

Literacy/Art/Design/Analysis: Costume Design Project

Suitable for: KS2-3 (adaptable to KS4)

Overview:

This is adapted from a costume workshop that I run. Activities written in **green** can be taken as one exercise, activities in **blue** are another. Both can be used independently, or one after the other. The writing/text analysis element is fairly fluid and therefore adaptable to the curriculum for KS2-4/where you feel the learning focus needs to be.

Green activity: creating a character based on the outfit you have chosen for them, making decisions about their age, style, occupation, where they live, interests, based on the clothes you have decided you where. You can then complete a piece of creative writing based on your character (a play, a story, a comic strip etc)

Blue activity: Using a story/play as the starting point, creating a character costume drawing based on the information you have taken out of the text, deciding if you want to use an alternative setting/time period. There is also the option to use a range of mixed media to create your character drawing.

Questions for each activity and character outlines are included below.

Activity	Resources needed	Focus Areas
<p><u>Imagine a character:</u> choose clothes from any wardrobe in the house. Don't worry about if they match, just pick things that interest you/look fun. Put the clothes on a dressmakers' dummy/willing adult volunteer model. Don't forget shoes/headgear/jewellery/accessories Take photos of your creation!</p>	<p>Clothes from your wardrobe A dressmaker's dummy if you have one, but if not, somewhere to hang clothes or someone who is willing to act as a model If you don't want to use real clothing, have a character outline (included in this resource), magazines, glue and scissors to hand</p>	<p>Imagination Creative decision making play</p>
<p><u>Build a character background:</u> Now that you have a character in front of you, make some decisions about them based on the clothes they are wearing.</p>	<p>Green activity character questions (below) Pen/pencil and paper</p>	<p>Developing context Character analysis (especially thinking about what information we get from the clothes people wear e.g. their age, occupation, the era they are in, where in the world they live)</p>
<p><u>Creative writing:</u> Write a creative piece involving your character. This might be a play, a monologue, the beginning of a story, a folk tale, a poem, a comic strip etc. You could create more characters using the method above to include in your story/play.</p>	<p>Writing resources N.B. If you have more than one learner at home, they can work together to write a scene featuring all of their characters</p>	<p>Creative writing Literacy skills Handwriting Spelling/punctuation/grammar Story/plot structure Collaboration (see note opposite)</p>
<p><u>Creating a character from a text:</u> pick a story/novel or play. This could be one that you are currently studying, or one that you really enjoy. Pick a character. Using the text to give you clues and the questions below, write down what you know about your character.</p>	<p>Chosen story/play Blue activity character questions (below) Paper Pen/pencil</p>	<p>Text analysis Critical thinking Reading comprehension</p>
<p><u>Choose a setting/location/time period for your character:</u> you might want to do some extra research about your chosen setting (get images if you can). Decide whether you want to use the information about the character, or invent some ideas of your own (e.g. if you have chosen A Midsummer Night's Dream, what if it was set on a fairground instead of in a forest? What about a version of Treasure Island set in the future?)</p>	<p>For extra research: Internet</p>	<p>Understanding contexts: social, cultural, historical, political Imagination Research e.g. historical fashion</p>

<p><u>Create a character costume drawing:</u> Using the information you have, creating a drawing of what your character's costume would look like. Think about what clues it will give to the audience about the character. Don't forget to think about how colour, fabrics used, style of clothing can do this</p>	<p>Character outline (below) – this can be drawn straight onto or traced. Paper/pencils Any of the following: Felt tips/crayons/coloured pencils Charcoal Magazines/newspapers for collaging Scissors glue</p>	<p>motor skills using different creative media introduction to different fabrics drawing/sketching text interpretation persistence colour choice</p>
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Green Activity: Questions for character creation (use as many as you like)

What is your character's name?

How old is your character?

Where do they live?

What is their job?

What are they doing today?

Who is their best friend?

Who is their worst enemy?

Do they have any secrets?

Who is their family?

Do they have a pet?

Do they live alone, or with someone else?

Do they have any hobbies?

What is their mode of transport? Why?

What is their favourite colour?

What is their greatest regret?

What is their greatest fear?

What are they most proud of?

What do they want to achieve in the future?

Blue Activity: Questions for text analysis (it might be useful to write down a quote/description to show how you found this information/why you have decided this about the character). Use as many questions as you like.

What is the character's name?

How old are they? Do we know, or can we guess?

Where do they live?

Who is their family?

What is their ultimate aim?

What emotions do they display?

What is the genre of their story? (comedy/tragedy/horror/biopic etc)

What is their role? (mother, leader, mentor, shop keeper, student, protagonist etc)

What are they doing? (this can be in a chapter/scene, or over the whole story)

Who is their best friend?

Who is their worst enemy?

Do they have any secrets?

What colour would they be mostly likely to wear?

What is their greatest regret?

What is their greatest fear?

What are they most proud of?







