Digital Painting

Computing | Year 1 | Planning Overview

Introduction

In this unit about *Digital Painting*, children will learn the skills associated with painting pictures on a PC device. Children will explore changing brush style and size; changing colours; drawing shapes and filling them; using tools to remove mistakes and adding text. Applying these skills will be built upon in each lesson through various digital painting activities. The unit ends with children having the opportunity to consolidate their newly learnt skills by creating a self-portrait as an end-of-unit piece of work.

Accompanying this unit is a helpful
collates the subject knowledge for the unit and is used throughout this unit.

Hardware and Software

Hardware:

PC devices, such as laptops, Chromebooks and/or tablets.

Software:

Access to digital painting software, such as Microsoft Paint or

Health and Safety

Children should be encouraged to have good posture and sit up to the computer. Children should not spend extended periods of time looking at the screen. Ensure safe and responsible use of portable digital devices, discouraging children moving around the classroom with technology. Make sure that food and drink are kept away from all electronic items.

Home Learning

In this task, children are asked to create a digital painting of their favorite animal using the painting software they are familiar with.

In this task, children need to select a painting they may have at home and recreate it using the painting software they are familiar with.

Disclaimer

External Links:

This resource contains links to external websites and/or external apps. Please be aware that the inclusion of any link in this resource should not be taken as an endorsement of any kind by Twinkl of the linked website and/or app, or any association with its operators. You should also be aware that we have no control over the availability of the linked pages and/or apps. If the link is not working, please let us know by contacting TwinklCares and we will try to fix it although we can assume no responsibility if this is the case. We are not responsible for the content of external sites and/or external apps.

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Assessment Statements

By the end of this unit...

Working Towards the Expected Level:

- Children begin to use a painting software, with support.
- With support, children can use brush tools to create a digital painting.
- Children can select and use colours in a digital painting, with prompts.
- Children can use shapes to recreate a basic digital painting and fill those shapes with colour.
- Children can recognise which tools would be helpful to alter a mistake on a digital painting and can access some of these tools, with support.
- With support, children can add text to a digital painting.
- Children can use some skills learnt in the previous lessons to create a self-portrait, with prompts.

Working At the Expected Level:

- Children begin to use a painting software independently.
- Children can use brush tools effectively to create a digital painting.
- Children can select and use colours in a digital painting.
- Children can use shapes to recreate a digital painting and fill those shapes with colour.
- Children can recognise which tools would be helpful to alter a mistake on a digital painting and can access these independently.
- Children can add text to a digital painting.
- Children can use skills learnt in the previous lessons to create a self-portrait.

Working At Greater Depth:

- Children can use a painting software independently and with confidence.
- Children can use brush tools effectively and with purpose to create a digital painting.
- Children can select and use colours in a digital painting, justifying their choices.
- Children can use a range of shapes to recreate a digital painting and fill those shapes with colour.
- Children can recognise which tools would be helpful to alter a mistake on a digital painting and select the most efficient tool for that mistake.
- Children can add a range of different text to a digital painting.
- Children can use skills learnt in the previous lessons confidently and independently to create a self-portrait.

Lesson Breakdown

1. Brushes

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

To use painting software to create a picture, using a variety of brushes.

Resources

Hardware:
- PC devices, such as Laptops, Chromebooks and/or tablets.

Software:
- Access to digital painting software, such as Microsoft Paint or

Additional Lesson Information and Possible Misconceptions

This lesson contains content that is compatible with most PC devices. It is recommended that the appropriate **Lesson Presentation** and **Brushes Activity Prompt Cards**, that are compatible with your chosen device, are selected prior to the lesson. Please note that the Microsoft version of the **Lesson Presentation** is suitable for both Windows 10 and Windows 11.

2. Colours Everywhere

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

To use painting software to create a picture, using a variety of colours.

Resources

Hardware:
- PC devices, such as laptops, Chromebooks and/or tablets.

Software:
- Access to digital painting software, such as Microsoft Paint or

Additional Lesson Information and Possible Misconceptions

This lesson contains content that is compatible with most PC devices. It is recommended that the appropriate **Lesson Presentation** and **Colours Everywhere Activity Prompt Cards**, that are compatible with your chosen device, are selected prior to the lesson. Please note that the Microsoft version of the **Lesson Presentation** is suitable for both Windows 10 and Windows 11.

3. Shapes and Fill

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

To use painting software to draw a variety of shapes.

To fill a shape with colour..

Resources

Hardware:
- PC devices, such as laptops, Chromebooks and/or tablets.

Software:
- Access to digital painting software, such as Microsoft Paint or

Additional Lesson Information and Possible Misconceptions

This lesson contains content that is compatible with most PC devices. It is recommended that the appropriate **Lesson Presentation** and **Shapes and Fill Activity Prompt Cards**, that are compatible with your chosen device, are selected prior to the lesson. Please note that the Microsoft version of the **Lesson Presentation** is suitable for both Windows 10 and Windows 11.

The PaintZ software does not include a triangle shape tool. If required, it is recommended that you model to the children how to draw a triangle using the **Line** tool.

4. Erase and Recreate

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

To erase and undo actions to change a digital painting.

Resources

Hardware:

- PC devices, such as laptops, Chromebooks and/or tablets.

Software:

- Access to digital painting software, such as Microsoft Paint or

Additional Lesson Information and Possible Misconceptions

This lesson contains content that is compatible with most PC devices. It is recommended that the appropriate **Lesson Presentation** and **Erase and Recreate Activity Prompt Cards**, that are compatible with your chosen device, are selected prior to the lesson. Please note that the Microsoft version of the **Lesson Presentation** is suitable for both Windows 10 and Windows 11.

Please note that the **Redo** tool is not accessible until the **Undo** tool has been used. It is also important to note that the amount of times you can use the **Redo** tool is linked to the amount of times you use the **Undo** tool. You may find this helpful to model to your children.

You may wish to also model to children how to use the **Undo** tool to remove mistakes made by the **Eraser/Rubber** tool.

5. Adding Text

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

To add text to a digital painting.

Resources

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Hardware:

- PC devices, such as laptops, Chromebooks and/or tablets.

Software:

- Access to digital painting software, such as Microsoft Paint or _____

Additional Lesson Information and Possible Misconceptions

This lesson contains content that is compatible with most PC devices. It is recommended that the appropriate **Lesson Presentation** and **Adding Text Activity Prompt Cards**, that are compatible with your chosen device, are selected prior to the lesson. Please note that the Microsoft version of the **Lesson Presentation** is suitable for both Windows 10 and Windows 11.

The task asks children to draw a monster and add text to name and describe it. You may wish to create a class book of monsters by printing off each child's work.

6. Painting a Self-Portrait

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

To use painting software to paint a self-portrait.

Resources

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Hardware:

- PC devices, such as laptops, Chromebooks and/or tablets.

Software:

- Access to digital painting software, such as Microsoft Paint or .

Additional Lesson Information and Possible Misconceptions

This lesson contains content that is compatible with most PC devices. It is recommended that the appropriate **Lesson Presentation** and **Paint a Self-Portrait Checklist**, that are compatible with your chosen device, are selected prior to the lesson. Please note that the Microsoft version of the **Lesson Presentation** is suitable for both Windows 10 and Windows 11.
You may wish to use the _____ to create a display of your class's work.