## **Drawing and Desktop Publishing:** Objects

Aim: Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. Teachers may choose their own context	Success Criteria: I can choose the appropriate shape or line to draw. I can draw the intended shape or line.	Resources: Lesson Pack Desktop computer, laptop or tablet with a drawing application.
for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.  I can draw with different shapes and lines.	Key/New Words: Draw, object, shape, line, line colour, fill colour.	Preparation: Prepare some examples of Kandinsky's work from the Wassily Kandinsky Photo Pack.

**Prior Learning:** 

Children need to have good mouse or trackpad control if using desktop or laptop; experience of using a painting application including painting shapes and lines.

## **Learning Sequence**

	<b>Computer Drawing:</b> Children will be using the computers to learn how to create shapes, gathering skills in this sequence to create an object that can be used in a word processing package or desktop publishing package.	
(**)	<b>Draw:</b> Children explore the features of a drawing application while drawing (a house/picture in the style of Kandinsky/picture relating to topic). Encourage them to try out the different tools. Can they draw with different shapes or lines?	
	<b>Objects:</b> Explain that drawings work differently to paintings as they use maths to remember where objects are drawn on the Drawing area. Demonstrate drawing shapes and lines. Show how to change the line and fill of shapes.	
( )	<b>Draw with Objects:</b> Children continue their drawing using the shape and line tools. Can the children choose shapes and lines to draw? Can they draw lines independently?	
	<b>Share:</b> Children share their drawings with a partner and explain how they drew the different objects they have used.	
Winole Class S 3	<b>Explain:</b> Choose several children to explain the style of the drawing and how their partner has created their drawing.	

## **Task**it

**Draw**it: Children explore drawing different pictures using the tools available. **Talk**it: Explain to somebody how to use the tools in the paint program.

Createit: Children to create their own piece of Kandinsky art using the drawing tools.