

Signs and symbols

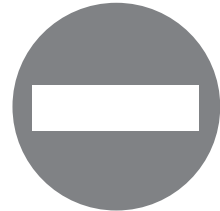
Here are some common signs and symbols to help inspire you.



Speed signs



Beware rockfall



No entry



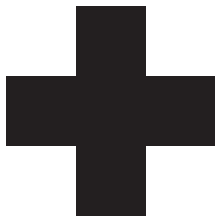
Girl's toilets



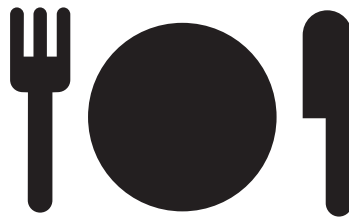
Boy's toilets



Swimming pool



First aid



Restaurant/dining room



Telephones



out&about

School grounds focus:

- Where are we now?
- Where do we want to be?
- How can we get there?
- Making the changes
- Using your grounds

Curriculum focus:

- Art and design
- Design and technology
- English language and literacy
- PSHE
- Geography

Purpose of this activity:

- To find out about the signs around your school.

Equipment and materials:

- Clipboards, paper and pencils
- Cameras
- Art materials

Preparation:

- Discuss the importance of signs. Which ones do the pupils most commonly see (use the images over the page to help get them thinking)? Which ones would they like to see at school? Which ones do visitors need to see?
- Talk together about who might visit the school grounds before, during and after the school day (maintenance staff, parents, sports coaches, after-school club, milkman, etc) and where they need to get to (tennis courts, playing field, reception, kitchen etc).

What to do:

- Set up a role play activity – the pupils have to imagine they are visiting the school as a parent/contractor/sports coach etc and experience finding their way from the entrance to where they need to be. Get them to record which signs they followed either by drawing the signs, or using a camera.
- Take a tour of the grounds together and talk about the signs that were used. How easy/difficult are they to interpret? Look at the shape, colour, type face etc. What impression of the school do they create? Do they look welcoming? Are they well maintained? Would it be helpful to have more signs – or less?
- Using their research on signs, and thinking about the needs of visitors, get the pupils to design new signs for the school grounds to help direct visitors where they need to go and create the right impression of the school. As well as using words, they could think about using symbols/shapes/colours.

Extensions:

- Older pupils could design their signs using an IT software programme such as Publisher.
- Discuss and investigate different materials for making outdoor signs. Make a prototype sign using simple materials such as hardboard with a varnish finish or mosaics.