

## **Medium Term Plan - Computing –Digital Art**

### **N.C POS**

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

**Strand/s of computing in this unit:** Information Technology, Digital Literacy

**Concept:** cause and effect, change, information, communication, technology, patterns, invention, culture

**Key Vocabulary:** tool, program, fill, copy & paste, manipulate, duplicate, rotate, shape, lines, primary colours, pattern, digital photography, algorithmic painting, dynamic painting, 2D, 3D, pixel art, graphics

**Prior Learning:** independently take photographs/videos, discuss and evaluate work, Can follow teachers' instructions when using an online interactive program such as paint or draw.

### **Core Knowledge- non-negotiable- specific knowledge must be identified here**

- Know how to use paint tools to draw a picture
- Use the influence of other artists to create pictures
- Know how to change colour and brush size
- Evaluate which paint tools were effective and why

### **Wider Influences**

- Digital paint tools, 'Microsoft paint' and paintz app
- Digital artists, i.e Mandy Jurgens, Irina French, Dan Volbert
- Book illustrations (Oliver Jeffers, 'Here we Are', Jim Field, 'The Squirrels Who Squabbled')

### **Enduring Understanding**

- To be able to use the influence of other artists to create pictures
- To be able to use paint tools to create art digitally