



Year 1 – Creating media – Digital painting

Unit introduction

Learners will develop their understanding of a range of tools used for digital painting. They then use these tools to create their own digital paintings, while gaining inspiration from a range of artists' work. The unit concludes with learners considering their preferences when painting with and without the use of digital devices.

Overview of lessons

Lesson	Brief overview	Learning objectives
1 How can we paint using computers?	This lesson introduces learners to the freehand tools available for digital painting.	To describe what different freehand tools do <ul style="list-style-type: none">• I can make marks on a screen and explain which tools I used• I can draw lines on a screen and explain which tools I used• I can use the paint tools to draw a picture
2 Using shape and lines	This lesson introduces learners to the line and shape tools and revisits the fill and undo tools used for digital painting. Learners create their own digital painting in the style of an artist.	To use the shape tool and the line tools <ul style="list-style-type: none">• I can make marks with the square and line tools• I can use the shape and line tools effectively• I can use the shape and line tools to recreate the work of an artist

3 Making careful choices	This lesson introduces learners to a range of shape tools, allowing them to create a painting in the style of an artist.	To make careful choices when painting a digital picture <ul style="list-style-type: none"> • I can choose appropriate shapes • I can make appropriate colour choices • I can create a picture in the style of an artist
4 Why did I choose that?	This lesson increases learners' understanding of the available paint tools and encourages them to select the best tools to create a digital painting in the style of Wassily Kandinsky.	To explain why I chose the tools I used <ul style="list-style-type: none"> • I can explain that different paint tools do different jobs • I can choose appropriate paint tools and colours to recreate the work of an artist • I can say which tools were helpful and why
5 Painting all by myself	Learners select appropriate colours, brush sizes, and brush tools to independently create their own image in the style of an artist.	To use a computer on my own to paint a picture <ul style="list-style-type: none"> • I can make dots of colour on the page • I can change the colour and brush sizes • I can use dots of colour to create a picture in the style of an artist on my own
6 Comparing computer art and painting	Learners compare their preferences when creating paintings on computers and on paper.	To compare painting a picture on a computer and on paper <ul style="list-style-type: none"> • I can explain that pictures can be made in lots of different ways • I can spot the differences between painting on a computer and on paper • I can say whether I prefer painting using a computer or using paper

Progression

Learners should be familiar with:

- How to switch their device on
- Usernames
- Passwords

Curriculum links

National curriculum links

KS1 Computing

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

KS1 Art and Design

Pupils should be taught:

- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space
- About the work of a range of artists, craft makers, and designers, describing the differences and similarities between different practices and disciplines and making links to their own work

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