BILSTON CHURCH OF ENGLAND PRIMARY

MEDIUM TERM PLANNING

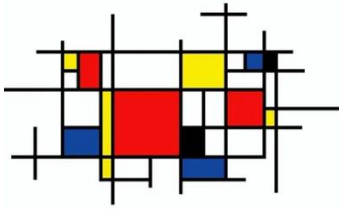
Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing	Art	Year 1	Spring 1	6 hours

Software/App – i-pad apps - Draw and Tell, Sketchbook, Art Set

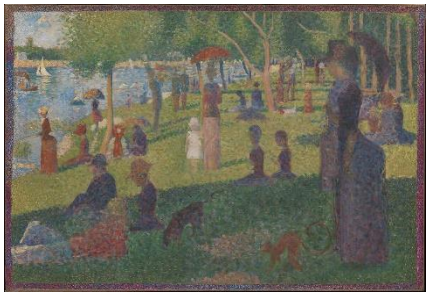
Vocabulary

- Paint
- Tools
- Paintbrushes
- Erase
- Fill
- Undo
- Piet Mondrian
- Primary colours
- Shape tool
- Line tool
- Henri Matisse
- Wassily Kandinsky
- Feelings
- Colour
- Brush style

- Georges Seurat
- Pointillism
- Brush size
- Like
- Prefer
- Dislike

Lesson Sequence	Time Allocation	Key Question/ WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: make marks on a screen and explain what I have used	Introduction: Provides an opportunity to examine learners' prior knowledge and determine their awareness of digital painting tools. Activity 1: Allows learners to spend time exploring for themselves what the different freehand tools do in the painting program. Activity 2: Allows learners to share their experiences and model to others what the different tools in the painting program do. Activity 3: Allows learners the opportunity to use the tools they have experienced to create a picture. Conclusion: Allows learners an opportunity to verbalise what the different tools in the painting program do.	Teach computing resources (Creating Media) i-pads A range of different painting apps such as draw and tell, sketch book and art set
Lesson 2	1 hour	WALT: make marks with the square and line tool	Introduction: Provides an opportunity to examine learners' prior knowledge and to determine their awareness of the tools used for digital painting. Activity 1: Provides an opportunity to assess whether learners understand which tools would be appropriate for use in today's lesson. Activity 2: Allows learners the opportunity to use the tools you have modelled to create their own digital painting. Plenary: Allows learners an opportunity to self-assess their own painting. 	Teach computing resources (Creating Media) i-pads A range of different painting apps such as draw and tell, sketch book and art set

Lesson 3	1 hour	WALT: choose appropriate shapes and colour choices	Introduction: Provides an opportunity to examine learners' prior knowledge and to determine their awareness of the tools used for digital painting. Activity 1: Provides an opportunity to assess whether learners understand which tools would be appropriate for use in today's lesson. Activity 2: Allows learners the opportunity to use the tools modelled by the teacher to create their own digital painting. 	Teach computing resources (Creating Media) i-pads A range of different painting apps such as draw and tell, sketch book and art set
Lesson 4	1 hour	WALT: explain that different paint tools do different jobs	Introduction: Provides an opportunity to assess learners' current understanding of the jobs of the different paint tools. Activity 1: Provides an opportunity to assess the learners' understanding of tools used so far in the unit and how these might help them to recreate the work of the chosen artist. Activity 2: Provides learners with the opportunity to demonstrate their use of the paint tools and make choices regarding the best tools to use. Assessment: Allows learners time to reflect on the tools that they have used and how effective they were. Conclusion: Allows learners the opportunity to verbalise what the different tools in the paint package can do and how effective/helpful they were when creating their digital paintings. 	Teach computing resources (Creating Media) i-pads A range of different painting apps such as draw and tell, sketch book and art set

Lesson 5	1 hour	WALT: make dots on a page and change the brush size	Activity 1: Provides an opportunity for learners to discuss which tools they will use to create work in the style of the chosen artist. Activity 2: Provides learners with the opportunity to demonstrate their independent use of the brush size, style, colour, and undo tools. Conclusion: Provides learners time to share and discuss their work and the amount of independence they have used in this task. 	Teach computing resources (Creating Media) i-pads A range of different painting apps such as draw and tell, sketch book and art set
Lesson 6	1 hour	WALT: say whether I prefer painting using a computer or using paper	Introduction: Provides an opportunity to assess learners' current understanding of how different pictures are made and what clues they use to recognise this. Activity 1: Provides an opportunity for learners to compare the painting process on a computer and on paper. Activity 2: Provides an opportunity to assess learners' likes and dislikes with regards to using computers or paint on paper as a medium for their paintings. Plenary: Provides an opportunity to assess the learners' preferred medium of painting and allows time for discussion.	Teach computing resources (Creating Media) i-pads A range of different painting apps such as draw and tell, sketch book and art set