Curriculum Coherence – Year 2 Computing

Term 3	2Paint: Creating Pictures	Scratch Jr
INTENT	**IMPLEMENTATION**	**IMPACT**

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KNOWLEDGE **2Paint** *-how to use paint tools to recreate the artistic techniques of pointillism* *-how to create repeating patterns* *-how to save and share their work* **Scratch Jr** *-how to plan, create and evaluate an animation* **VOCABULARY** **2Paint** Menu, tools, clip art, insert, colour filters, colour palette, share, template, open, save, background, undo, redo, zoom, outline options, eraser, fill tool, pen thickness, collage, technique **Scratch Jr** Tinker, app, coding language, algorithm, sequence, project, stage, background, run, blocks, edit, debug, repeat, sprite, background	**ACTIVITIES** **2Paint unit 2.6** **Lesson 1 WALT: understand the style of impressionism** - Tinker with 2Paint, chn to share what the different tools are and how they work **Lesson 2 WALT: recreate a pointillist piece of art.** Share examples of impressionist/pointillist art and talk about the technique used. Chn to use the tools on 2Paint to create a simple picture with this effect (set as a 2Do). Chn to save their work to create gallery. **Lesson 3 WALT: recreate the work of Mondrian** -Share examples of art by Piet Mondrian (e.g. Broadway Boogie Woogie and Composition with Red, Yellow and Blue). Recap drawing lines, pen thickness and fill colour tools. Set 2Paint as a 2Do, chn to experiment and draw their own picture in this style then save. **Lesson 4 – WALT: use repeating patterns –** Chn view the works of Morris. Use 2paint to recreate the repeating effects within his work and recreate in their own piece. **Lesson 5 – WALT: explore surrealism with eCollage** - **Introduce** chn to the surrealist's artists and use eCollage to explore different surrealist techniques and create their own piece. **Scratch Jr** **Lesson 1 WALT: tinker with block code**-Tinker with Scratch Jr. W*hat do you notice? What can you find?* Share ideas and peer lead and collaborate ideas. **Lesson 2 – WALT: create algorithms** – Chn create their own algorithms and instructions to create a specific goal within Scratch Jnr **Lesson 3 – WALT: use command blocks for effect**. Chn explore using a range of different command blocks to create a specific outcome. **Lesson 4 – WALT: debug** -Chn work their way through the challenges in Rapid Router so look for ways to debug or problem solve within someone else's coding. https://www.codeforlife.education/rapidrouter/	**OUTCOMES** **2Paint** **PUPILS will know** -how can different tools be used to produce different artistic effects? -different artists of the impressionist movement -how to experiment with different ideas and techniques **will be able to** -Tinker with 2Publish/2paint -Combine images and text -Save and share their work **will understand** I can evaluate my work and improve its effectiveness **Scratch Jr** **PUPILS will know** -why is it important to continually evaluate your game? -how to problem solve and add improvements to their project **Will be able to** -tinker with Scratch Jr **will understand** I can use evaluate the effectiveness of my own and others' animations
SKILLS • Evaluating digital content • Use drawing tools and effects • Saving their work as they regularly • Evaluating their own animations		**NEXT STEPS IN LEARNING** Scratch Programming (Year 4 Autumn 1) Chn will progress from Scratch Jnr (iPads) to Scratch (PC/Laptop)

LINKS
Art – Impressionist artists, Pointillism Mondrian and Morris. Surrealism