



## Workshop: Biscuit Bonanza: Colour, Shape and Texture

Pupils will hunt for colour, shape and texture in the Marks in Time exhibition, and find out how we communicate messages through design. They'll also design an M&S biscuit tin that customers won't be able to resist.

**Duration:** Two hours **Audience:** Reception and KS1-2, up to 30 children

**Location:** M&S Company Archive

### Learning Objectives:

- Demonstrate understanding of the nature and purpose of an archive
- Extend design related vocabulary
- Recognise shapes and colours in examples of design in the exhibition
- Understand how to use shape, colour and texture as visual communication
- Use shape, colour and texture to design a biscuit tin for M&S combining design elements with persuasive language
- To have fun

### Workshop Overview:

Activity	Content
Welcome & Introduction	<ul style="list-style-type: none"> <li>• Meet and greet.</li> <li>• Why are you here? What we are going to do today.</li> <li>• Housekeeping.</li> </ul>
What is M&S? What is an archive?	<ul style="list-style-type: none"> <li>• What is M&amp;S? What do you already know?</li> <li>• What is an archive? Do you have your own collection?</li> <li>• Why do we preserve objects and documents?</li> <li>• M&amp;S Timeline activity.</li> </ul>
Packaging design	Children will look at our exhibition and a selection of biscuit tins from our collection to identify how shape, colour & texture have been used to communicate with customers.
Describing words	Children will think of words to describe different types of biscuits.
Take the Biscuit	Children will design packaging for their chosen biscuit using a selection of pre-prepared components, drawing and language.
Peer review	Children will look at everyone's designs and give feedback to each other.
Plenary	<ul style="list-style-type: none"> <li>• 'My word for today' activity.</li> <li>• What have you learned?</li> </ul>