

Spirit of Innovation

STEAM Resources



Art

Year Three

Design

Mission Patch Designs

Links

- To create sketch books to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)
- About great artists, architects and designers in history

Resources

- PowerPoint Introduction ([Download](#))
- A2 Paper
- Pens
- Paint
- Pencils
- Modelling tools
- Clay
- Coloured felting fleece
- Felting tools

Skills

- Gain an understanding of mission patches
- Learn how to create artwork that is meaningful and purposeful
- Use research to create sketches and ideas
- Review their designs, reflect upon successful images and those that are not so effective
- Explore a range of media

Questions

- What medium are you going to use to create your design?
- What shape have you chosen to encompass your image?
- What are the important/unique images that you are going to include? Why?

Activity

Activity One

Individual
(40 – 60 mins)

An astronaut's flight suit will always display a variety of patches. These will display where the astronaut is from: NASA, the ESA, etc on the right and on the left shoulder there will be the national flag of the astronaut's home country. The astronaut's name patch on the left front, often go together with a patch displaying how many days the astronaut has been in space. Finally, on the front of the suit on either side will be the astronaut's mission patches. For every space flight, the



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crew design their own official mission patch. These designs include the vehicle they will be travelling in, the names of the crew members, the mission number, plus something unique that relates to the flight. Something that makes their mission different from others.

As a whole class, look at previous space mission patches that have been designed. ([Download](#))

What do you like about the designs?

Do any inspire you? How?

What unique features will you include in your patch?

Teacher to have a mission patch outline on the IWB/A2 paper. Class to collate ideas into a list. Use this list to demonstrate an initial design – teacher or pupils to draw on the IWB/A2 paper. Guide the pupils toward simple but effective designs, with a limited pallet.

Once pupils have designed their own Spirit of Innovation mission patch, teacher to provide them with a choice of materials in which to recreate it. This can range from paints to felting.



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