



Lesson 6- Design a Costume

Outcomes:

Design and sketch a costume for a new professor at Hogwarts.

Label the costume design with 3-5 ideas, using costume terminology.

Introduction

Explain that they are going to sketch and label their costume design and build on the character development work they did last week.

Retrieval Starter- Labelling a Costume

Without looking at Sybil Trelawney's costume design, write down the key considerations when you design & label a costume. Share responses & show Slide 4 of the Lesson 6 PowerPoint for examples of vocabulary to use when describing costume.

Activity 1- Word Association Games

To help students develop vocabulary and ideas, play a 'word association' game. For example, it could be 'themes' from Harry Potter- e.g. Magic - Fantasy - Evil - Cloak - Conceal - Untrustworthy - Slimy - Cold

Activity 2- Sketch and label the design

This should take the majority of the lesson and can also be continued for homework, or carried over to a third lesson. Students should use the template as a guide and start to sketch and label their design.

Finisher

Present and share ideas and give students time to finish their design the following lesson or for homework.