Computing Topic: Creating pictures 2.6

Year: 2 **Term:** Summer 1

Key Knowledge/Content:
- To learn the functions of the 2Paint a Picture tool.
- To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir).
- To recreate Pointillist art and look at the work of pointillist artists such as Seurat.
- To learn about the work of Piet Mondrian and recreate the style using the lines template.
- To learn about the work of William Morris and recreate the style using the patterns template.
- To explore surrealism and eCollage.

Links to:
Prior learning:
- Exploring Purple Mash
- Animated Story books

Future learning:
- Animation
- Game creator
- 3d Modelling

Key vocabulary with definition:
Prior Vocabulary
- Art - A visual form of creative activity and imagination.

New Vocabulary
- Palette - Within computer graphics, this is the range of colours or shapes available to the user.
- Style - A particular way in which something looks or is formed.
- Fill - Causing an area to become full, in this case, of colour
- Pointillism - Pointillism was a development of impressionism. It was invented mainly by George Seurat and Paul Signac. Pointillist paintings are created by using small dots in different colours to build up the whole picture. Colours are placed near each other rather than mixed.
- Impressionism - The impressionist movement began in the 1860s and became most popular in the 1870s and 1880s.
- Surrealism - Explored the subconscious areas of the mind. The artwork often made little sense as it was usually trying to depict a dream or random thoughts.

By the end of this unit
All children can: **use** 2Paint to create a imagine replicating an established style.
Most children can: successfully **create** their own pieces of inspired art using 2Paint a Picture.
Some children can: **combine** and u**se** multiple effects and features to enhance patterns.

Background understanding for teachers and parents:
Children are taught a range of artistic skills which can be implemented onto the computer. They are taught to use the program 2Paint of a way of combining materials.

Curriculum Driver (one):
Aspiration
Evidence outcome:
Children gain an understanding of how computing can be used for future job opportunities.