



Unit: Creating Pictures

ICT Early Years

Overview of this Unit:

Pupils should be encouraged to make marks on an IWB or computer using a simple graphics program and enjoy using different colours and making random patterns. Gross motor skills will be developed through large movements on an IWB and fine motor skills with the use of the computer mouse or IWB pens, mark making to music can be a good stimulus and lots of fun. Children will change colours, brush size and explore the tools in the program and talk about what happens. They will begin to make representations of drawings of themselves and the world around them and will learn that their pictures can be printed. Artists work and digital photographs can be used as a stimulus for creating pictures and role play areas can include a computer set up for mark making to enhance and extend children's play.

Expectations at the end of this unit:

Most pupils are beginning to: make marks and talk about their meaning and use a simple graphics package to make representative drawings of real or imaginary events. They can change colour and brush size and demonstrate good mouse control.

Some pupils will only be able to: make marks in a graphics package and will talk with encouragement and support about their pictures demonstrating some mouse control.




Some pupils will also be able to: make marks, talk about their meaning and use a simple graphics package to make representative drawings of real or imaginary events and use appropriately as part of their role play. They use the mouse confidently, change colour and brush size and through their own independent exploration are showing increasing ability to use other tools in a graphic package.



KEY:

Personal and Social Development, Well-Being and Cultural Diversity (PSDWBCD)	Welsh Language Development (WLD)	Creative Development (CD)
Language, Literacy and Communication Skills (LLC)	Knowledge and Understanding of the World (KUW)	Outdoor Play (OP)
Mathematical Development (MD)	Physical Development (PD)	Role Play (RP)

		<p>Give the children a variety of opportunities to make marks, draw pictures and lines on the screen and/or IWB and talk about them.</p> <p>Set up pre writing activities on IWB by making faint lines for the children to follow over. The lines should encourage left to right orientation and indicate a clear starting point to reflect good patterns for developing handwriting patterns.</p> <p>Provide the children with a simple outline drawing linked to the theme and ask them to create patterns e.g. scales on a fish, feathers on a bird, tiles on a roof, veins on a leaf etc.</p> <p>Provide the children with a template of a Christmas tree, Easter eggs, 2-D shapes and ask the children to decorate it in a pattern of their choice.</p> <p>Create Rangoli and Mendhi patterns on a hand template.</p> <p>Children can record their responses to music using a simple paint program to create marks and talk about their picture.</p> <p>Mark making on a computer can extend play as part of role play area for example in an office, doctors, garage etc.</p>			
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<p>Can change colour and brush size when creating a picture.</p>		<p>Demonstrate how to use the brush tool to change size and select colours from a palette in a Simple Graphics programme. This can be done on an IWB or a computer.</p> <p>Children can be encouraged to select tools and colours to draw simple pictures linked to the theme or topic for example; draw a picture of themselves on the screen, explore seasonal changes in the environment, observational drawings of living creatures they have found outdoors, (use of a digital microscope and/or magnifying glass could be a good stimulus), take pictures on a class visit with a digital camera to aid recall and use them to help the children draw something they had seen e.g. animals on the farm, pets etc.</p>  <p>Create imaginary pets, draw pictures of characters from stories and nursery rhymes etc. and talk about the pictures.</p> <p>Staff can work with the children to produce a display that includes paintings, drawings, collage, and computer-generated pictures. Talk to the children and compare the pictures created using different media.</p> <p>Artists work can be used as a stimulus for children's art work using a variety of media and some artists lend themselves to computer art such as Mondrian, Kandinski and Welsh artists such as William Brown.</p>	<p>Screen Mouse Click Cursor Arrow Palette Tool tool size colour undo print</p>	<p>Graphics Package IWB PC Templates Printer Digital Photographs</p>	
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<p>Begins to understand that text/images created on a computer can be printed.</p>		<p>Show the children the Printer icon on the computer and explain to the children that the computer can produce a paper copy of what's on the screen as long as there is a printer linked to it. Discuss rules about printing.</p>	<p>Computer Screen Mouse Click Printer Icon Symbol Paper Copy Printer Paper</p>	<p>Computer Printer Paper</p>	
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