











# Computer Art: Producing Picasso

<b>Aim:</b> To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a computer program to recreate an artistic style.  I can make and edit shapes to create a piece of art.	<b>Success Criteria:</b> I can produce at least 3 different shapes using a computer program.  I can rotate, resize and colour shapes.  I can arrange different shapes to recreate a piece of art.	<b>Resources:</b> <b>Lesson Pack</b>  Desktop computer / laptop/netbook/ tablet.  Software: Windows Paint (alternatives include Doodle Buddy for iPads and PicsArt for Android tablets).  Mirrors.
	<b>Key/New Words:</b> Picasso, Cubism, shapes, manipulate, rotate, shade.	<b>Preparation:</b> Differentiated <b>Cubism Activity Sheet</b> - per child

**Prior Learning:** Children will have learnt to fill areas with colour in lesson 2.

## Learning Sequence

	<b>Pablo Picasso:</b> Show children information on the artist from <b>Lesson Presentation</b> . Highlight that he was a Cubist painter. <b>Cubism:</b> When looking at examples of his artwork, get children to discuss what they think he has painted and what shapes they can see in his art.	
	<b>Selecting Shapes:</b> Show children the toolbox and ask them to discuss which tools they would need to use. Looking at the <b>Lesson Presentation</b> , can the children say how the shape has been manipulated? Model changing the size and colours of the shape, as well as how to rotate a shape.	
	<b>Producing Picasso:</b> After letting children become familiar with creating shapes, provide them with the differentiated <b>Cubism Activity Sheet</b> which includes an image of a Picasso artwork to recreate.  <div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>Children to recreate image by choosing similar shapes and arranging them suitably.</p> </div> <div style="text-align: center;">  <p>Children to use a variety of shapes of different sizes and colour and arrange them to produce a self-portrait in the style of Picasso. Children given mirrors to support if necessary.</p> </div> </div>	
	<b>Peer Assessment:</b> In partners, children give each other positive feedback and one improvement to make.	

## Taskit

**Mosaicit:** Why not use a different medium, such as card, paper or textiles to produce a Picasso-inspired mosaic using similar shapes to the ones used on the computer.

**Photoit:** Take 6 selfies from slightly different distances and angles. Either print and cut or edit on a computer so that each photo is used for one feature (e.g. an eye, mouth, ear) and combine them to make a Cubist style portrait.

Computing | Producing Picasso

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# Cubism

I can make and edit shapes to create a piece of art.



Use the computer program you have chosen to recreate the picture below using shapes. Try changing the colour of the fill and the outline of the shapes. Make sure you rotate the shapes so that they fit together like in the picture!





# Cubism

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Use the computer program you have chosen to recreate the picture below using shapes. Try changing the colour of the fill and the outline of the shapes. Make sure you rotate the shapes so that they fit together like in the picture!





# Cubism

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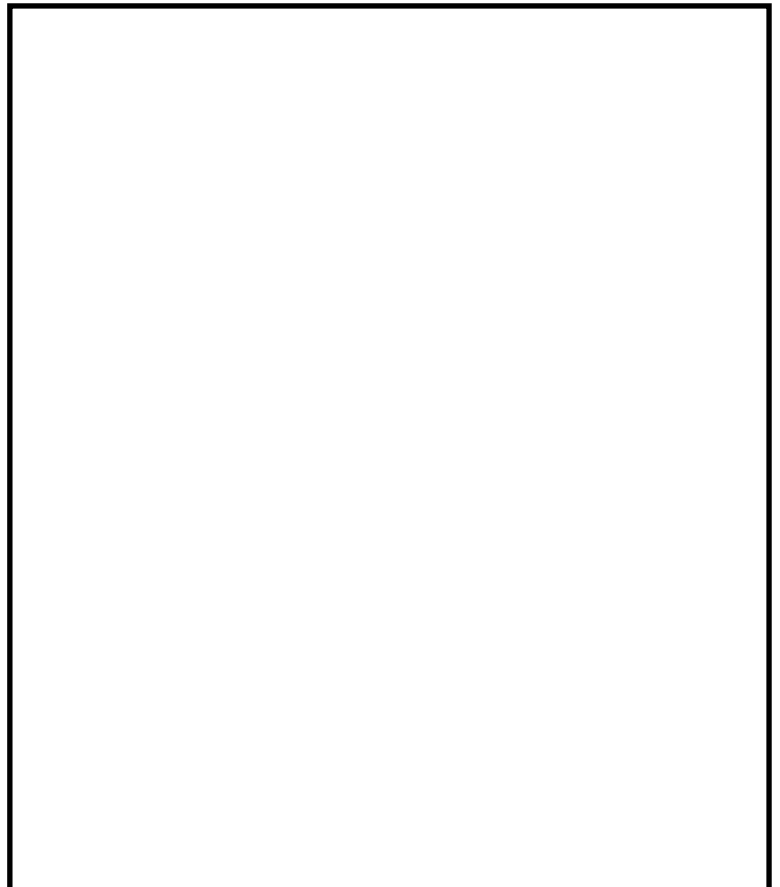


Use the computer program you have chosen to recreate the picture below to create your own self-portrait. Draw your own face using the Cubist style of Picasso.



ATtribution - Photo courtesy of oddsock (@flickr.com) - granted under creative commons licence - attribution

Think about the shapes and colours you will need to use. Think about how you are going to organise them – remember you can rotate the shapes to make them fit! Use the box below to sketch out the shapes you'll use.





# Computing

Computer Art

Computing | Year 2 | Computer Art | Producing Picasso | Lesson 3

# Producing Picasso



# Aim

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# Success Criteria

- I can produce at least 3 different shapes using a computer program.
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# Pablo Picasso

A Spanish artist, Pablo Picasso lived between 1881 and 1973.



People sometimes find it hard to work out what the picture is of, due to the shapes not always being the ones we would use to draw the object.

He is world famous, with some of his paintings selling for millions of pounds!

He is famous for using a style of art called cubism, which uses lots of shapes to create pictures.

People like his art because it makes them think deeply about what is going on in the picture.

# Cubism

What are these pictures of?



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ATtribution - Photo courtesy of Cea (@flickr.com) - granted under creative commons licence – attribution

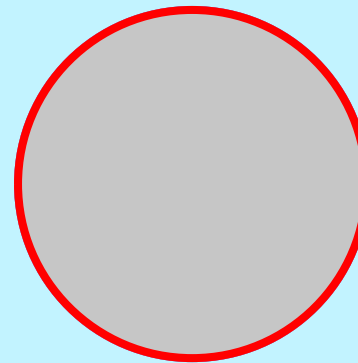
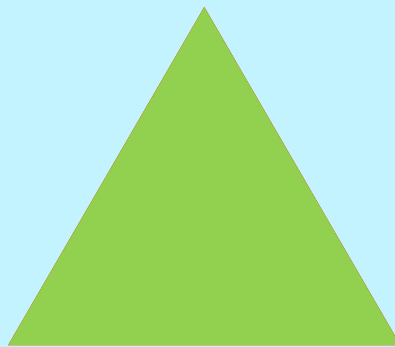
What shapes can you see within these pictures?



# Selecting Shapes



You can also change the colour of both the lines and the fill of a shape!



# Selecting Shapes



You can adjust the shape  
(click on the shape)





# Selecting Shapes

You can adjust the shape  
(click on the shape)

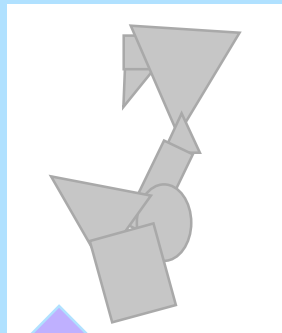
You can change which way  
round it is (orientation).  
(click on shape)



# Producing Picasso!



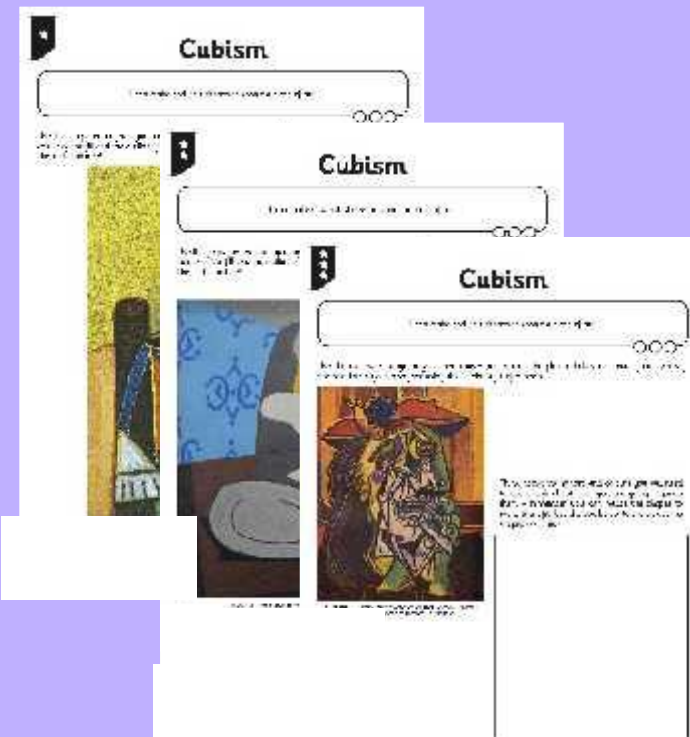
Try to use the skills you have just practised to recreate your own Picasso painting.



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Can you spot which bit of the painting this is?

Think about the shapes and colours that you need to use!



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