TERM 1 OVERVIEW YEAR 1 AND 2 – Computing

Term 1 Book – Man on the Moon	
Topic(s) - Creating computer art using a paint program	**Guide Time = 6 weeks**
Assessment:	Pupils to have set criteria to use during their lessons, assessment of use of these criteria through Paint program. Assessment through discussion, support of others and teacher questioning linked to VIPs and knowledge.

Very Important Points (VIPs):
- To access programs you must log in to a computer
- Computer art is where a computer is involved in its production
- Computer art can be made using Paint
- Tools on Paint include fill, shapes, lines, text, brush and erase.

Links to prior learning (sequencing) and canon book	Pupils have experience of computer safety and how to complete basic computer processes to access computers. Awareness of how to use programs safely from Autumn Term 1. Reading of Man on the Moon gives their learning a context as well as links to their art work through focus on Picasso.

Fat Questions:
- Without art what would change in our world?
- Should all artwork be computer based? Would this help to save the planet?
- Is a piece of art viewed in the same way by everyone?
- Can art ever be wrong? Should we use the erase tool?

Links to other learning (cross fertilisation)	The World Beyond us: How is art shared across the world? Can an artist become famous if their work is not on paper? The World Around Us: What are the benefits of creating art on a computer? Modern Britain: How has technology changed the way people's work and designs are seen? Healthy Bodies & Healthy Minds: What is the importance of shape and colour when creating art to reflect you and your interests? Culture: Is computer art accessible in all cultures, how else might people share their work and gather ideas? Technology in Action: How do computer programs influence the audience of our art work? Who is able to see it and how is this different to paper?
Links to future learning	Pupils will be learning about different artists throughout the year and different forms of art. Pupils to continue to learn about safety on computers throughout the year and the importance of keeping things private.

Character/Wider Development ('50 things', cultural capital, skills)	Pupils will continue to develop their understanding of computing and how to stay safe, be respectful when using technology. '50 things' possibility to watch an artist at work.	

OVERVIEW OF TEACHING SEQUENCE

Key Facts/Learning	Learning Focus or Key Question	Learning Outcomes (NC)	Key Words/ Vocabulary	Greater Depth/SEND	Misconceptions	Activities and Resources
Week 1 – What is Paint and how is it used?	To open and begin to use basic Paint tools. Why is our username and password important to us? What can we access once logged in to a device?	NC: Use technology purposefully to create, organise, store, manipulate and retrieve digital content. L.O: To open and begin to use basic Paint tools.	Username Password Logon Computer Device Program Tools Paint Explore Create Shape Lines Fill Erase Brush	GD: Independently log in to a computer. To use different lines, fill effects, shape and brush tools to create art. SEND: To use brush and shape tools, including different colours to create a piece of art.	Children may confuse their username and password and need support to log in leading to time constraints. Pupils may find use of laptop mouse tricky when navigating Paint due to use of tablets at home and in other settings. Pupils may find reading and finding some of the told difficult, modelling and instruction/picture	**Pupils to be given/recall their log in details prior to session.** R4P: Steps to log in unjumble and complete task. **Activities:** Discussion based activity to reintroduce using a computer answering questions including: Why do we use computers? What can we learn on a computer? When are computers useful? Why is my login important to me? Discussion to recap prior learning from Autumn 1 including staying safe. Pupils in pairs to log in to their accounts. They are to talk each other through the log in process after teacher modelling. Pupils to all log in to their own account where possible with their partners support.

					sheet to reduce this.	Once pupils are logged in, introduce them to Microsoft Paint (Sessions will also work using Tuxpaint for SEND pupils). Discuss why we might use this program and explore the tools together. Year 1- Pupils are to be given time to then work with their partner to explore and be creative with the tools. Using the provided picture/instruction cards allow pupils to create their own piece of art all about them. Model examples and print these for children to write key words about their work on for the next session. **Deepening the moment:** How could you correct a mistake on your work? Is there more than one way? Year 2- Pupils are to use the session to explore and create their own piece of art linked to the Man on the Moon, focus on them using a range of tools and working in their pairs to independently make decisions about how to change and improve their work. **Deepening the moment:** Can you show another child one tool you have learnt about and suggest ways to improve their work using it? (Discussion based evaluation of their skills)
Week 2 – Using Paint tools to design and create a piece of computer art	How can I use colour and shape to create a Picasso style painting?	L.O: To create a Picasso inspired piece of computer art using Paint.	Program Tools Paint Explore Create Lines Shapes Fill Text	GD: To use different lines, fill effects, shape and brush tools to create computer art with a space theme. To independently save work using a name.	Children may not have had exposure to the vocabulary used to label a computer/laptop.	Resources: R4P – What is Microsoft Paint? Introduce Picasso through video https://www.bbc.co.uk/bitesize/clips/zdfgkqt **Activities:**

| | | | | Brush
Size
Select
Erase
Save | SEND:
To create a moon themed piece of computer art using bright colours, different brush types and fill. | | Share pupil's work from the last session and discuss which tools they used and which they found easier/trickier to create art with.

Share work by Picasso and identify the themes and similarities between his pieces; colourful, bright, cubism, distortion.
Discuss how we are going to create a Picasso inspired piece of work using Paint. The work will be based around space and the moon linking to class canon book.

Year 1- Give pupils a template of the moon, allow them to use mixed media to create a Picasso style piece of art using the moon template on paper.

Year 2- Pupils to discuss different pictures taken from Man on the Moon to decide which inspires them the most to create their space themed art work. Give pupils pieces of paper, different media and allow them to create a space inspired image that they would like to recreate using Microsoft Paint.

Year 1- Pupils to observe how to create different shapes on Microsoft Paint to create their moon, then using lines and different brush strokes pupils are to fill different parts of the moon using different colours and 'textures'.

Deepening the moment:
Can you save your work and create a simple drawing to show someone else how to save?

Year 2- Pupils to use Microsoft Paint and a checklist of tools to create their Picasso inspired space art. They are to support their partner to create their artwork or create a piece together. |

						Deepen the moment: Can you save and reopen your work to share with another pair? Write down a simple set of instructions to explain how to do this.
Week 3 –	How to be safe online	To select appropriate internet safety rules to follow. To recognise safe and inappropriate choices on the internet. Understand how to save work on a computer correctly (Year 2).	Evaluate Edit Improve Program Tools Paint Explore Create Lines Shapes Fill Text Brush Size Select Erase Save	GD: Include a government guideline or rule. Suggest strategies for staying safe online. SEND: Poster template provided with key words missing. Match key words to the sentence.	Children may not understand that some websites have rules against children using them.	R4P: Real life computing **Activities:** Pupils to evaluate their work so far from last session. Using post it notes or discussion (Y1) pupils to write positive messages onto each other's work about which tools have been used well and what impact they have had on the piece of art. Pupils are then to move to their own work to write a next step to help them improve their art. Year 1- To continue to create a Picasso inspired piece of art using the tools checklist making one or more improvements. Year 2- To edit and improve their Picasso inspired piece of art using the tools checklist. Pupils to justify why they are making their changes to create a final piece. **Deepening the moment:** Follow the instructions to find what image is created.

Context (big picture learning)
Children will demonstrate basic computer skills by logging on and accessing a program as well as saving their own work. Children will know what computer art is and when it can be used. They will demonstrate their understanding of effect line, shape, fill and brush tools through exploration. Children will begin to explain and discuss how computers can be useful for more than the internet.

Trust shared> Primaries> KS1> Planning Cycle B> Autumn 2> Computing

Week 1- Lesson 1, Week 2- Lesson 2, Week 3- Lesson 3.

KS1 Computing Knowledge Organiser: Computer art

Key vocabulary

- Computer art
- Picasso
- Username
- Password
- Login
- Computer
- Device
- Program
- Tools
- Paint
- Explore
- Create
- Shape
- Lines
- Fill
- Erase
- Brush
- Text

Fat Questions

- Without art what would change in our world?
- Should all artwork be computer based? Would this help to save the planet?
- Is a piece of art viewed in the same way by everyone?
- Can art ever be wrong? Should we use the erase tool?

Intent

To develop an understanding of how to use a Paint program to create computer art including fill, lines, shape and brush techniques.

VIPs (very important points)

- To access programs you must login to a computer
- Computer art is where a computer is involved in its production
- Computer art can be made using Paint
- Tools on Paint include fill, shapes, lines, text, brush and erase.
- Fill- colours a shape or space
- Shapes – insert different shapes onto the page
- Brush – creates different sized brushes which can be used as a normal paintbrush would
- Lines – can be straight or curved and create sections on the page
- Erase – rubs out work