

Spring 2 Year 1- Digital Painting

Computing Concepts



Presentation

Presentation
Expressing ideas



Systems

Systems
Knowing how to create and use programmes



Digital world

Digital World
Knowing how to use a range of technology

Curriculum Objectives

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

Learning Overview

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.

Lessons will cover:

- 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