

## Computing – Graphics

Year Two



**Undo** - a function performed to reverse the action of an earlier action.

**Save** - is writing data to a storage medium, such as a hard drive.

**Paint** –

**Brushes** - computer graphics uses digital paintbrushes for making pictures.

**Font** - a font is a collection of characters with a similar design.

**Size** - how large the characters displayed on a screen are.

**Colour**

**Shapes**

**Fill**

**Text**

By the end of this unit you will have created your own pirate themed setting, you will include a variety of different tools in your setting to make it stand out.

### Important information

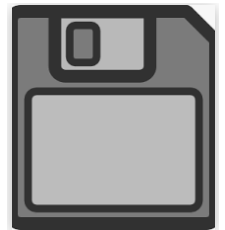


You will build upon your previous knowledge of navigating around a laptop. You will turn the computer on and off independently as well as use the program 'Paint'.



You will create your own pirate and setting using a range of techniques using the program 'Paint'. You will use a number of different colours to make your design stand out and be eye catching. You will also experiment with different brushes to create a range of different strokes as well as use a variety of different shapes in your design. You will use the 'fill' option to colour the shape you have inserted. The other tool of paint that will be used is the text tool, we will change the font and size of your writing.

Throughout this you will use the 'undo' button to reverse any of your previous actions you wish to remove. We will 'save' our work frequently and reflect on how our work can be improved each session, ensuring that these improvements are carried out.



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	Lesson Question	What you will learn	Learning Review
1	Can you use a number of different colours?	To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of painting using a simple computer program.	
2	Can you create a number of different strokes using the brushes tool?	To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of painting using a simple computer program.	
3	Can you inset shapes and fill them in on your picture?	To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of painting using a simple computer program.	
4	Can you make changes to improve your work?	To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using undo and redo in a computer program.	
5	Can you add text onto your picture?	To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a computer program to make a painting.	
6	Can you use a range of tools to create your own pirate setting?	To use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of using a computer program to create a poster.	