

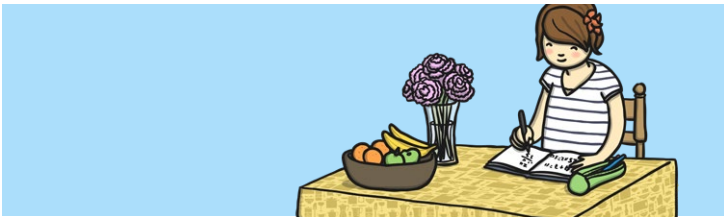
Introduction

This 'Computer Painting' unit will teach your class key skills that will support progression within the KS1 Computing curriculum. The children will have the opportunity to learn about reproducing the painting styles of great artists using computer programs. Each lesson focuses upon a different artist and their particular style. The children will use this as inspiration for mastering specific techniques within design-based software. The lessons do not specify any particular software to be used, though it is worth checking that whatever you are using will allow the children to meet the success criteria. At the end of the unit your class will have the opportunity to use a mixture of the styles and skills learnt within this topic to produce their own computer-painted masterpiece!



Health & Safety

It is important to reiterate how to use the Internet safely when searching for examples of art as well as demonstrating good practice when using a computer and its peripherals so as not to cause damage that may result in injury. If using tablet or laptop-style computers, it would be advisable to create 'stations' at tables to discourage children moving around the classroom with the technology. Make sure that drinks bottles are kept away from electronic items.



Home Learning

Find Me a Photo: Children take and manipulate the colours of a photograph (using a software programme such as Windows Photos or Preview)

Copy Cat: Children recreate a familiar photo or piece of art at home or school, firstly by drawing it and secondly by recreating it using computer art.

Assessment Statements

By the end of this unit...

...all children should be able to:

- access an appropriate program for achieving a specific task;
- switch between program tools to produce different techniques;
- alter the formatting of a tool to adjust the colour or size.

...most children will be able to:

- recreate a piece of art using a computer program;
- manipulate shapes and objects to recreate an art style.

...some children will be able to:

- select appropriate tools with confidence and independence.

Lesson Breakdown

1. Pixel Pointillism

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 create computer art.

2. Mastering Mondrian

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 use a range of tools in a computer program to reproduce a style of art.

3. Producing Picasso

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.

4. Colour Coding

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 change the shade of a colour for effect.

5. PC Pop Art

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 retrieve a file to edit in a computer program.

6. Creating a Masterpiece!

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 use a range of skills to create a piece of art.

Resources

- Desktop computer/laptop/netbook/ tablet
- Software: Windows Paint (alternatives include Doodle Buddy for iPads and PicsArt for Android tablets)

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