

## Computing Medium Term Plan- Spring Term 2 Y2

### Creating Pictures

- Unit Outcome - to create a range of art work using a range of tools and techniques.

Date	Objective (s)	Task/activity	Resources	Key Vocabulary	Lesson Outcome
Lesson 1	<p><u>NC objective:</u> use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p><u>Lesson objectives:</u> I can describe the main features of impressionist art. I can use 2Paint a Picture to create my own art based upon this style.</p>	<p><u>Main Teaching</u> On the whiteboard, display some examples of impressionist art. Ask the children to describe what they have in common if they can. Talk about what impressionist art is using the fact file information or other information of your choice.</p> <p>Show the children 2Paint a Picture. Explain that it is a drawing tool that helps you to create various painting effects and combine these effects to make pictures. When the tool is first opened, you get a choice of painting effects. We will be looking at some of them during the next few lessons. Click on the Impressionism template. Show the children how the tubes of paint have been 'squeezed out' and mixed in the palette on the left so they are ready for the impressionist artist to capture the impression. Colours can be selected here and then mixed with more water to give a watered-down paint effect by clicking on the water pot to alter the level of water. Other colours can be accessed by clicking on the white arrows to rotate the palette of paint up or down.</p> <p>Encourage the children to experiment with painting with watery paint and layering the effect with short 'brushstrokes'. Notice that the colour comes out in a mixture of tones to help create an impressionist appearance.</p> <p><u>Differentiated Activities</u></p>	<p>Unless otherwise stated, all resources can be found on the main unit 2.6 page. From here, click on the icon to set a resource as a 2do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.</p> <ul style="list-style-type: none"> <li>• Examples of impressionist art.</li> <li>• Impressionism fact file from Appendix 1; this is a brief fact file for your own use.</li> <li>• There is a 2Publish activity that children could use to create</li> </ul>	<p>Impressionism - The impressionist movement began in the 1860s and became most popular in the 1870s and 1880s. It differed from the common art of the time because it wasn't religious art, showing scenes from religious stories or specific events, but</p>	<p>To describe the main features of impressionist art. To use 2Paint a Picture to create my own art based upon this style.</p>

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		<p>After some time for experimentation, encourage each child to create their own impressionist-style painting. Ask them to enter a title and 'sign' their art. Children should all save their work in their online work folder by clicking on the save button and entering a name for their piece before clicking Save. If you have a class blog or display board, they could then share their work by clicking on the world button.</p> <p><u>Challenges</u></p> <p>Extension exercise: Set the 2Publish file as a 2Do for the class. Children should open this and add their picture to it along with some accompanying details. To add their own picture to a picture box. First, click on the green 'plus' symbol at the bottom of the clip-art picker: On the next screen, click the choose file button.</p> <p>Click on the folder 'My Work' and then on the name of the picture that they want to include. A small preview will be displayed: . Click open and the image will be added to the clipart picker. 14. Drag this image to a picture box and resize. You could also show the children how to save some images from the Internet to their computers to add them to the file or you could have some pre-saved examples that they could use saved on the school sever accessible to the children.</p> <p>When completing the work, children can add the images into a picture box by clicking on the green plus in the top right-hand</p>	<p>an impressionism fact file as an extension to this work. See the extension section of the lesson plan for ways that you might want to adapt this for your class. The activity can be found at Art Impressionism.</p>	<p>was just intended to capture a scene at a moment. The art gave an 'impression' of the scene. Palette - Within computer graphics, this is the range of colours or shapes available to the user. Pointillism - Pointillism was a development of impressionism. It was invented mainly by</p>	
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		<p>corner of a picture box to open the picture gallery. Then click on the add to gallery button and find the file from your computer. . If this is too difficult, you could open the 2Publish file (in advance of the lesson), go into Teacher mode and add the example pictures to the Gallery by clicking on one of the green plus signs and adding them. Then save the file to your work folder and share it as a 2Do ( world button). The children will then have a gallery of images available when they click on the green plus sign and will only have to locate their own picture.</p>		<p>George Seurat and Paul Signac. Pointillist paintings are created by using small dots in different colours to build up the whole picture. Colours are placed near each other rather than mixed. Share - An instance of posting or reposting something on a social media website or application. Surrealism -</p>	
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				<p>Explored the subconscious areas of the mind. The artwork often made little sense as it was usually trying to depict a dream or random thoughts.</p> <p>Template - Something that serves as a model for others to copy.</p>	
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Lesson 2	<p><u>NC objective:</u> use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p><u>Lesson objectives:</u> I can explain what pointillism is. I can use 2Paint a Picture to create my own art based upon this style.</p>	<p><u>Main Teaching</u> On the whiteboard, display some examples of pointillist art. Ask the children to describe what they have in common if they can. How do they differ from impressionist art generally? Talk about what pointillist art is using the fact file information or other information of your choice. Show the children 2Paint A Picture. Which template do they think we will be using today? Click on the Pointillism template. Pictures are made in a similar way to the previous lesson. Children can add water as before; this merges the dots together a bit. They can also experiment with the dot size by altering the slider at the bottom of the screen. On the top right of the screen is a button (drawing of a man) that gives some outline options that can help with painting. o These outlines can be resized and repositioned using the blue and green draggable squares on them. For example, children can position a person template and use it to paint a person in a particular position. They can then move the template to add more people. There are templates for a face (for portraits), body, vertical and horizontal perspective (not so relevant for this lesson). Remind the children about the undo button in case they make a mistake and want to reverse it</p> <p><u>Differentiated Activities.</u> After some time for experimentation, encourage each child</p>	<p>Unless otherwise stated, all resources can be found on the main unit 2.6 page. From here, click on the icon to set a resource as a 2do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page. • Examples of pointillist art. • Pointillism fact file from Appendix 2; this is a brief fact file for your own use. • There is a 2Publish activity that children could use to create a pointillism fact file as an extension to</p>	<p>To explain what pointillism is. To use 2Paint a Picture to create my own art based upon this style.</p>
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		<p>to create their own pointillist-style painting. • While they are working (or afterwards), ask the children to compare creating pointillist art on the computer to using paints. The artists who invented this style did not have computers. If you have time, the children could try creating pointillist art during an art lesson using paints. What are the advantages and disadvantages of the two methods? • Children should all save their work in their online work folder by clicking on the Save button and entering a name for their piece before clicking Save. They can share their work as before.</p> <p><u>Challenges</u></p> <p>Extension exercise. Set the 2Publish file as a 2Do for the class. Children should open this and complete it in a similar way to last week's extension activity.</p>	<p>this work. See the extension section of the lesson plan for ways that you might want to adapt this for your class. The activity can be found at Art Pointillism.</p>		
Lesson 3	<p><u>NC objective:</u> use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p><u>Lesson</u></p>	<p><u>Main Teaching</u> On the whiteboard, display some examples of work by Piet Mondrian during his later years as an artist in the style that he is most famous for. Some recommended pictures are Broadway Boogie Woogie and Composition with Red, Yellow and Blue. Ask the children to describe what they have in common. Talk about who he was and when he lived using the fact file information or other information of your choice. Can the children work out the template to use for this</p>	<p>Unless otherwise stated, all resources can be found on the main unit 2.6 page. From here, click on the icon to set a resource as a 2do for your class. Use the links below to preview the</p>		<p>To describe the main features on Piet Mondrian's work. To use 2Paint a Picture to create my own</p>



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	<p><u>objectives:</u> I can describe the main features on Piet Mondrian's work. I can use 2Paint a Picture to create my own art based upon his style.</p>	<p>lesson? Open the Lines template. This template will only allow drawing in straight lines or filling areas. Show the children how to select a black colour and how to vary the thickness of the line. Show them how to fill an area using the paint pot</p> <p><u>Differentiated Activities</u></p> <p>. After some time for experimentation, encourage each child to create their own picture in the style of Mondrian. The children should all save their work in their online work folder by clicking on the Save button and entering a name for their piece before clicking Save. They can share their work as before.</p> <p><u>Challenges</u></p> <p>Extension exercise. Set the 2Publish file as a 2Do for the class. The children should open this and complete it in a similar way to last week's extension activity.</p>	<p>resources; right-click on the link and 'open in new tab' so you don't lose this page. • Examples of work by the artist Piet Mondrian. • Mondrian fact file from Appendix 3; this is a brief fact file for your own use. • There is a 2Publish activity that children could use to create a Mondrian fact file as an extension to this work. See the extension section of the lesson plan for ways that you might want to adapt this for your class. The activity can be found at Piet Mondrian.</p>		<p>art based upon his style.</p>
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Lesson 4	<p><u>NC objective:</u> use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p><u>Lesson objectives:</u> I can describe the main features of art that uses repeating patterns. I can use 2Paint a Picture to create my own art by repeating</p>	<p><u>Main Teaching</u> Show the children some of the work by William Morris as well as the other pieces with repeating patterns. If you have enough examples, give out a sample to each pair of children. They should spend a few minutes working out what images are repeated and how they are repeated using words such as: Vertical, horizontal, parallel, diagonal, rotated, rotational, symmetry. You may wish to display these words on the whiteboard.</p> <p>Talk about William Morris using the fact file; the children could use an Internet search engine to find an example of a William Morris pattern on the computer and identify the subject matter - plants, flowers etc. - and how it is repeated. Open 2Paint a Picture and select the pattern template. Demonstrate to the children that whatever they draw in the top left square is repeated in the main page. Remind the children about the Undo button and about how to alter the thickness of the pen. Next, show the children how to vary the way that the pattern repeats by exploring the effect of</p>	<p>Unless otherwise stated, all resources can be found on the main unit 2.6 page. From here, click on the icon to set a resource as a 2do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page. • Examples of work by the textile designer and artist William Morris. • Examples of other</p>	<p>Vertical, horizontal, parallel, diagonal, rotated, rotational, symmetry</p>	<p>To describe the main features of art that uses repeating patterns. I can use 2Paint a Picture to create my own art by repeating patterns in a variety of ways. • To combine more than one effect in 2Paint a</p>



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	<p>patterns in a variety of ways. • I can combine more than one effect in 2Paint a Picture to enhance my patterns.</p>	<p>clicking on the different Repeat Style buttons. A lot of wallpaper designs will use a half-drop pattern, giving a diagonal effect. Explore how different rotations affect the pattern of the same basic shape: Next, show how the size slider can change the pattern: Show the children a different way to do this by drawing a quarter of a flower in the corner and making a rotating repeat that matches up the quarter flowers. Try adding a stem and some smaller flowers to see the effect of this. The added small details are very reminiscent of William Morris's designs.</p> <p><u>Differentiated Activities</u> Give the children time to experiment with these techniques to create their own patterns and save them.</p> <p>Now bring the class back together and explain that you are going to investigate rotational effects and combine these with patterns. Open a new file in 2Paint a Picture and choose the Slice template. Whatever is drawn within the slice will be repeated by rotating it about the centre. The size of the slice can be altered during the process to alter the repeat of the subsequent drawing. Demonstrate these effects to the children briefly to create a pattern. Now click on the New File button and select the Pattern template. When asked whether to use the current picture, select Yes. Now you will have the rotated image set up to repeat in the new file. Further details</p>	<p>patterns that use repeats: wrapping paper and wallpaper samples are useful for this. • William Morris fact file from Appendix 4; this is a brief fact file for your own use. • If you want the children to write about William Morris like they have written about the other artists, you could make use of the Blank Artist's Profile Activity.</p>		<p>Picture to enhance my patterns.</p>
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		<p>can be added in the top left box if desired. Children should spend the rest of the lesson experimenting with these effects to create patterns. These could be shared to a class blog or display board. They could even be printed to decorate a house outline on a wall of your classroom or shoebox houses. Each child could have a different room to furnish with carpets, curtains, sofas, etc.</p> <p><u>Challenges</u></p>			
Lesson 5	<p><u>NC objective:</u> use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p><u>Lesson objectives:</u> I can describe surrealist art. I can use the eCollage function in 2Paint a Picture to create</p>	<p><u>Main Teaching</u> Show children the surrealist art. Surrealism began in the 1920s. It was about experimenting with your imagination and exploring dreams. Surrealists often put together objects that were not normally seen together. Spend some time talking about what is strange about the paintings. Do the children have dreams where things aren't quite how they are in everyday life? Open 2Paint a Picture and choose the eCollage template. In this template, the picture is made by creating stamps that can then be placed on the picture. The stamps are made in the top left corner box by • drawing something • adding and combining clipart (by clicking on the button in the top toolbar) • adding your own images from your computer (by clicking on the button in the top toolbar and then the get image button) Select a piece of clipart to be the 'stamp'. Show children how</p>	<p>Examples of some surrealist art, particularly ones that combine unusual objects or play with sizes. Paintings by René Magritte are good examples of this that appeal to children, e.g. The Listening Room, Golconda, Personal Values, The Therapist, Son of Man, The False Mirror. • The</p>		<p>To describe surrealist art. To use the eCollage function in 2Paint a Picture to create my own surrealist art using drawing and clipart.</p>

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	<p>my own surrealist art using drawing and clipart.</p>	<p>it can be recoloured and how the size of the stamp can be altered using the sliders below the stamp image. Then show children how to 'stamp' on the page. If they click on the picture, the image will be stamped in that place. If they click and hold down the mouse button and then drag it, they can rotate the stamp. Remind them of the Undo button to undo anything that doesn't look how they wanted. This way, they can build up some quite surreal images! Can they think of appropriate titles for their works of art?</p> <p><u>Differentiated Activities</u></p>  <p><small>Dreaming of a food attack by Rebecca</small></p> <p><u>Challenges</u></p> <p>Some children will be able to combine effects by creating an image in a different template, then clicking the New File button and using the previous image. Here is a pointillist sunset with raining multi-coloured cows!</p>	<p>eCollage function allows children to combine images such as photos as well as clipart and drawings. If you have children who are able to navigate to folders on the computer, you might want to have some photos that they could use in their art such as photos of the children, the school or a variety of random objects.</p>		
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