

Year 2 PlanIt Using and Applying Skills: Lesson 1

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 their skills and apply them in a new context.

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

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













In this case, Lessons 1 and 2 revisit the Y2 Computer Art unit and focus on pointillism and cubism.

Using and Applying Skills: Pointillism Palace

Aim: Use technology purposefully to create, organise, store, manipulate and retrieve digital content, in the context of creating computer art in a particular style. I can use a specific computer skill to reproduce a style of art.	Success Criteria: I can find and open software for creating computer art. I can control the mouse to produce different effects (dots/lines). I can reproduce an image using a particular artistic style.	Resources: Lesson Pack Computers with Paint software installed
	Key/New Words: Pixel, pointillism, dots, Seurat, program, tool, size, colour.	Preparation: Pointillism Palace Activity Sheets - as required

Prior Learning: Children will have studied the skills of pointillism in Computer Art lessons during a previous unit.

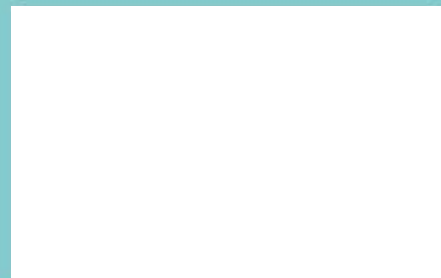
Learning Sequence

	Using and Applying Skills: Explain that the objective of this unit is for children to use the skills they have already learned but apply them to a new project. Introduce the project theme of castles and that this lesson is about using their skills in creating computer art.	
	Recap of Pointillism: Ask if the children can remember the term 'pointillism' and describe what it involves. <i>Can they recall the name of the French painter, George Seurat, and describe his style of painting?</i>	
	Tips and Advice: Can children recall any useful tips or advice from when they learnt these skills originally (e.g. single clicks for dots, not holding down the mouse or dragging to draw lines, etc.)? If possible, look back or open up previous pieces of work to aid their memory and share good examples.	
	Skills in Practice: Set the challenge of creating a palace or castle painting using pointillism and computer software. <i>Can children locate the software? Can they use appropriate skills to create the content?</i> <div style="display: flex; justify-content: space-between;"> <div style="text-align: center;">  <p>Provide children with the Pointillism Palace Activity Sheet with an example of an image to recreate in a pointillist style.</p> </div> <div style="text-align: center;">  <p>Children can use their skills in searching the Internet to find and select their own palace or castle image, which they want to recreate in a pointillist style. Children should be able to discuss why they have chosen a particular image.</p> </div> </div>	
	Making Progress: Ask children does anyone think they have got better at the skills since the last unit? Have you improved or made progress in comparison to our last Computer Art lessons? <i>Is there anything new you have learnt this time that has helped you to become even better?</i>	

Taskit

Exportit: Can children select, copy and paste their image from a Paint software package into another document such as MS Word or MS Publisher, and then add text to write about the task?

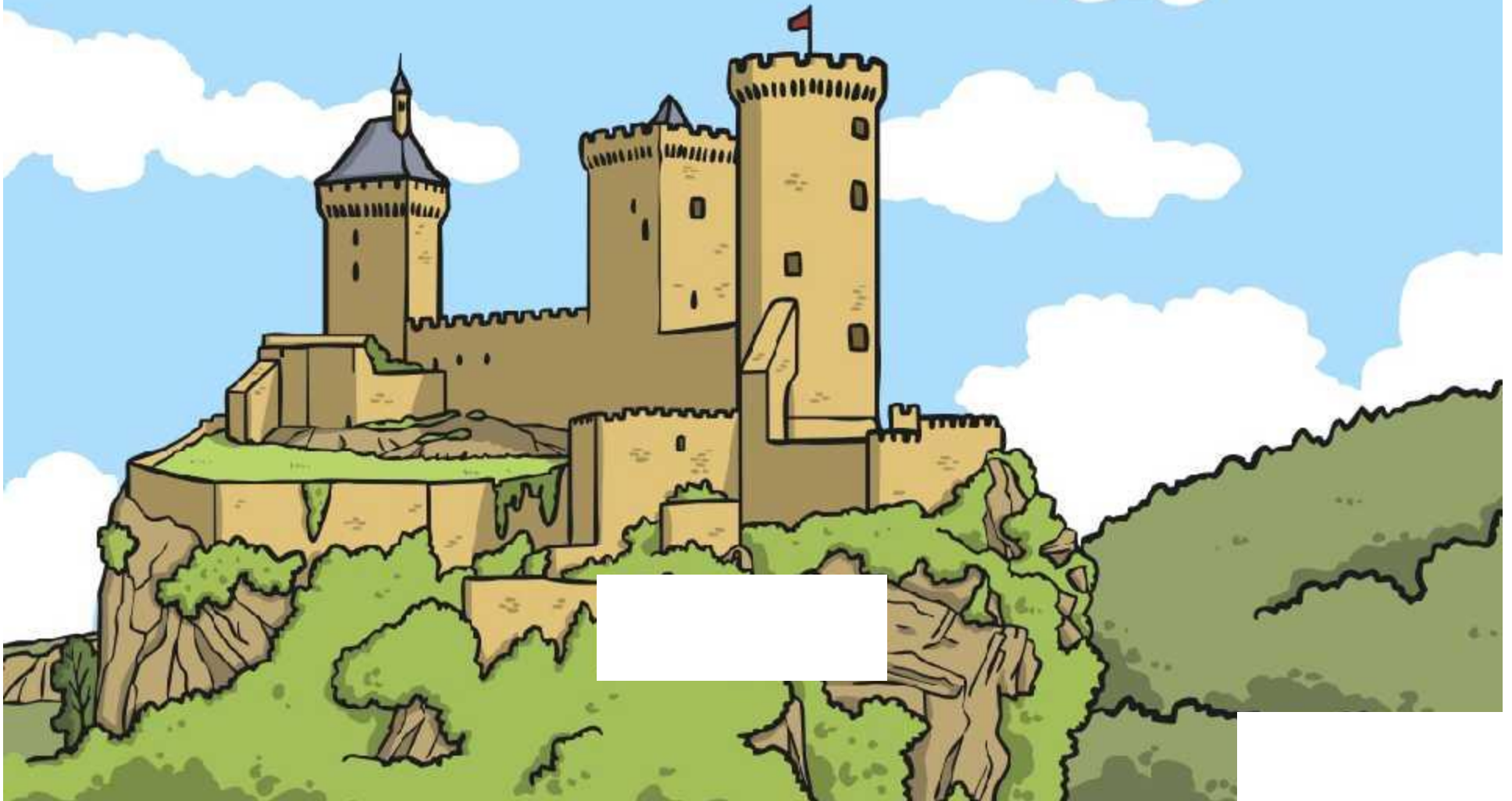
Nameit: Think of a name for the palace or castle and design a Coat of Arms with the castle name and its logo. This could be using pointillism techniques or other styles of computer art.



Computing

Using and Applying Skills

Pointillism Palace



Aim

- I can use a specific computer skill to reproduce a style of art.

Success Criteria

- I can find and open software for creating computer art.
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- I can reproduce an image using a particular artistic style.

Using and Applying Skills

The objective of this unit is to use the skills that you have already learned earlier in the year, and to apply them to a new project.

The theme of this project is castles and this lesson is about using skills in Computer Art to create a castle picture.

How well can you remember your skills in Computer Art?



Recap of Pointillism



Can anyone remember the term 'pointillism'?

Can you describe what type of art it involves?

Can you recall the name of the French painter that is most famous for pointillism?

His name was George Seurat.

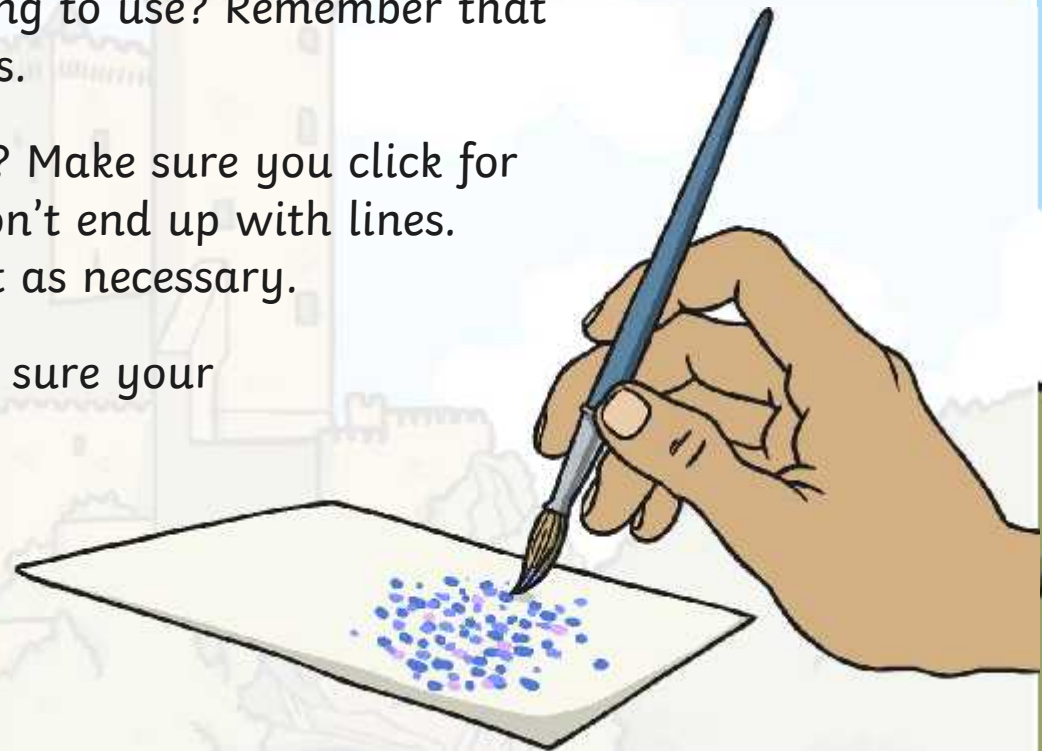


Tips and Advice



Can you remember any useful tips or advice from your Computer Art lessons on pointillism skills?

- What colours are you going to use? Remember that Seurat used lots of colours.
- Are you just making dots? Make sure you click for each one and then you don't end up with lines. Change the size of the dot as necessary.
- Take your time and make sure your work is completely dotty!



Skills in Practice



Your challenge is to create a palace or castle picture using pointillism and computer software.

Can you use your skills to create a pointillism castle picture?

Can you find the best software to use?



Making Progress



Does anyone think they have got better at the skills since the last unit?

Have you improved or made progress in comparison to our last Computer Art lessons?

Is there anything new you have learned or become even better at?



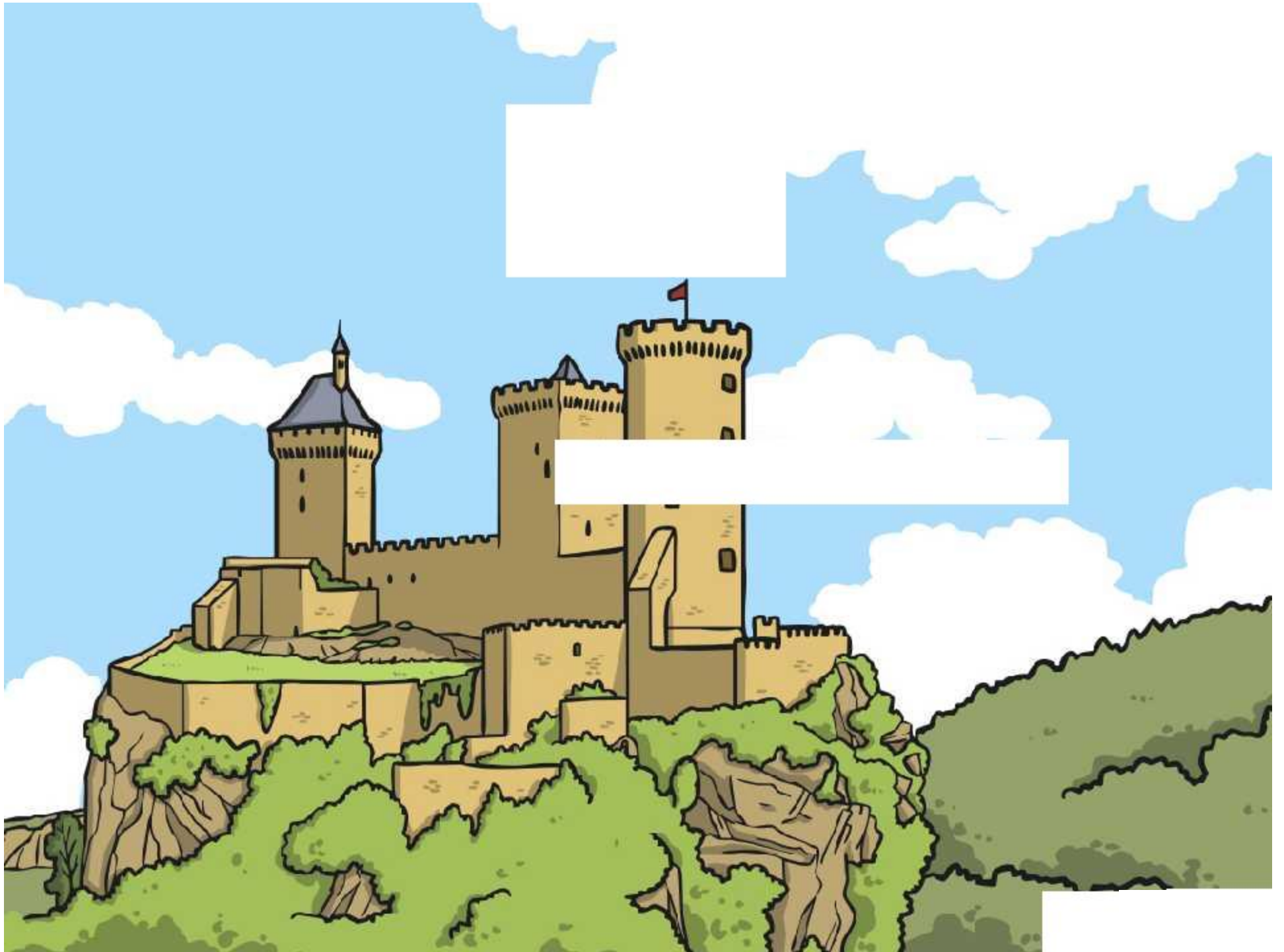
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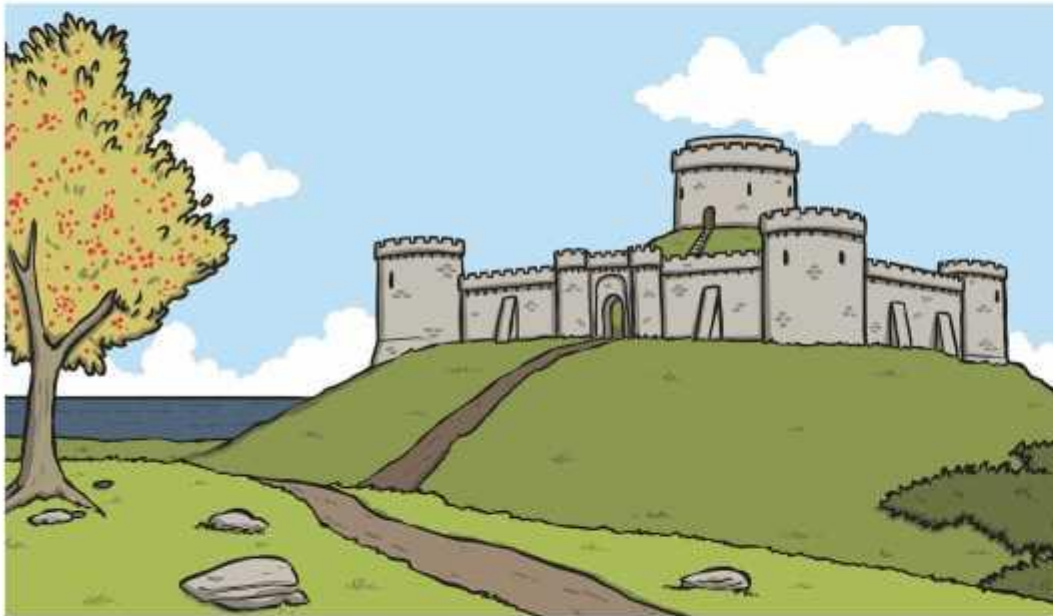
Pointillism Palace

I can use a specific computer skill to reproduce a style of art.



Can you recreate a palace or castle picture, such as this one, using pointillism?

Use the computer program you have chosen to recreate the picture shown using dots. Make sure you use bright colours. Remember to click the mouse quickly to make your dots. Be careful as holding the button down can leave you with messy lines!



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Pointillism Palace

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Can you recreate a palace or castle picture, such as this one, using pointillism?

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