Brough Primary School – Curriculum Intention Plan 2021 - 2022

Subject: Computing		**Area of learning:** Digital Painting *(NCCE Y1)*
Year Group: Year 1/2 - Cycle B		
Links to previous work/Remember when	• Y2 will have previous learning from Y1 using Canvas to create digital paintings (pre mixed classes) • Y1 will have previous learning from using the large interactive board to draw on within their Reception year. • Y2 will have developed mouse control, Y1 are yet to experience the IT suite (but will in their Reception year from 2021)	

Term	**Year**	**Key Skills to be taught**
Autumn 1 2023 What the children should know at the end of this series of lessons	**Y1/2**	During this unit, learners 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. Cross curricular links to Art. Suggested software/websites to use: https://paintz.app/ (ask Primary Tech to add the extension then it will save the work to "downloads". Children will need to open "files" and drag the saved work over to "Google Drive". Or you can use it fine to teach the skills without doing this, but the children will be unable to save work) https://canvas.apps.chrome/ (saves to Drive)

Vocabulary
digital painting, image, mouse, drag, tools, pencil, brush, erase, line, shape, fill, undo.

Sequence of learning	Objectives and suggested details provided by the subject leader.
1	***KS1 Computing:*** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.* This lesson introduces learners to the freehand tools available for digital painting. *To describe what different freehand tools do.* • I can make marks on a screen and explain which tools I used • I can draw lines on a screen and explain which tools I used • I can use the paint tools to draw a picture

2	**KS1 Computing:** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.*
	This lesson introduces learners to the line and shape tools and revisits the fill and undo tools used for digital painting. Learners create their own digital painting in the style of an artist.
	To use the shape tool and the line tools
	• I can make marks with the square and line tools
	• I can use the shape and line tools effectively
	• I can use the shape and line tools to recreate the work of an artist
3	**KS1 Computing:** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.*
	This lesson introduces learners to a range of shape tools, allowing them to create a painting in the style of an artist.
	To make careful choices when painting a digital picture.
	• I can choose appropriate shapes
	• I can make appropriate colour choices
	• I can create a picture in the style of an artist
4	**KS1 Computing:** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.*
	This lesson increases learners' understanding of the available paint tools and encourages them to select the best tools to create a digital painting in the style of Wassily Kandinsky.
	To explain why I chose the tools I used.
	• I know that different paint tools do different jobs
	• I can choose appropriate paint tools and colours to recreate the work of an artist
	• I can say which tools were helpful and why
5	**KS1 Computing:** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.*
	Learners select appropriate colours, brush sizes, and brush tools to independently create their own image in the style of an artist.
	To use a computer on my own to paint a picture.
	• I can make dots of colour on the page
	• I can change the colour and brush sizes
	• I can use dots of colour to create a picture in the style of an artist on my own

6	**KS1 Computing:** *Use technology purposefully to create, organise, store, manipulate, and retrieve digital content.* Learners compare their preferences when creating paintings on computers and on paper. *To compare painting a picture on a computer and on paper.* - I can explain that pictures can be made in lots of different ways - I can spot the differences between painting on a computer and on paper - I can say whether I prefer painting using a computer or using paper

Learning Outcome/product

To be able to produce own digital paintings, using a range of tools within a painting programme.

Assessment records	List only those children who have not achieved the expected outcomes

End of unit assessment question

Can you name some of the tools that you used to create your digital painting?