

Inspiring and enabling our school community to live life to the full



YEAR 1

Subject: Computing
Creating media – digital painting

Characteristics of an Effective Learner

Courage
Commitment
Collaboration
Creativity
Curiosity

Prior Learning:

Children have the opportunity to explore and engage with technology in Reception through both teacher led activities and continuous provision.

Paint program, tool, paintbrush, erase, fill, undo, Piet Mondrian, primary colours, shape tools, line tool, Henri Matisse, Wassily Kandinsky, feelings, brush style, George Seurat, pointillism, brush size

Intent: What do we want the children to know, be able to do by the time they complete this unit)?

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Progress their knowledge of parts of a computer and develop basic skills needed to effectively use a computer keyboard and mouse

Recognise common uses of information technology beyond school

Know that work they create belongs to them.

KS1 Art and Design: To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Impact / Outcome:

What will the final product / result be?

Learners will develop their understanding of a range of tools used for digital painting. They then use these tools to create their own digital paintings, while gaining inspiration from a range of artists' work. The unit concludes with learners considering their preferences when painting with and without the use of digital devices.

P4C Inquiry (where appropriate) N/A