

Topic: Computing	Year group	Term
Information Technology - Using technology to create (painting)	Year 1	Spring 1 6 sessions

Background knowledge
Twinkl Computing Painting Year 1 unit pack.

What should I already know?
<p>Articulate their ideas and thoughts in well-formed sentences.</p> <ul style="list-style-type: none"> • Connect one idea or action to another using a range of connectives. • Use talk to help work out problems and organise thinking and activities explain how things work and why they might happen. • Use new vocabulary in different contexts. • Share their creations, explaining the process they have used. • Use a range of small tools, including scissors, paintbrushes and cutlery. • Begin to show accuracy and care when drawing.

National Curriculum Objectives / Key Skills	The Journey
<p><u>Subject intent</u> To stay safe online and understand the positives and negatives of being online. Develop basic computing skills to prepare for the world of work.</p> <p>To use technology with support to create, store and edit.</p> <p>I can use software under the control of the teacher to create, store and edit digital content using appropriate file and folder names.</p> <p>I can talk about my work and make changes to improve it.</p>	<ol style="list-style-type: none"> 1. Colours: Children can paint with different colours using a simple computer program (eg. Microsoft Paint, Smartnote book, Scratch Jr's painting tools). 2. Brushes: Children can paint with different brushes. 3. Shapes and fills: Children can create shapes and fill areas. 4. Undo and redo: Children can make changes to improve my work. 5. Text: Children can add text to a painting. 6. Making a poster: Children put together their skills and use the computer painting program to make a poster.

Outcomes

An overview of what children will know / can do

Working towards: Children can paint with different colours, paint with different brushes and create shapes.

Expected: Children can paint with different colours, paint with different brushes and create shapes. They can fill an area with a colour, undo and redo, and add text. They can save their paintings in their folder with help.

Exceeding: Children can paint with different colours, paint with different brushes and create shapes. They can fill an area with a colour, undo and redo, and add and reformat and resize text and images. They can save their paintings in their folder.

Key Vocabulary

Brush - the shape of your pen.

Bucket - to fill a shape with colour.

Colour - the colour you choose will appear on the screen.

Mouse - what you hold, click, press and move to draw with.

Open - to see your work from last week.

Redo - to bring back something you got rid of.

Save - to keep a copy of your work for next week.

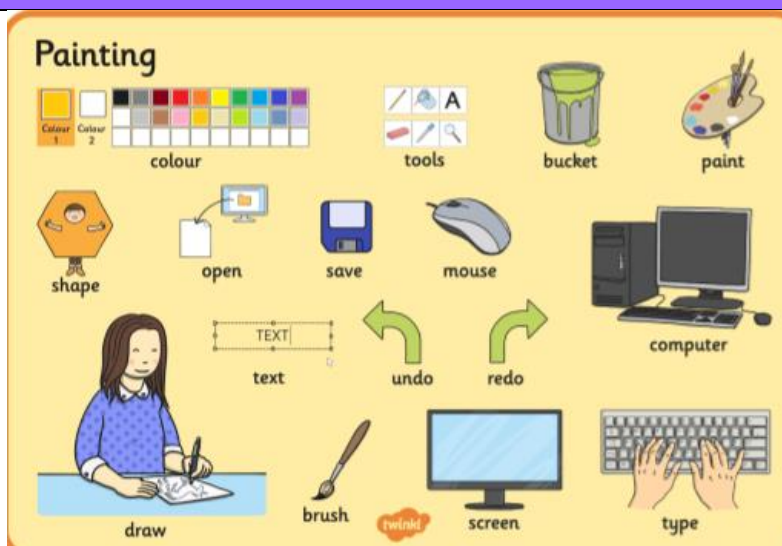
Shape - an object with a different number of sides.

Text - the words on your screen.

Type - pressing your fingers on the letters on the keyboard.

Undo - to get rid of a mistake.

Timeline / Diagrams



Key people / places

"Every child is an artist!" Pablo Picasso, Spanish artist.

Assessment questions / outcomes

Show me how to draw something red.

What do I click if I want to change the shape of my brush?

What do you click to fill a shape with colour?

If I make a mistake, what can you press so that it goes back the way it was before?

What does text mean? How can I put text into my work?