you?
- What animal would you choose to represent you?
- What is your favourite subject at school?
- Are there any colours that you like or that you think are associated with you?
- Are there any other symbols or pictures that represent you, for example for a hobby, something you play, something you collect or something you like to eat?
- Do you have a personal saying or soundbite, what is your special message to the world?

Once the children have their notes, encourage them to sketch an initial idea inside each quadrant of the coat of arms outline in the *Activity: Coat of arms initial ideas*. The sketches should not be neat or accurate, but a quick draft of an idea that they can then design on the computer.

Explain to the children they will need to draw the images that they want to add to their design, so they need to make sure that what they draw as part of their initial design, they will be able to copy or source from the internet or the Sketchpad clipart library.

Once the children have enough ideas to get started, give each of them a laptop or desktop computer loaded with 'Sketchpad.io' on the internet browser.

Display the *Presentation Coat of arms - using Sketchpad.io*.

Presentation: Coat of arms - Using Sketchpad.io

Display on your interactive whiteboard

The children can create their coat of arms using one of the following:

- The tools that you will show them in the *Presentation: Coat of arms - Using Sketchpad.io*.
- The coat of arms image (Coat of arms.jpg) imported by following the steps on slides 2-3 in the *Presentation: Coat of arms - Using Sketchpad.io*.

Go through the slides of the *Presentation: Coat of arms - Using Sketchpad.io* to make sure the children understand how to use the Sketchpad.io tools.

- Slide 4 covers adding shapes.
- Slide 5 covers finding images from the internet and/or the Sketchpad clipart library.
- Slide 6 covers how to add text.
- Slide 7 covers how to add drawings.
- Slide 8 gives top tips (dos and don'ts) to help keep children safe when searching on the internet.

## Wrapping up

Print the children's designs and ask them to save their digital file in a shared folder or on Google Drive.

Then, gather everyone around and share some of the designs. Hide the names and see if pupils can guess who designed each shield, encouraging them to justify their answers, referencing the images used and what they know about the people in their class.

If you have further time to spend on this, you could get the children to:

- Make a larger scale coat of arms, drawing their imagery from observation of the printed design.
- Print the coat of arms onto inkjet transfer paper and iron onto a tote bag or t-shirt.
- Use clay slabs to create a smaller scale coat of arms, moulding clay to create the symbols/images.
- Use cardboard boxes to create a larger scale shield and paint and coloured papers to complete the design.

### Glossary

- Coat of arms
- Shield
- Armour
- Symbol

### Assessing pupils' understanding and progress

**Pupils with secure understanding indicated by:** Understanding how coats of arms developed and how images and symbols can represent meaning as well as selecting and using imagery for their own design.

**Pupils working at greater depth indicated by:** Creating a more complex design, either with more than four areas or more decorative features as well as explaining the positioning of different images or text within it.

### Next steps

**Pupils needing extra support:** May need help selecting appropriate imagery. Could give them a copy of the *Activity: Example coat of arms initial ideas* to get them started. Could use another copy of the *Activity: Example coat of arms initial ideas* to complete their final design in place of using Sketchpad.io.

**Pupils working at greater depth:** Should be challenged to draw more than one design, to add more areas or decorative features including annotation.