

Schematic Maps

Russell Townsend



What is a schematic map?

It's a map that might describe:

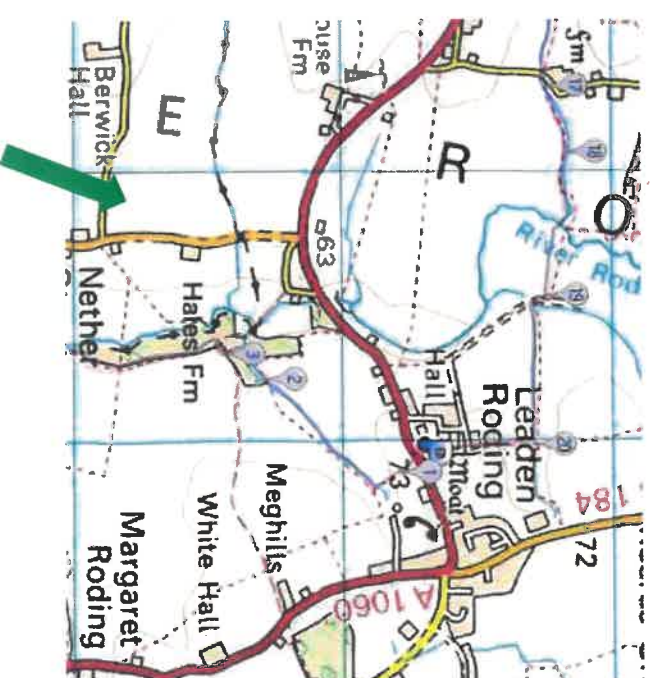
- a transport system like the London Underground
- a route for cyclists or walkers
- how to find somewhere like a zoo or theme park

Schematic maps don't have to use scale or actual geography. But, for clarity, they do use symbols, pictures, colours, shapes and lines.

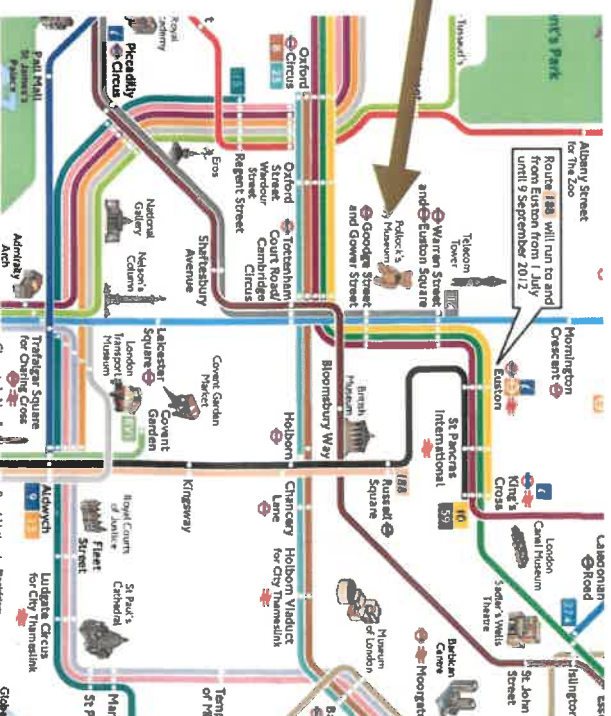
They are simple, diagrammatic, uncluttered, clear and communicative.

YOUR TASK

On A4 paper, design a schematic map that describes your route to school. Use symbols, pictures, colours, shapes and lines to show landmarks, junctions and other key points along the way. You can choose a different journey that you do on a regular basis if your school journey is, for example, very short.



This is an Ordnance Survey map. It is drawn to scale and shows correct geography. The other maps on this sheet are schematic and for clarity don't use scale and geography.



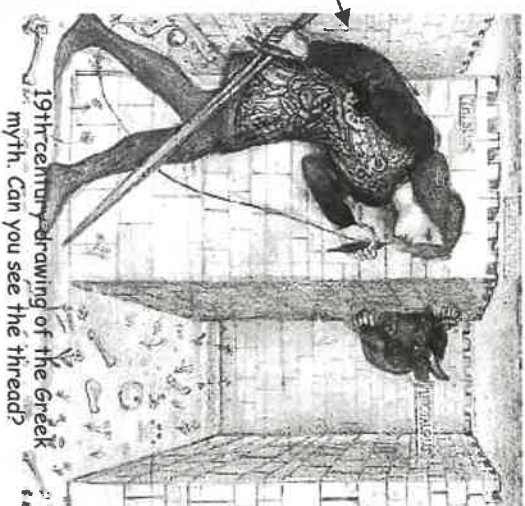


Ancient Celtic maze



Greek mosaic of Theseus slaying the Minotaur in the labyrinth

In Greek mythology, the labyrinth was a maze constructed for King Minos of Crete to hold the Minotaur, a creature that was half man and half bull. It was eventually killed by the Athenian hero Theseus, who provided him with a faithful thread to wind his way back out of the labyrinth.



19th century drawing of the Greek myth. Can you see the thread?

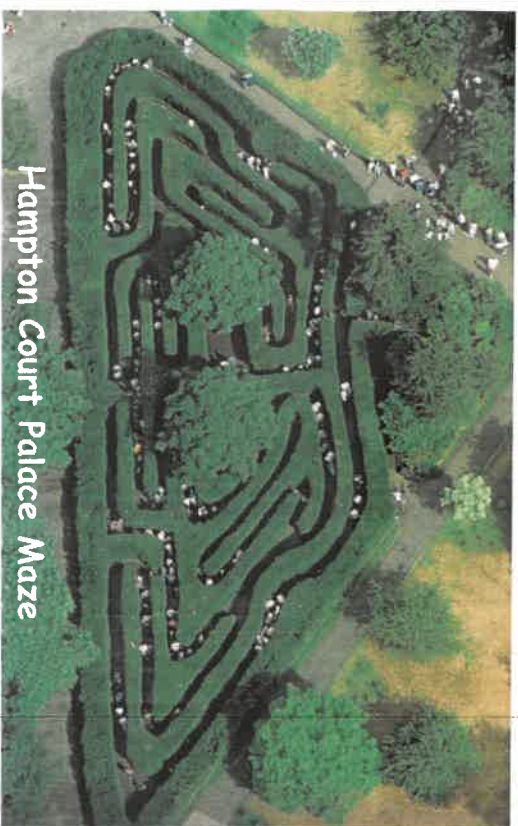
Mazes, or labyrinths, are very ancient and can be found all over the world. They come in all shapes and sizes and can be simple or complicated.

Mazes

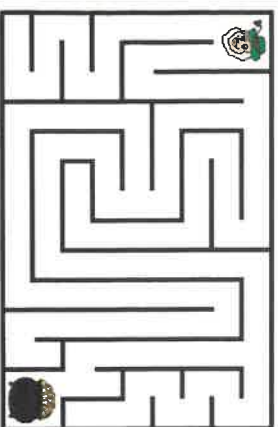
Please do not draw on this sheet!

Your task is to design a maze. Use plain A4 paper or square grid paper. It can be as **difficult** or as **easy** as you like. It can use straight lines, curly lines, or be based on a geometric shape like a circle or hexagon. A good piece of work will be well drawn and include **colour**, perhaps drawn in 3D. Give your maze a theme like Theseus and the Minotaur, a rabbit looking for his carrots or a pirate looking for treasure!

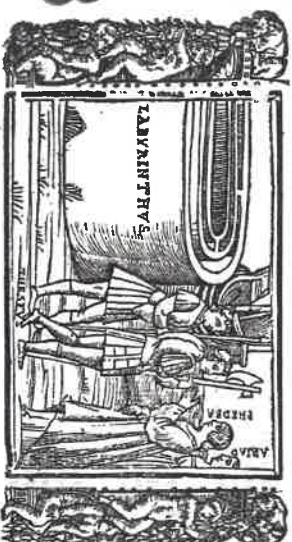
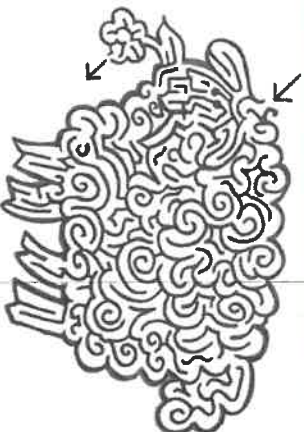
Timings: 10 mins to go through the worksheet, 10 mins for the exercise below, 30 mins for the drawing.



Hampton Court Palace Maze

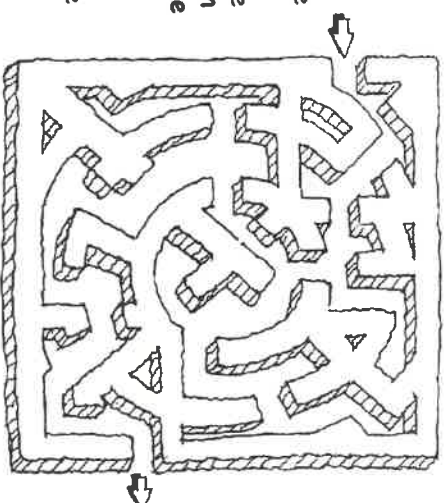


Happy Saint Patrick's Day!

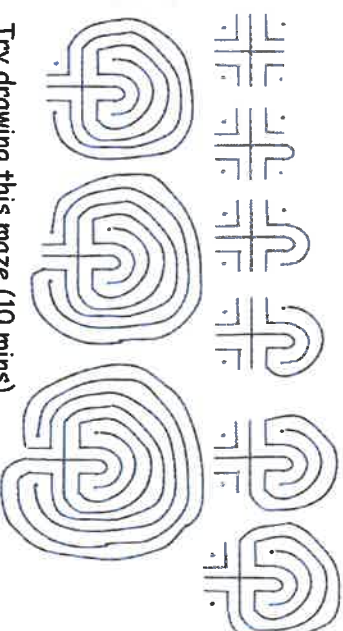


Medieval Maze Woodcut

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3D Maze



Try drawing this maze (10 mins)

Weather Symbols

Ideograms are simple pictures that are used instead of words.

They are usually shapes of one colour on a contrasting background. They are not line drawings. Look at the examples of transport ideograms in the bottom right corner.

You need: A4 paper, pencil, ruler and rubber
If possible: Compass or circle template

Your task:

Accurately draw six squares as shown opposite.

In each square, design a weather ideogram for the six types of weather listed below.

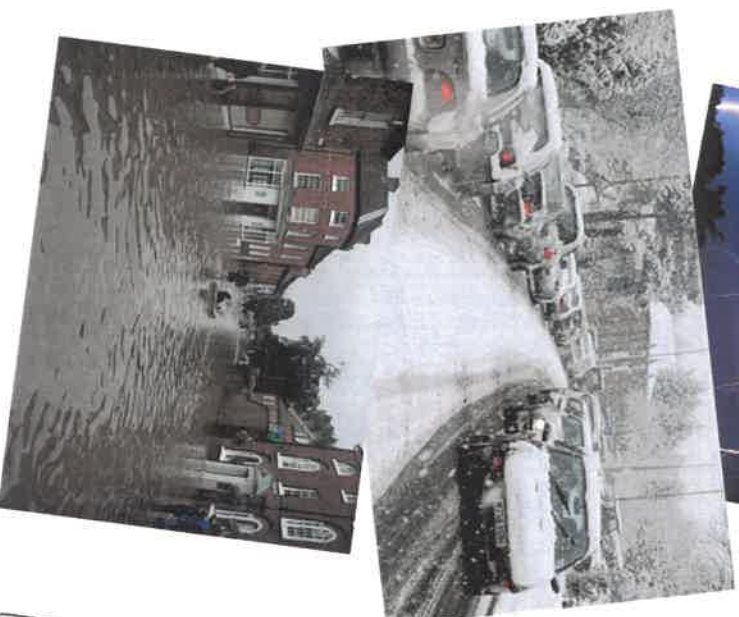
Use only one colour or just an HB pencil.
Spend about 8 minutes on each ideogram.

Sunny
Cloudy
Sunny intervals

Thunder storm
Snow
Wind



- All of you must: complete six ideograms in six squares.
- Some of you should: Round the corners of the squares and include a drop shadow.
- Some of you could: Think of two more types of weather and do two more symbols on the back of your sheet.
(Hurricane, blizzard, tornado etc.)



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Draw 6 squares on your paper this size
(70mm x 70mm)

Don't forget to put your name on your work.



'Cut Out & Keep' Board Game

On a piece of plain A4 paper, design a 'Cut Out & Keep' board game.

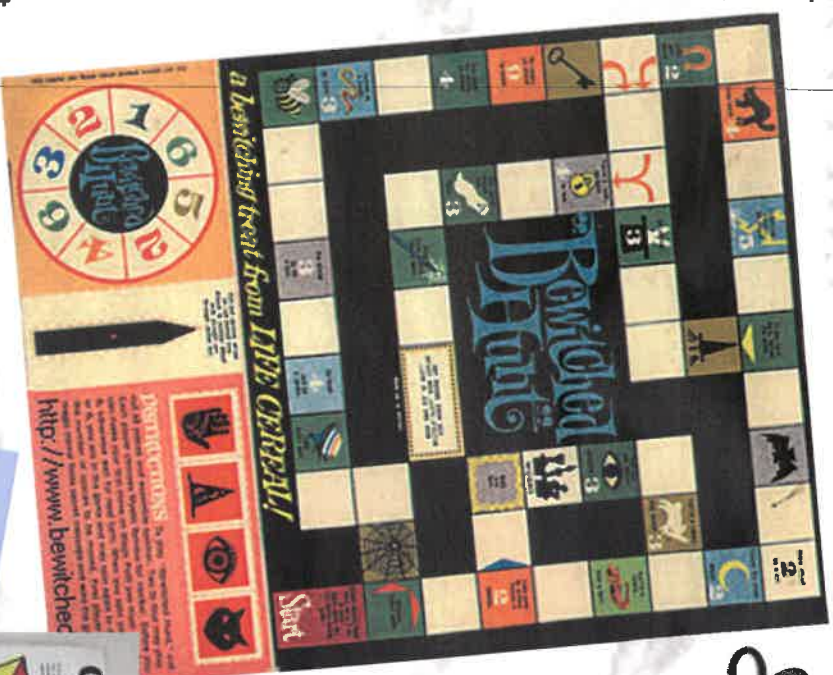
This could be printed on the back of a cereal packet like Corn Flakes for example. The design should include the board, 6 playing pieces, a spinner and instructions all on the same A4 piece of paper.

The game and counters would be cut out with scissors and assembled. The spinner could use a cocktail stick.

It should be suitable for a child of about your age and you must use one of the following themes:

- Jungle
- Space
- Sport
- Travel
- History
- Environment

If you've got a computer room then use TechSoft 2D design. Set up an A3 document with a 5mm grid. Use as many of the software's features as you can.
No internet downloading.



- All of you must complete a board game with counters.
- Most of should include instructions, spinner and counters using colour.
- Some of you could include 3D playing, or other parts, that are cut out like nets and assembled.

ROBOTS

Robots, as *we* know them, came out of the late *nineteenth century*. They featured in films of the early 1950s as *mechanical humans* that would perform superhuman feats. Other robots simply carried out household tasks like cleaning and cooking while their owners sat back and relaxed. Our fascination with robots is still with us. Robots feature in *Star Wars* (1977) and *Terminator 2* (1991). Sadly, our vision of robots from the 1950s never quite materialised. We have Robots today of course but they are usually just computer controlled **Robot Arms** performing boring, repetitive tasks in car factories. There are exceptions though, the *Curiosity Mars Rover* that went to the planet Mars to look for signs of life is a sort of robot, but didn't quite look as good as the robots of science fiction films.

[YouTube](#)



[Scene](#) from the film 'Tobor' (Robot spelt backwards)



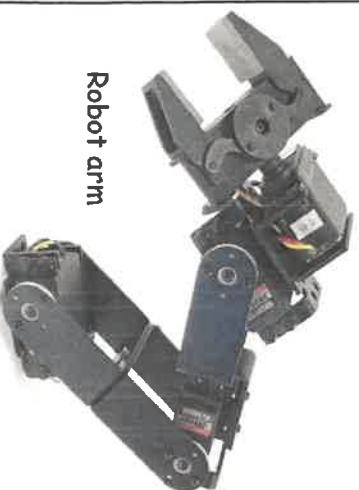
Star Wars Robots



Your task... What will robots be like in a hundred years time?

- On plain A4 paper draw a robot of the future. Think about what our needs might be in a hundred years' time and what tasks you think we will want robots to do for us.
- Use labels, notes and titles to **fully explain** what the robot does and how it works.
- For a good mark, include lots of detail, colour and shading. Try to make the drawing as 3D as possible. Use your imagination!
- **Timings:** 10 mins to go through the worksheet, 40 mins for the drawing

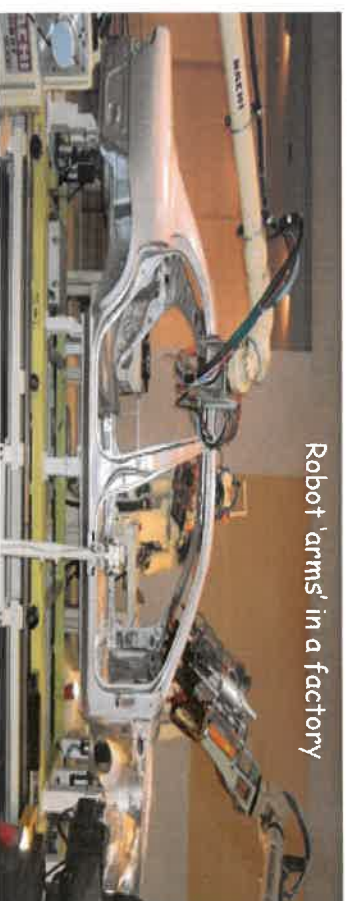
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Robot arm



Curiosity Mars Rover



Robot 'arms' in a factory

CD, Vinyl Album or Download Artwork Design



Whenever bands or artists release singles or albums they always have artwork to help promote their music. A lot of artwork relies on photos - but not always

Design Brief:

A new band is to release their first single. Design the promotional artwork for the single.

Think of...

1. a name for the band or artist
2. a name for the single
3. what type of music it is

Specification

- The artwork should fill the square.
- It should reflect the image of the band or artist and the style of the music.
- It should be appropriate for any age group.
- Any text should be clear and legible (readable).

This work will be given verbal feedback

Name:

All must: design appropriate, original artwork that includes the name of the artist and song title.

Most should: produce work that clearly captures the artist's image in a innovative way.

Some could: design artwork that demonstrates good design flair and a range of graphical techniques.

Stonehenge

is a prehistoric monument in Wiltshire. It is one of the most famous sites in the world. Archaeologists believe the stone monument was built around 2400 BCE.

No one is quite sure what Stonehenge was used for or how it was constructed. Was it a place of ritual? Was it a space observatory where the stars and the seasons could be tracked? Stonehenge is a mystery.

Basically, Stonehenge was/is a ring of huge stones standing on end with a line of stones placed horizontally around the top.

Two upright stones and one across the top is called a **trilithon** (try-lee-thon). The stones can weigh up 45 tons each and be almost a big as double-decker busses. The vertical stones are sunk into the ground to keep them upright.

How did they build Stonehenge 4400 years ago when all they had was manpower ropes and wood? How did they get the stones to the site?

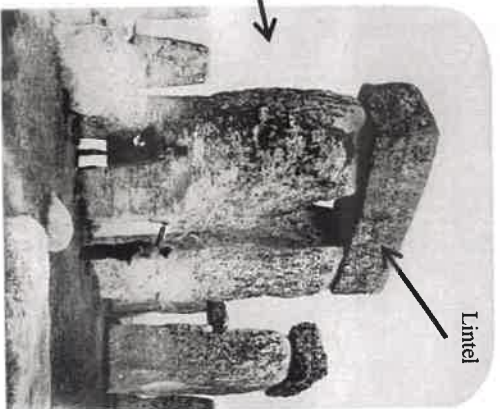
Your task, you need A4 paper:

Produce a series of drawings with some text that clearly illustrates how you think Stonehenge was constructed.

You need to show:

- how the huge stones were put in position
- how the uprights were pulled into a vertical position
- how the horizontal stone (lintel) was placed on top of the two uprights.

If you find it difficult to draw people just use arrows and symbols and labels instead.



Stonehenge reconstructed

Someone's idea about how the lintel was put in place.

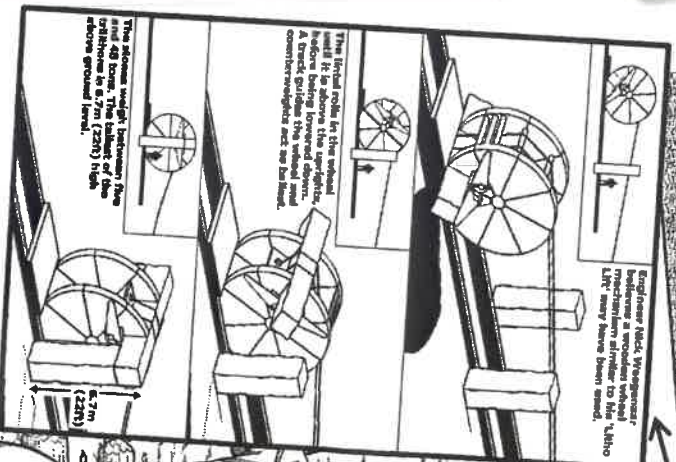
Suggestions:

Work out how you think they built the trilithons.

Break down how they did it into a number of stages.

Draw a square or cell for each stage.

Illustrate each stage in the squares like a comic strip.



All of you must produce a series of drawings that illustrate how a trilithon was built all those years ago with only men, ropes and wood.

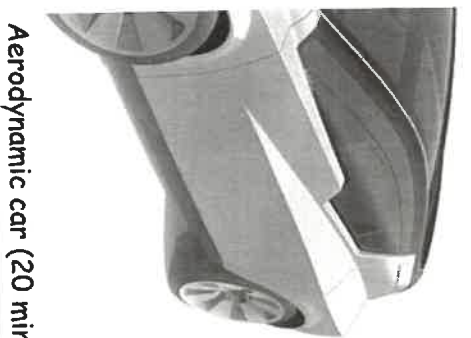
Most of you should produce a series of imaginative drawings with text in the correct sequence that shows how you think construction took place.

Some of you could include shading and toning to suggest surface texture like stone, earth and grass and perhaps draw people.

Comfy chair (10 mins.)



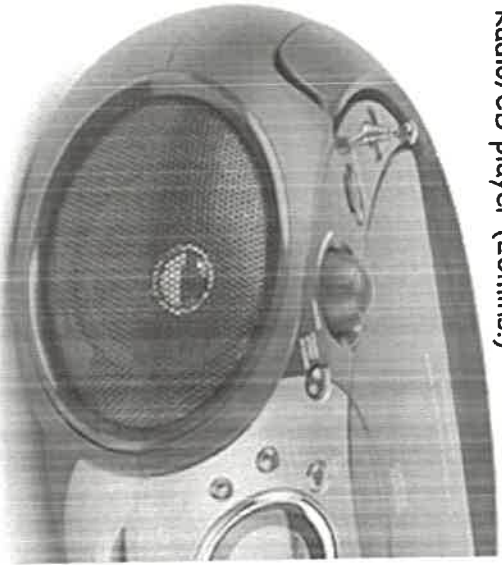
Complete the Drawing



Aerodynamic car (20 mins.)

Using a pencil only, draw the missing halves of these four objects. Include shading, surface texture and reflection. The borders indicate the size of the final drawing.

Radio/CD player (20mins.)

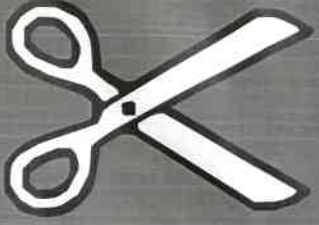



Toy box (10 mins.)



Name:

Tutor group:

					
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Go this way →

					
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Morphing is when one object gradually (or step by step) turns into another. It starts off as one thing and ends up as something else. Look at the example of the dart that morphs into a jet fighter on the left.

Going from left to right, morph the scissors into a spider (25 mins) then the padlock into a telephone (25mins). Shade in the background of each box from dark to light and light to dark as well. If you have time left over do your own one on the back of this sheet.

Name: Tech group:

On the back of this sheet design a shop front for one of the following shops called:

- **FOOTBALL CRAZY** - a shop specialising in football gear.
- **TOY CITY** - a toy shop.
- **MUSIC LAND** - musical instruments shop.
- **LOOK SMART** - a clothes shop

The shop owners want you to design a shop front that is different and eye-catching.

Specification

It must have:

- A door where you go in
- Windows for display
- A shop sign

Think about materials, colours, fonts, posters like **SALE** or **SPECIAL OFFER**

All of you must complete a design for a shop front in the space provided using colour.

Most of you should suggest materials like aluminium, glass, wood and plastic through your drawing.

Some of you could indicate light and shade from illuminated signs and spot lights in and around the shop.

DESIGN A SHOP FRONT

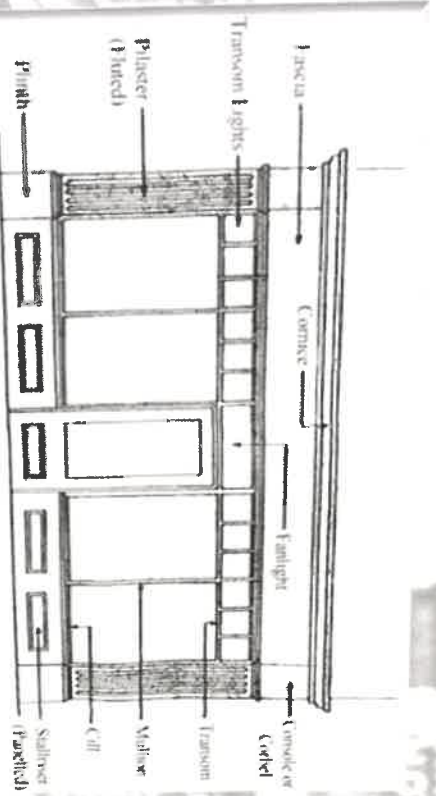


Figure 3.1: Elements of a traditional shopfront



Name:

ANALYST
JULY 1971
ON BOARD

AS