

YEAR 1

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Creating media – Digital Painting	The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon. No Specific ELG links.	To develop understanding of a range of tools for digital painting and use this to create their own digital painting.	To recognise that different devices can be used to capture, edit and improve photographs.	To use a range of techniques to create stop frame animation using tablets and apply skills to create a story-based animation.	To identify input and output devices required to work with sound digitally. To record audio themselves and understand ownership and copyright implications.	To create vector drawings by learning how to use different drawing tools to produce images.	To develop knowledge and understanding of using a computer to produce 3D models.

COMPOSITES

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

COMPONENTS

	1	2	3	4	5	6	End Point
	How can we paint using computers?	How can I use tools on the computer to create shapes and lines?	Can I make careful choices when painting a digital picture?	Can I explain why I chose the tools I used?	Can I use a computer to paint a picture?	Can I compare painting a picture on a computer and on paper?	Children will develop their understanding of a range of tools used for digital painting. They will use these tools to create their own digital paintings, while gaining inspiration from a range of artists' work. Children will consider their preferences when painting with and without the use of digital devices.
CONCEPTS <small>Link to concept</small>	Creating Media Information Technology Computer Science	Creating Media Information Technology Computer Science	Creating Media Information Technology Computer Science	Creating Media Information Technology Computer Science	Creating Media Information Technology Computer Science	Creating Media Information Technology Computer Science	
SKILLS	Make marks on a screen and explain which tools I used Draw lines on a screen and explain which tools I used	Make marks with the square and line tools Use the shape and line tools effectively	Choose appropriate shapes Make appropriate colour choices	Choose appropriate paint tools and colours to recreate the work of an artist	Make dots of colour on the page Change the colour and brush sizes	Identify the differences between painting on a computer and on paper Discuss whether I prefer painting using a	Children will be able to choose and use a range of tools on the computer to create a digital painting. This tools will include

	Use the paint tools to draw a picture	Use the shape and line tools to recreate the work of an artist	Create a picture in the style of an artist		Use dots of colour to create a picture in the style of an artist on my own	computer or using paper	paintbrush, pencil, fill, erase, undo, shape, different brush styles and sizes and colours.
KNOWLEDGE	Understand that computers have tools to create text and images	Understand that computers have tools to create text and images	Understand that computers have tools to create text and images	Explain that different paint tools do different jobs Explain which tools were helpful and why	Explain that different paint tools do different jobs Explain which tools were helpful and why	Explain that pictures can be made in lots of different ways	Children will know that we can use tools on technology to create and edit digital paintings. Children will be able to explain what the tools do and which they prefer.
LESSON LINK	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting	..\\..\\..\\Hubs\\Computing\\NCCE Teaching\\Year 1\\2 - Creating media – Digital painting
PROGRESSIVE VOCABULARY	paint program tool paintbrush erase fill undo	Piet Mondrian primary colours shape tools line tool undo tools	Henri Matisse shape tool fill tool	Wassily Kandinsky tools feelings colour brush style	Georges Seurat pointillism brush size	pictures painting computers like prefer dislike	
CURRICULUM EXPERIENCES		Exploration of artist	Exploration of artist	Exploration of artist	Exploration of artist		
END POINT	Children to know about to the freehand tools available for digital painting.	Children will be familiar with the line and shape tools and revisits the fill and undo tools used for digital painting. Children create their own digital painting in the style of an artist.	Children will be familiar with a range of shape tools, allowing them to create a painting in the style of an artist.	Children will have an increased understanding of the available paint tools and be able to select the best tools to create a digital painting in the style of Wassily Kandinsky.	Children will select appropriate colours, brush sizes, and brush tools to independently create their own image in the style of an artist.	Children will compare their preferences when creating paintings on computers and on paper.	

BIRCHINGTON



CHURCH OF ENGLAND PRIMARY