

Painting

Computing | Year 1 | Unit Overview

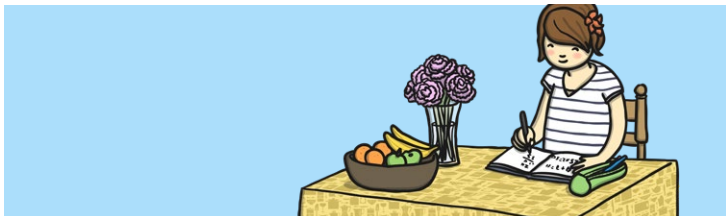
Introduction

This Painting unit will teach your class basic painting skills in a painting application on a computer or tablet device. Children will use a simple painting program to paint with different colours and brushes, create shapes, fill areas, undo and redo and add text.



Health & Safety

Children should be encouraged to have good posture and sit up to the computer. Children should not spend extended periods of time looking at the screen.



Home Learning

Painting a Toy: Children use a computer to paint a picture of a toy, using different colours and brushes.

Painting a Castle or Large Building: Children use a computer to paint a picture of a castle or other large building.



Wider Learning

Children may use a computer to paint pictures relevant to other learning in class. Children could find out more about the earliest computers and compare them with the computers and devices that we use today. Children could use the computer to create posters and invitations to events such as a class assembly or school play using a variety of painting software. You could try finding a visitor to come in who uses a computer to draw e.g. an illustrator, graphic designer or architect.

Assessment Statements

By the end of this unit...

...all children should be able to:

- Paint with different colours.
- Paint with different brushes.
- Create shapes.

...most children will be able to:

- Save their paintings in their folder.
- Fill an area with a colour.
- Undo and redo.
- Add text.

...some children will be able to:

- Format text.
- Resize text and images.

To look at all the resources in the Painting unit [click here](#).

To find out more about PlanIt download our [free guide here](#).

Lesson Breakdown

1. Colours

To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of painting using a simple computer program.

- I can paint with different colours.

Resources

- Desktop computers/laptops/tablets
- Access to simple painting application



2. Brushes

To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of painting using a simple computer program.

- I can paint with different brushes.

- Desktop computers/laptops/tablets
- Access to simple painting application



3. Shapes and Fill

To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of painting using a simple computer program.

- I can create shapes and fill areas.

- Desktop computers/laptops/tablets
- Access to simple painting application



4. Undo and Redo

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

Use logical reasoning to predict the behavior of simple programs.

Children will work in the context of using undo and redo in a computer program.

- I can make changes to improve my work.

- Desktop computers/laptops/tablets
- Access to simple painting application

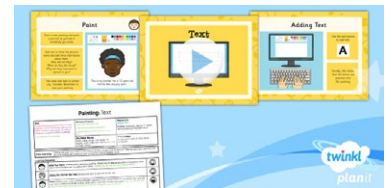


5. Text

To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a computer program to make a painting.

- I can add text to a painting.

- Desktop computers/laptops/tablets
- Access to simple painting application



6. Making a Poster

To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a computer program to create a poster.

- I can use a computer program to make a poster.

- Desktop computers/laptops/tablets
- Access to simple painting application



To look at all the resources in the Painting unit [click here](#).

National Curriculum Aim Lesson Context Child Friendly