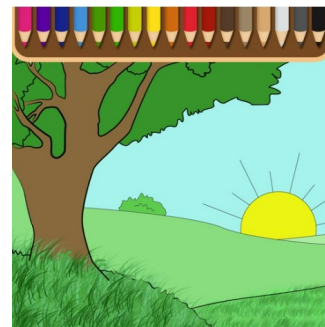


# Computing 1.2 Digital Painting Yr 1/2 Cycle A Autumn 2

## Creating media

### Core Learning

Explore the world of digital art and its exciting range of creative tools with your learners. Empower them to create their own paintings, while getting inspiration from a range of other artists. Conclude by asking them to consider their preferences when painting with, and without, the use of digital devices.



### Procedural Knowledge (Skills)

- Create a picture using free hand tools
- Use a range of paint colours and art tools when precision is needed (i.e. shape, line, colour)
- Use the undo button to correct a mistake
- Combine tools to create artwork

### Prepositional Knowledge (Concepts)

- Explain what different free hand tools do and decide when it is appropriate to use each tool
- Recognise that computers can be used to create art.
- Decide when it's appropriate to use each tool—consider impact of choices made.
- Compare painting using a computer with using brushes.

### Lesson Stages:

**How can we paint using computers?**

**Using shapes and lines**

**Making careful choices**

**Why did I choose that?**

**Painting all by myself**

**Comparing computer art and painting**

### Key Vocabulary

paint program— software or application that allows someone to draw, colour or paint on a computer.

Tool—something that allows you to modify or change part of an image on the screen

Paintbrush—a painting tool that allows you to add a thick brush line to your image

Erase—a painting tool that allows you to get rid of an area of your image

Fill—a painting tool that allows you to add colour to an area of your image within an outline or shape or to a background

Undo—a paint tool that allows you to get rid of the last action you completed

Piet Mondrian—a Dutch painter born in 1872 who paints in an abstract style and often used the primary colours

primary colours—the three primary colours are red, blue and yellow

shape tools—a paint tool that allows you to add shapes to your image

line tool a paint tool that allows you to draw lines in your image

### Sources of support

- Teach it unit and plans 1.2 (key Learning Graph )  
<https://teachcomputing.org/curriculum/key-stage-1>
- Paintz.app