

### National Curriculum:

- Use logical reasoning to predict the behaviour of simple programs.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

### Vocabulary

2Paint a picture, program, tools, save, print, effect, rubber, undo, Monet, most suitable.

### Snapshot overview

Children to explore the different effects available for them to use on 2paint a picture (e.g. Simple, Spinner, Pattern, Wet paint, Ink, Lines, Swirly, Impressionism, Acrylic)  
Children to discuss and explore which of these would be most suitable to make a Monet style picture.

Children to use the effects and tools they have learned to recreate a picture in the style of Monet using 2paint a picture.

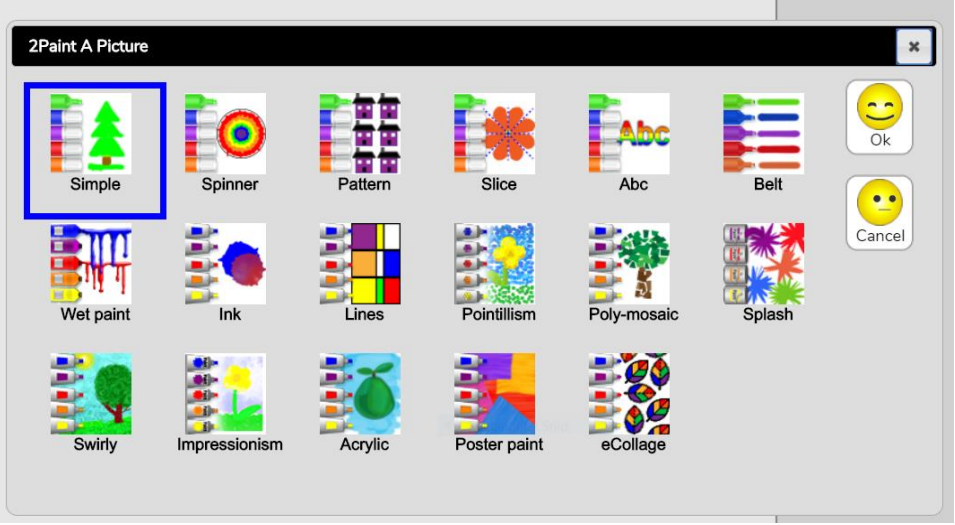
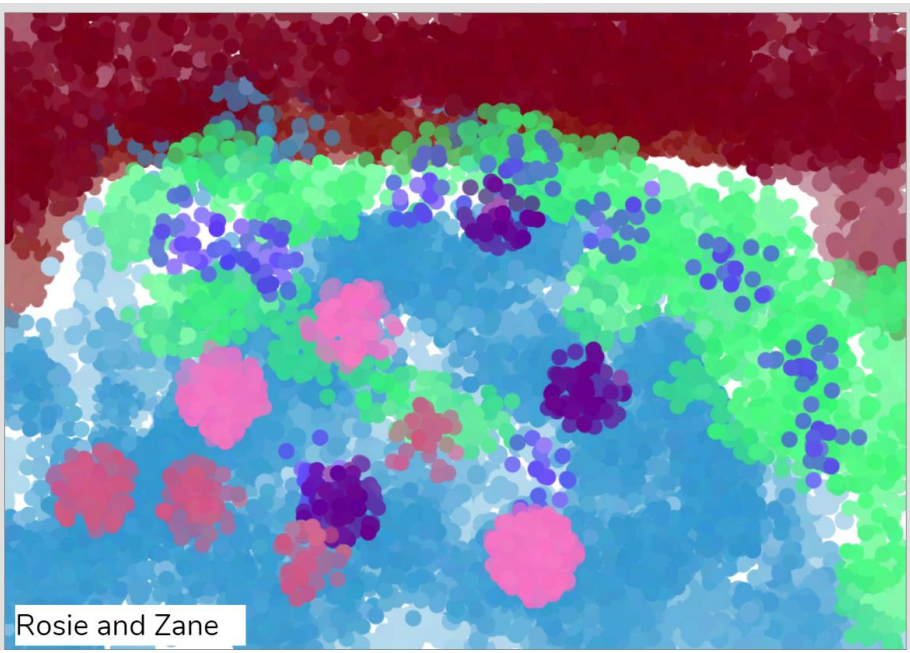
Children to use all their previous learning to create a Christmas card (e.g. manipulate different tools, change colour, size, line density)

# ICT Short Term Planning

Year Group: 2

Term: Autumn 2

Subject area: ICT

Coverage of Skills	Generic Skills (Most children will...)
<p><b>GRAPHICS (Purple Mash 2Paint A Picture)</b></p> <ul style="list-style-type: none"> <li>• I can select and use different tools to create an effect</li> <li>• I can create/choose different shapes</li> <li>• I can change the size of the tools</li> <li>• I can change colour of the tools</li> <li>• I can enter text</li> <li>• I can clear the screen</li> <li>• I can get rid of work using the 'Bin'</li> </ul> 	<ul style="list-style-type: none"> <li>-I can load a <a href="#">webpage</a> independently</li> <li>-I can save and retrieve work independently</li> <li>-I can make simple modifications to my work.</li> <li>-I can use both hands to use the keyboard</li> <li>-I can use appropriate ICT vocabulary</li> </ul> 

	Learning Objectives	Task design to meet the learning objective (including key questions)	Task including scaffold and support	What and how will the learning be assessed?
1	I can explore and use a variety of tools to create different effects using 2 paint a	<b>Key question: 5 min warm up discussion - What is social media? Am I allowed to use it (discuss age limits)</b>	Support - working in mixed ability groups	Can children access <a href="#">2Paint?</a>  Can children create

	<p>picture.</p>	<p><b>Discuss artists learned so far, introduce to Monet and show some of his art work.</b></p> <ul style="list-style-type: none"> <li>• Demonstrate how to access Purple Mash 2 Paint A Picture and discuss what type of program it is and how/why it might be used.  <i>What can you remember from accessing an art programme last year?</i></li> <li>• Introduce the different tools they can use (Simple, Spinner, Pattern, Wet paint, Ink, Lines, Swirly, Impressionism, Acrylic)  <i>Can you see any tools that you remember how to use from last year?</i></li> <li>• Demonstrate how the different tools can be used to create different effects.  <i>What different effects can you use? How do you access the different effects on 2Paint a picture?</i></li> <li>• Children to discuss and identify:-  <i>Which tools might be best to create a Monet picture? What effects link to the style of a Monet picture?</i></li> <li>• Remind the children how to 'undo' the last action and use the 'rubber' tool. <i>Which icon might be the undo button? Why do we think this?</i></li> <li>• Demonstrate changing colour and density of colour</li> <li>• Remind the children how to save their work in a pre-prepared class folder.  <i>How do you save work in 2Paint a picture?</i></li> <li>• Children work independently to experiment with different tools and different colours, discussing which look best to create a Monet picture - exploring with the tools to see what they can do, then save their work.</li> </ul>	<p>-More able children to support others in loading program and saving work.</p> <p>- Challenge: What other effects can you find? what do they do and how could you use them?</p>	<p>different shapes and colours?</p> <p>Can children save their work in a shared folder?</p>
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		<p>Plenary: share work - has anyone used any effects we like in the style of Monet? How did they do it? Class discussion?</p>		
2	<p>I can use different tools to create a picture in the style of Monet.</p>	<p>Key question warm up - 5 mins discussion - what are the dangers of social media?</p> <p>Navigate purple mash and open 2paint a picture.</p> <ul style="list-style-type: none"> <li>Recap what we did yesterday - what tools can we use? What tools are most suitable for a picture in the style of Monet? Model using 2 paint a picture to make a picture in the style of Monet - referring back to the tools and icons needed- reflect on what they would use to make their art work like a Monet (What tool would be best for a bridge? For the water? For the flowers? Why?)</li> <li>Remind children how to write their name in the corner of their work by editing the text at the bottom of the screen.</li> </ul> <p>How do you type a capital letter? How do you leave a space between words?</p> <ul style="list-style-type: none"> <li>Children to open a new 2 paint a picture document and create a piece of art work on the computer in the style of Monet - can use any of Monet's art works - show them a range of pictures/have them available on the table for them to access.</li> <li>Print and Save work</li> </ul> <p>Plenary: Share work, discuss which tools were used and the effectiveness of their use.</p>	<p>Support where needed to retrieve own file.</p> <p>Support - work in mixed ability groups</p> <p>Challenge: If you use a different tool effect for the same picture, does it still look like Monet? Why? Why not?</p>	<p>Can children retrieve their file?</p> <p>Can children select, use and change colour and density of colour?</p> <p>Can they edit text?</p> <p>Can they print their work?</p>

3 & 4	I can use Purple Mash 2Paint A Picture to design a Christmas Card	<p><b>Key question warm up - 5 mins. What are the disadvantages of social media?</b></p> <p>Recap previous learning on 2paint a picture - discuss the tools and what they can be used for. Model using 2 paint a picture to make a Christmas card.</p> <p>Set children the challenge of using all the skills they have learned to make a christmas card.</p> <p>They will need to:</p> <ul style="list-style-type: none"> <li>-Select appropriate tools to create their design</li> <li>-Manipulate the colour, size and density of colour to create different effects</li> <li>-Use the text tool to add a Christmas message such as 'Merry Xmas' or 'Ho Ho Ho!'</li> <li>- Encourage children to do this independently - applying the skills they have been learning.</li> <li>-Print and save their work independently.</li> </ul> <p><b>Plenary: Perform a presentation of their work, explaining their design and how they created it.</b></p>	<p><b>Support: work in mixed ability groups</b></p> <p><b>Challenge: Use skills learnt to design and create a Christmas scene. Could be used to advertise school Xmas production.</b></p>	<p>Which tools have children used? Does their design show control, and precision?</p> <p>Assessment of skills</p>
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Impact:

- To be able to use technology purposefully to create
- To be able to use prior knowledge of computing and apply it to a new program
- To be able to save and retrieve work
- To be able to print work independently