

Using and Applying: Paint with Shapes

Aim: Use technology purposefully to create and manipulate digital content in the context of creating digital drawing images with paint software. I can use shapes to create a particular image.	Success Criteria: I can draw different shapes using paint software. I can make the shapes the size I want them to be. I can position the shapes correctly. I can choose and change colours of shapes.	Resources: Lesson Pack Computers with MS Paint or similar software
	Key/New Words: Paint, shape, colour, tools.	Preparation: Differentiated Shape Pictures Activity Sheets as required.

Prior Learning: Children will have studied computer skills and painting in earlier units.

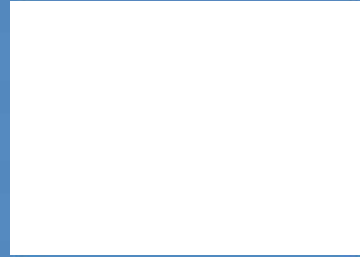
Learning Sequence

	Ideas: Remind children of the ideas for shape pictures from Lesson 6 of the Computer Skills unit. Which ones are types of transport? Some children may have tried creating the rocket, train or tractor. What other shape pictures could we create that are types of transport? ...create a lorry? ...a bus? ...anything else that you can think of?	
	Sharing Good Tips: Does anyone have any good tips to remember for when creating shape pictures? Ask the children to practise their skill before sharing it with their partner.	
	Shape Pictures: Model as a reminder how to make a picture from 2D shapes. Children use and apply their skills, with reference to the Shape Pictures Activity Sheets if required.	
	Use the Shape Pictures Activity Sheets for ideas to copy, choosing a type of transport as their picture.	
	Create their own picture of a different type of transport without copying from the Activity Sheet. Create shapes and drag into place. Children may recall using Undo/Redo.	
	Improving Skills: Show some examples of pictures that have been created on the IWB if possible. Discuss how children used their skills to create the pictures. Ask children if anyone feels their skills are improving? What are they getting better at doing?	

Taskit

Reverseit: Can you draw the same picture from a different angle? Image it was turned around to face the other way or facing forwards or to the side.

Recolourit: Change the colours of your shapes to make different versions of your picture.



Computing

Using and Applying

Paint with Shapes

Aim

- I can use shapes to create a particular image.

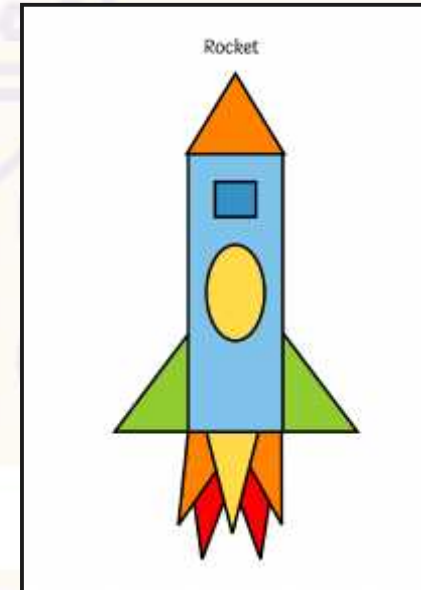
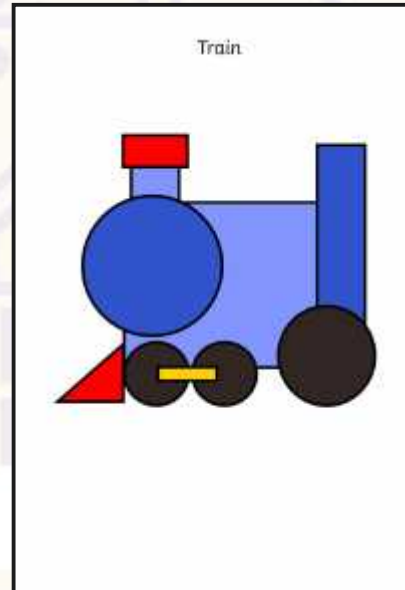
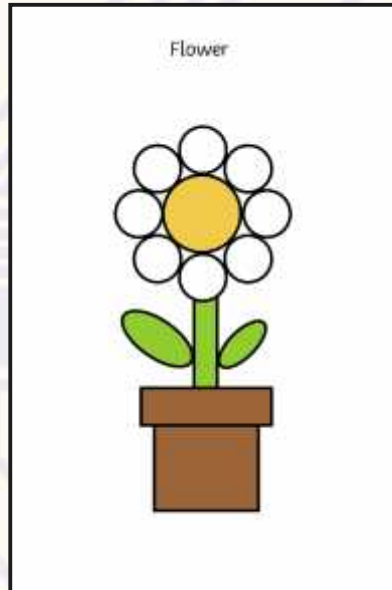
Success Criteria

- I can draw different shapes using paint software.
- I can make the shapes the size I want them to be.
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- I can choose and change colours of shapes.

Ideas



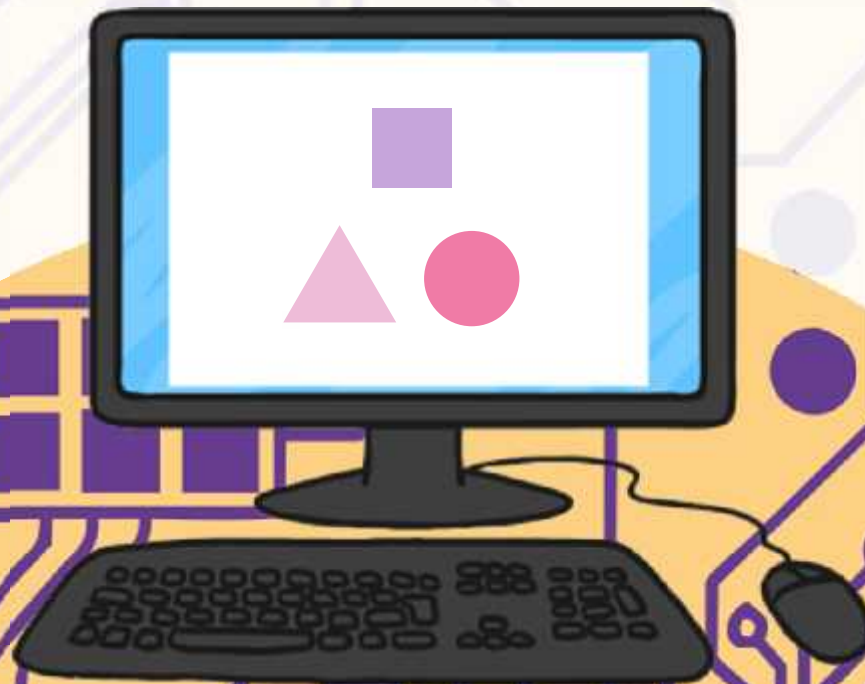
- Remember the ideas for Shape Pictures from the Computer Skills unit?
- Which ones are types of transport? Maybe you tried creating the rocket, train or tractor last time.
- What other shape pictures could we create that are types of transport? ...create a lorry? ...a bus? ...anything else that you can think of?



Sharing Good Tips



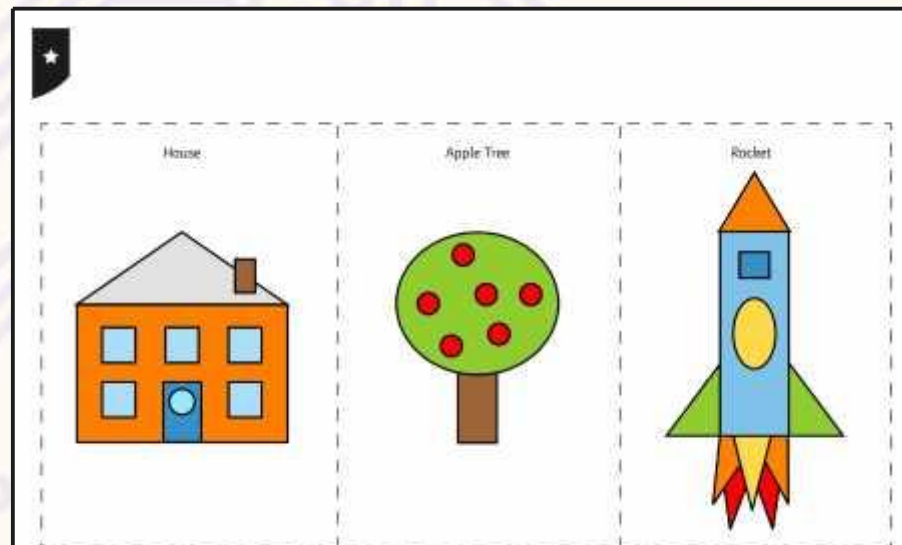
- Does anyone have any good tips to remember for when creating shape pictures?
- Show a partner a skill that you found really useful! Remember to take your time and practise your tip before sharing it.



Shape Pictures



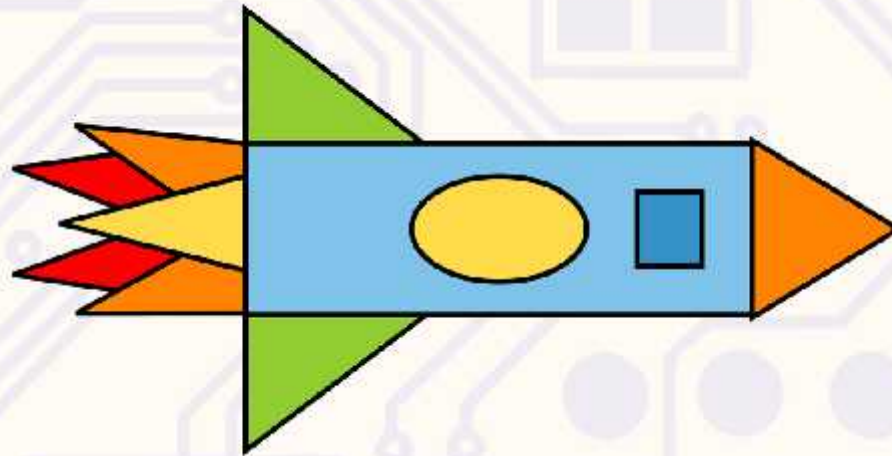
- Now, let's try making a picture from 2D shapes.
- See if you can remember the skills you learned about creating shapes and putting them together to form a picture.
- Look at the Shape Pictures Activity Sheet for more ideas!



Improving Skills



- Let's have a look at some examples of pictures that have been created.
- Can we see how other children have used their skills to create the pictures?



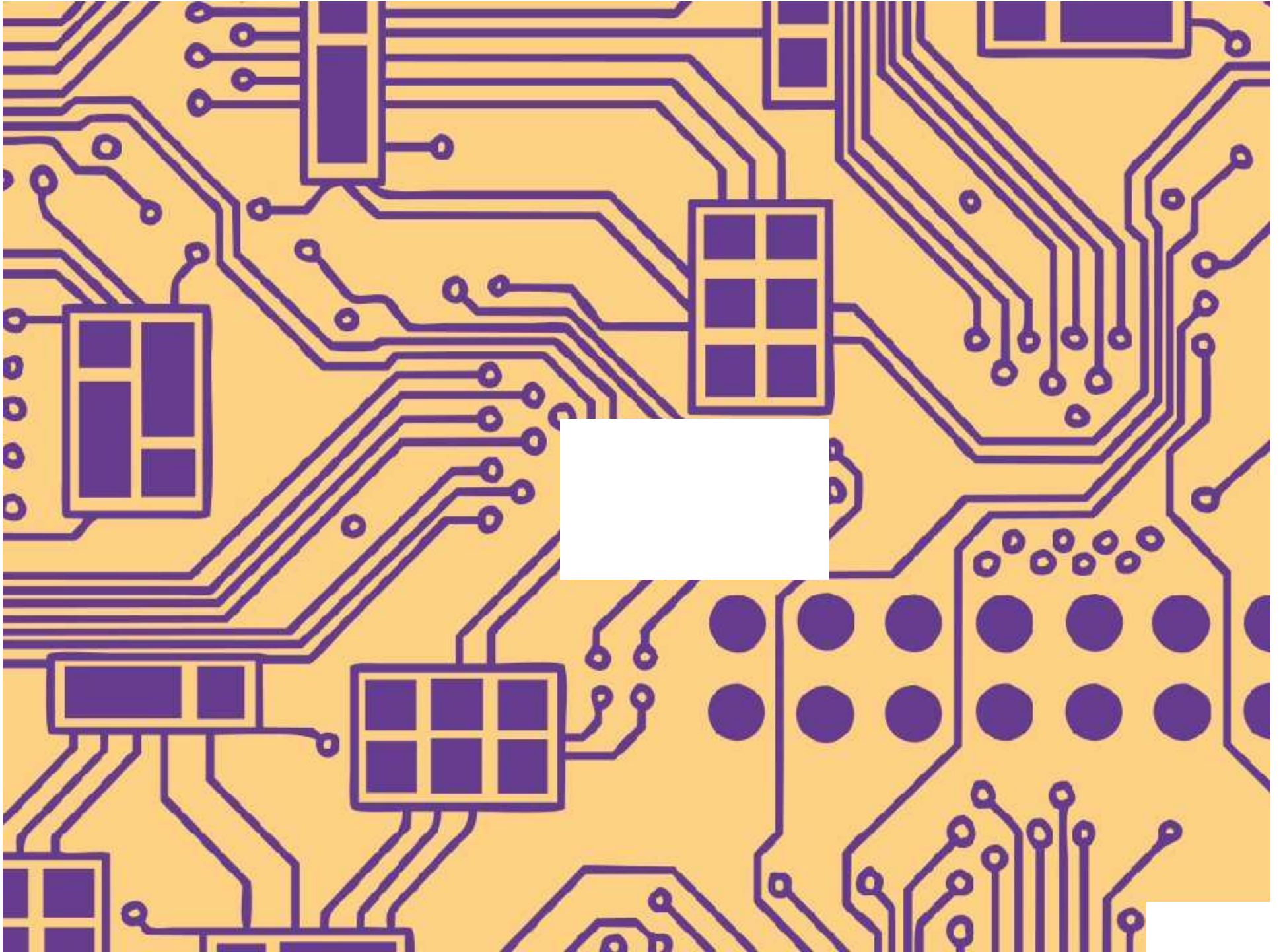
- Who thinks their own skills are improving?
- Tell us what you are getting better at doing!

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Using and Applying Skills

The purpose of the Using and Applying Skills unit is for children to review and recap learning from prior units in the year. It provides a chance to reinforce the skills and apply them in a new context.

The format of the unit at KS1 is the same as other PlanIt Computing units with 6 lessons. However, there is an assumption that the Using and Applying unit will be done after some/all of the previous units.

Some Using and Applying lessons will only rely on the prior teaching of one previous unit or a particular lesson.

In this case, Lessons 4 and 5 are focused on the Computer Skills and the Painting units, reinforcing the skills children need for using simple paint software. As well as the specific skills of using brush and shape tools, these lessons help to revisit and apply general computer skills including using the mouse or trackpad from the Computer Skills unit.

Some children will have already created one or more of the pictures on the Shape Pictures Activity Sheets, if covered during the prior unit. Encourage them to choose a different picture to create or try to improve on a picture that they have tried previously.

Paint skills focus separately on shape and brush tools, with the option of combining them by use of TaskIt or Challenge Cards later. Discussion is encouraged about the advantages and disadvantages of using either the brush or shape tools. Children will commonly find the brush tools difficult to control with a mouse or trackpad so some reassurance may well be required.

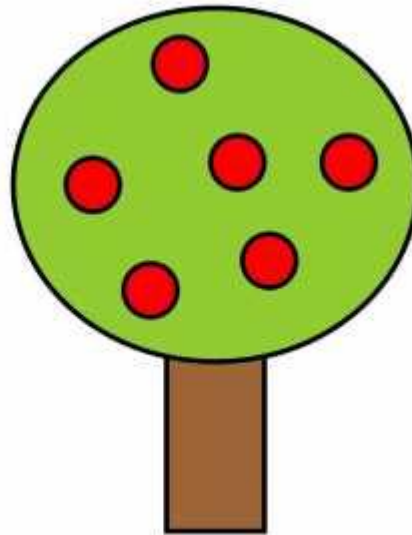
Less emphasis should be placed on a quality finished product and more on the comparison of tools and application of skills. Allow children to experiment and explore with tools, where possible being able to explain and justify their choices.



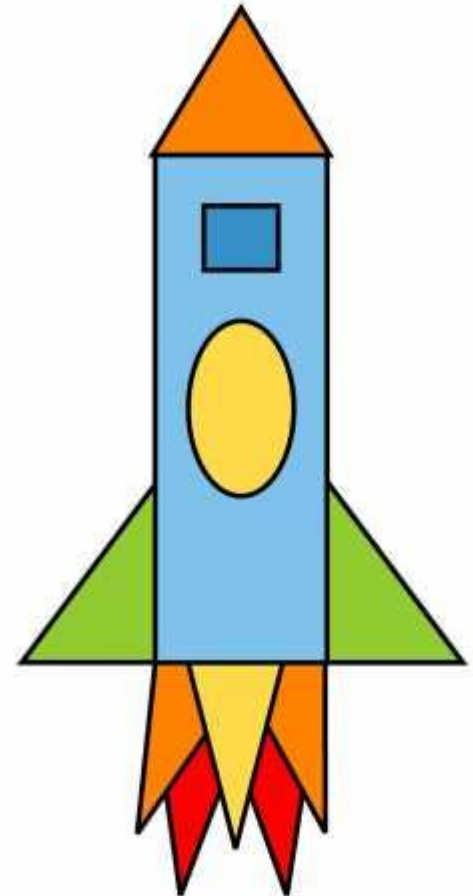
House



Apple Tree

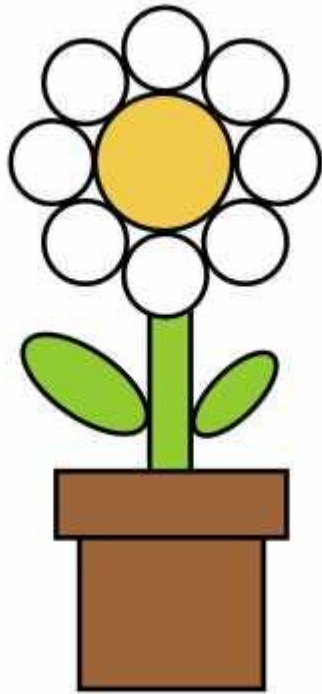


Rocket





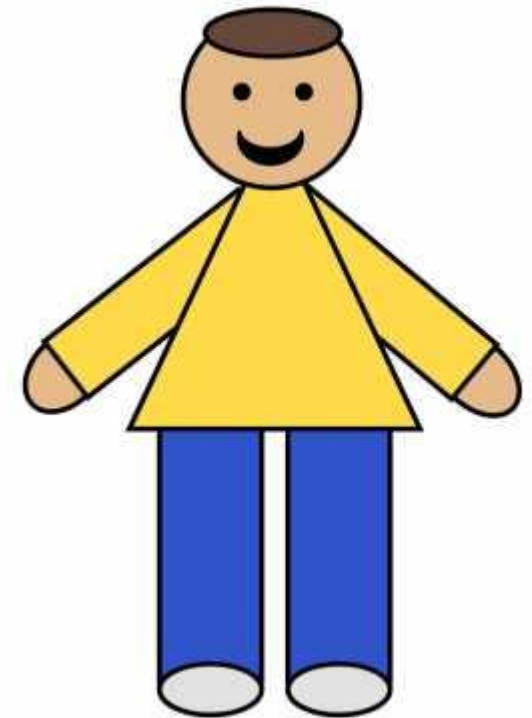
Flower



House



Boy

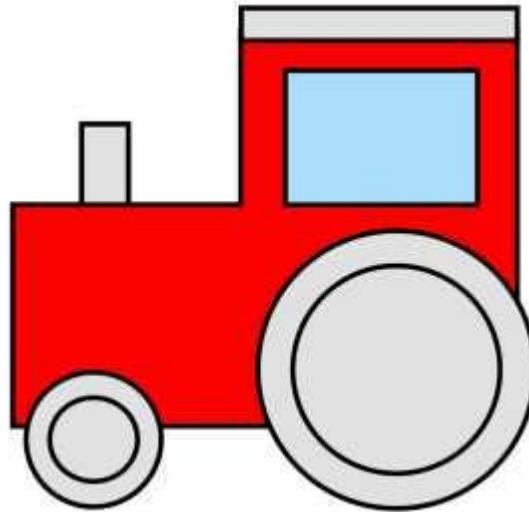




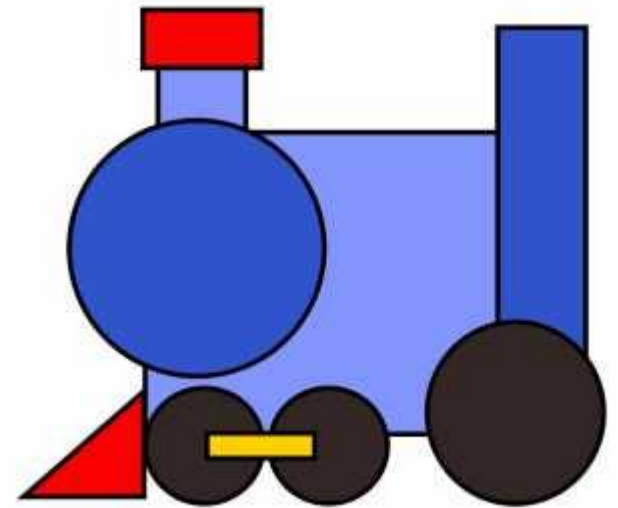
Girl



Tractor

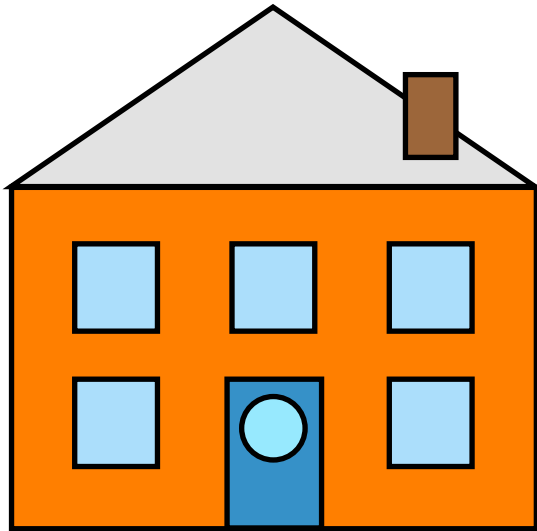


Train

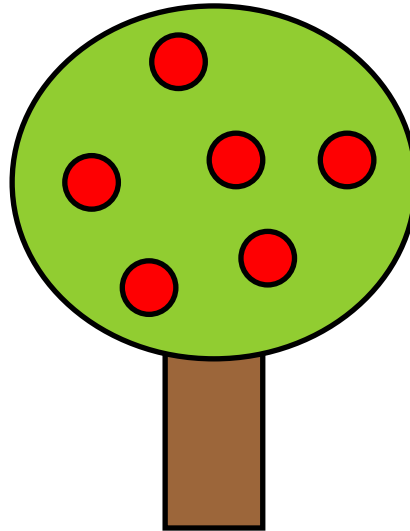




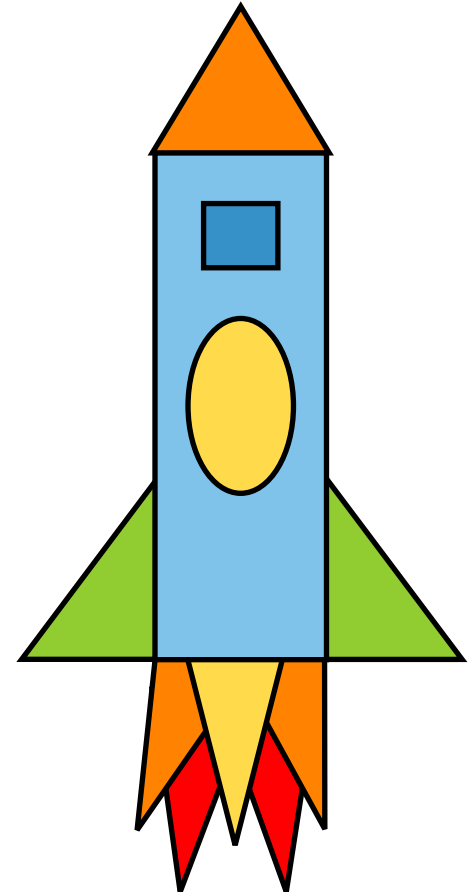
House



Apple Tree

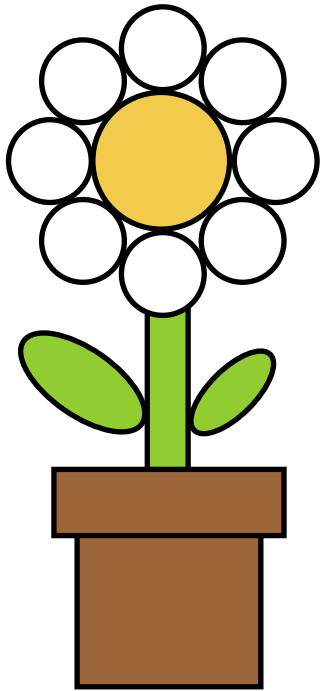


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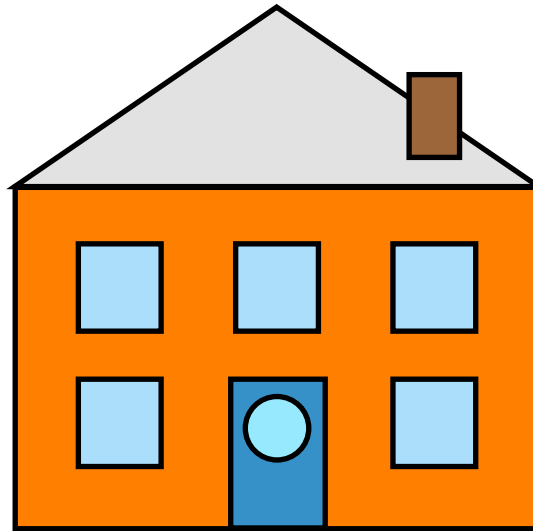




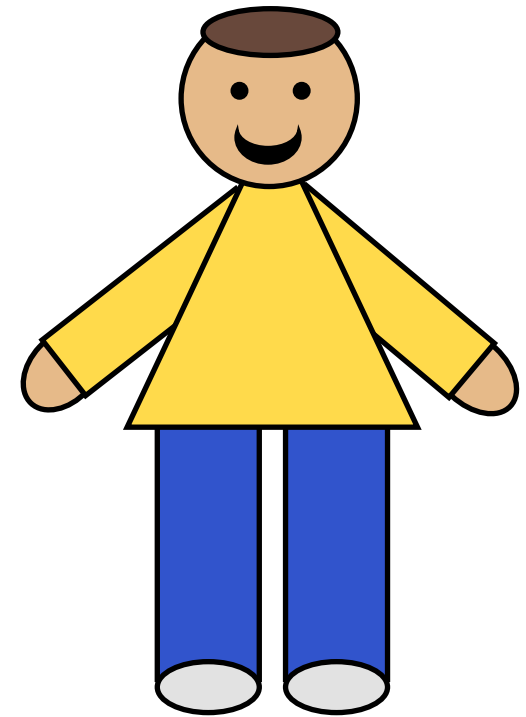
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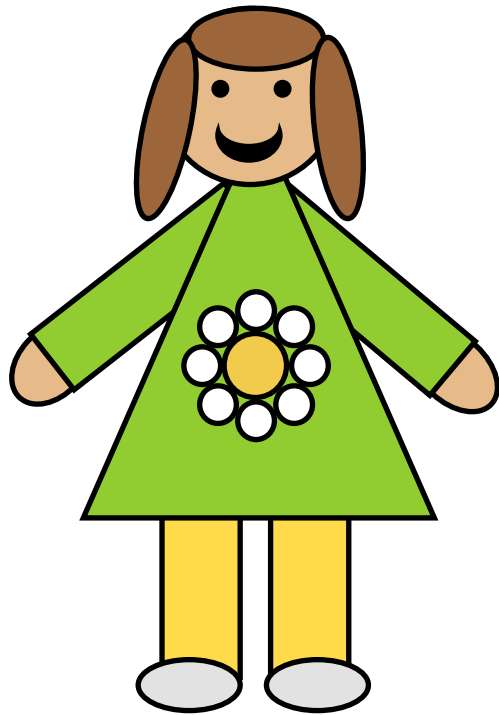


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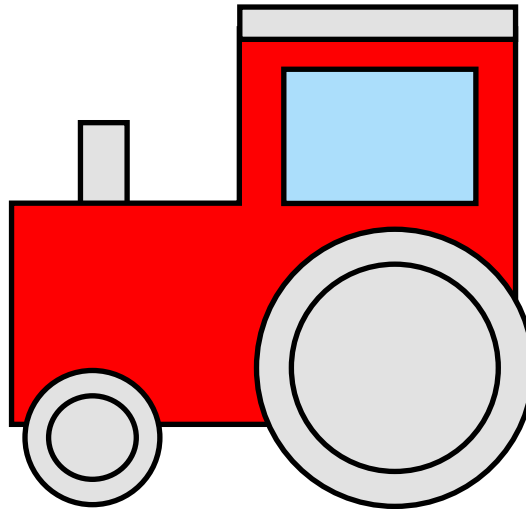




Girl



Tractor



Train

