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Focus:

PAINTING

Background information

Piet Mondrian (1872–1944) was a Dutch artist, most famous for his 2D paintings that focused on the use of straight lines and primary colours. Today, there are many websites dedicated to his work, including an array of interactive sites that use java applets to create Mondrian-inspired designs. Two such sites are <http://www.ptank.com/mondrian/> and <http://javaboutique.internet.com/Mondrian/>.

Skills

- Use painting tools tools, eg: straight line, bucket tool.
- Use line properties, thickness and colour.

Vocabulary

- Java applet: A small application that is embedded in a webpage It uses the Java programming language to perform a series of predefined tasks.
- Primary colours: Red, blue and yellow.
- Secondary colours: Colours created when two primary colours are mixed.

Tips 'n' tricks

- To create a straight line, circle or square, select the object with the pointer and drag whilst simultaneously holding down the 'Shift' key.

eg: Without the Shift key down



With the Shift key down



- To copy an object, select first then drag while simultaneously holding down the Option key.

Preparation

- Locate a colour wheel to demonstrate primary and secondary colours.

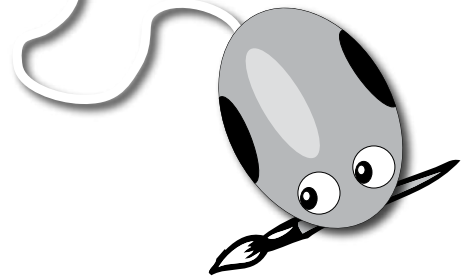
Learning sequence

- Jointly preview:
 - a colour wheel and identify the primary colours (red, blue, yellow) and the secondary colours (orange, green, purple)
 - an example of a painting by Piet Mondrian, analysing the tools required to create a similar effect, ie: line and bucket
- Request that students;
 - go to an interactive Mondrian website to gain an understanding of his work
 - plan a Mondrian-style design on paper before reproducing in Kid Pix or Paint
- Create a class display that informs others of Mondrian's unique style, or even use the works in an art auction for a school fund-raising activity.

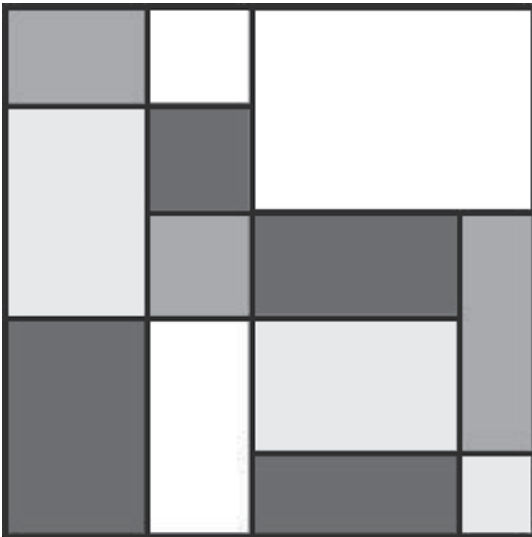
Graphics





Name:

PRIMARY AND SECONDARY COLOURED ART

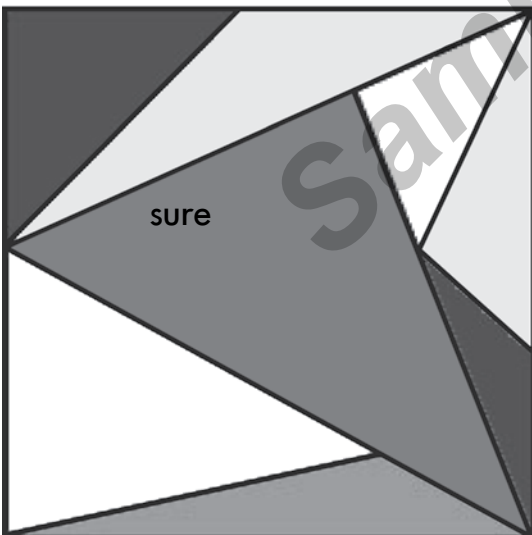





Primary colours



-  Open a paint program.
-  Choose black from the colour palette.
-  Select the straight line tool. Draw up to 10 vertical and horizontal lines, making sure that there are no gaps.
-  Use the paint bucket to add primary colours (red, yellow, blue) plus white for contrast.

Secondary colours



-  Repeat steps a and b above.
-  Select the straight line tool. Draw up to 10 diagonal lines, making sure that there are no gaps.
-  Use the paint bucket to add secondary colours (orange, green, purple) plus white for contrast.



Extension

Use the 'Mondrian Machine' at <http://www.ptank.com/mondrian/> to create a work that displays Piet Mondrian's style of art. Print and make a class display.

Focus:

PAINTING






Background information

Paint programs are a fun way to improve mouse skills and express creativity. Providing opportunities for students to master each tool is essential for the development of confidence and competence.

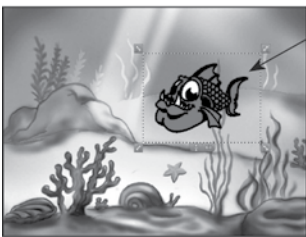
Skills

- Use bucket tool.
- Use text tool.
- Use line properties, thickness and colour.
- Insert an image.
- Resize an object or image.

Vocabulary

- Handle:  Resizes a graphic.
- Hand tool:  Moves a graphic.
- Paint bucket:  Fills an area with colour.
- Text tool:  Types text.
- Line tool:  Creates straight lines.

Tips 'n' tricks



- If using KidPix, note that Stickers and Stamps will not be embedded onto the background, providing the ability to independently move, flip and resize the image.
- A restraint with most paint programs is the limitation of one 'undo'. As soon as an error is recognised, the undo function needs to be used immediately to avoid further correction problems.

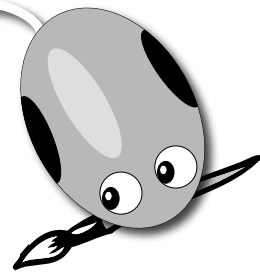
Learning sequence

- Demonstrate in KidPix how to locate and insert a map of Australia template, eg: Backgrounds > Map Backgrounds > South Pacific > Australia.
- Jointly identify:
 - the names and locations of each state, territory, ocean and sea
 - the tools required to add lines, colour, graphics and text to the map
- Direct students to complete the details on the template using the specified tools.

Graphics







Name:

THIS IS AUSTRALIA



Painting tools

Rule a line to match the tool with its job.

TOOL	TASK
	Draw the borders of each state. Add a compass.
	Colour the states and oceans.
	Write a title. Label the states, territories, oceans and seas.
	Insert pictures.
	Resize pictures.
	Move pictures.

Mapping mission!

Open a paint program and insert a blank map of Australia. Complete the details on the map by following the steps above. For example:



Extension

Paint a treasure map. Add pictures such as pirates, ships, sharks and jewels. Use the text tool to write instructions telling where the treasure is hidden.

Focus:

PAINTING

Background information

Photos and clip art can provide effective backgrounds that may serve as a prompt for both writing and graphics activities. Backgrounds are typically sourced from a program's clip art library or from the internet. If using images from the World Wide Web, search for 'free graphics' to avoid copyright infringement.

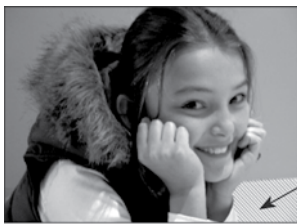
Skills

- Insert an image.
- Cut, copy and paste an object.
- Resize an object or image.
- Use text tool.
- Use shape tools, eg: Rectangle.

Vocabulary

- Clipboard: Temporary memory to store material that has been either cut or copied.
- Cut: Deletes selected text or image and stores on the clipboard until pasted.
- Copy: Leaves selected item in place and stores on the clipboard until pasted.
- Paste: Inserts an item that has been cut or copied.

Tips 'n' tricks



Using a selection tool with accuracy takes practice. Rather than tracing around an entire image, portions can be removed bit by bit to make the process more manageable. Examples of common options include:



- Lasso (to extract freehand portions)
- Marquee (to extract rectangular portions)

Preparation

- Take a photo of each class member.
- Locate postcards to reinforce their layout.

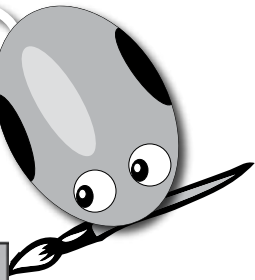
Learning sequence

- Collectively view examples of postcards and discuss how they are written.
- Demonstrate in KidPix or Paint:
 - the process for importing a photo, eg: in KidPix, select Import Menu > Graphic > Navigate to the photo.
 - each step of the process outlined on the student activity page
 Note that students with poor mouse skills may prefer to omit Steps c and d.









Graphics

Name:

HOLIDAY POSTCARD



Follow the steps below to make a holiday postcard.

-  Open a paint program and insert a photo of yourself.
-  Resize the photo using the handles.
-  Use the scissors or lasso to carefully cut around the outside of the photo.
-  Select the Copy tool or else go to Edit Menu > Copy.
-  Choose a background image.
-  Click Paste or go to Edit Menu > Paste.
-  Move the photo with the grabber hand.
-  Insert text. Save and print.

Extension

Imagine the place you would most like to visit. Use the internet to find a picture. Repeat the above exercise using your ideal location as a background. You could also add a famous person or two!



Focus:

PAINTING

Background information

With the use of a scanner, class artwork can be saved to the computer and further enhanced with paint software. Alternatively, using pencil and paper to plan the proposed design can help students to visualise the developing project and comprehend the tools needed to accomplish a given task.

Skills

- Use painting tools eg: pencil, paintbrush.
- Use bucket tool.
- Erase or delete an object.

Vocabulary

Common export options

- .bmp: Bitmap: PC format. Image consisting of dots equivalent to one bit of data. (NB: Bit = Binary digit, the smallest unit of measurement on a computer.)
- .jpg: Joint Photographic Experts Group, eg: Images >256 colours, photos.
- .gif: Graphics Interchange Format, eg: Images < 256 colours, clip art.
- .pdf: Portable Document File: created by Adobe to retain the exact layout and format of files. Must have Adobe Reader (free download) to view pdfs.
- Save As: Names a file. Rewrites a file. Renames a file.

Tips 'n' tricks

- Although different flatbed scanners use different software, the process is essentially the same. After placing the image face down on the scanner, start in 'Preview' mode. Once the initial scan has been completed, select the portion of the image needed before clicking 'Scan'. This is done as any extraneous parts will equate to an increase in file size and it will also prevent the need for cropping at a later stage.
- Quicker and more efficient than a flatbed scanner are networkable photocopiers that typically have a scan option that automatically saves images to a given destination. Explore your photocopier's menu to see if this option is available.

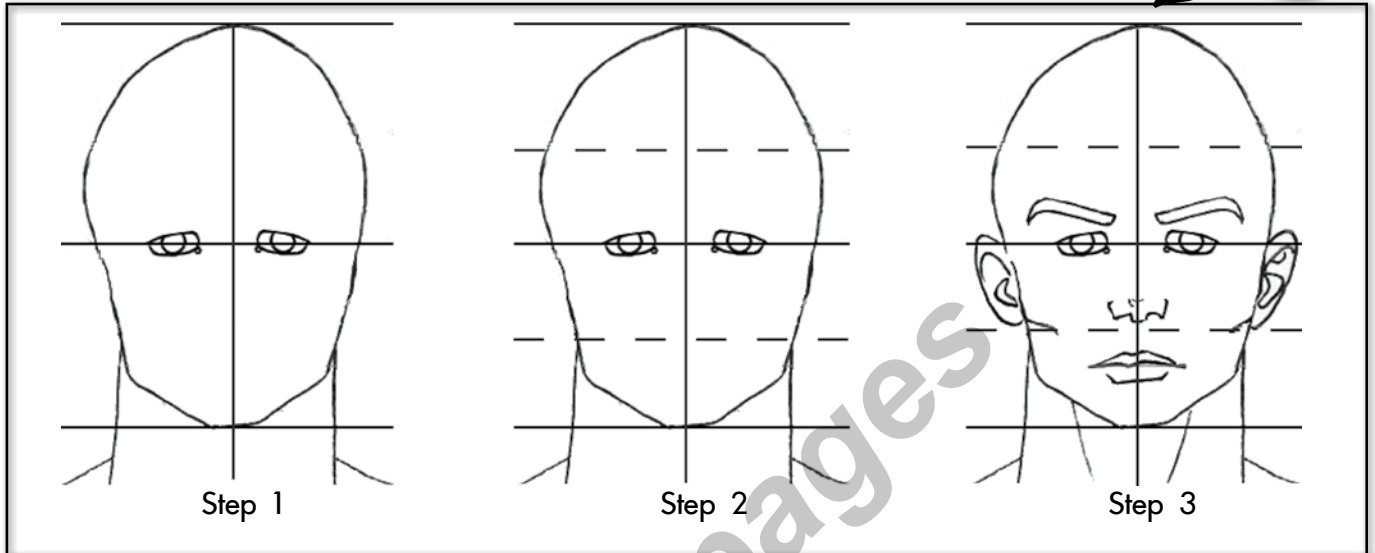
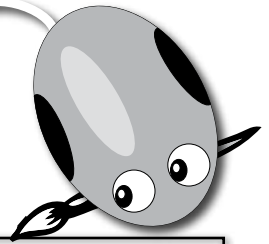
Learning sequence

- Direct students to:
 - sketch their face on A4 paper following the guides on the student activity page
 - scan the sketch and import into a paint program of choice, or
 - use appropriate painting tools to create a new face on computer, using the hand-drawn sketch for reference
 - save, print and display in a class portrait gallery

Graphics

Name:

LOOK AT ME!



Sketch a self-portrait on paper following the above steps.

-  Open your computer's paint program.
-  Select the pencil tool and carefully copy your sketch.
-  Use the eraser tool as needed to tidy up any lines.
-  Use the bucket tool to apply colour to the face.
-  Select a background colour and apply.
- Export the painting (eg: File Menu > Export) and name the file.
- Print your work and display as a class portrait gallery.



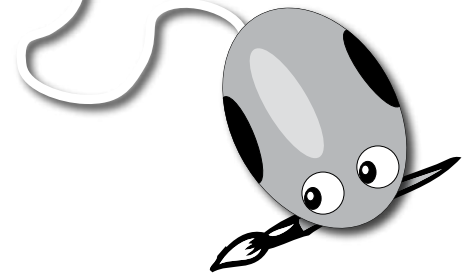
Extension

Open your finished portrait and save with a different name. Experiment with your programs effects and apply. Print your favourite effect and display it beside your original work.

Graphics

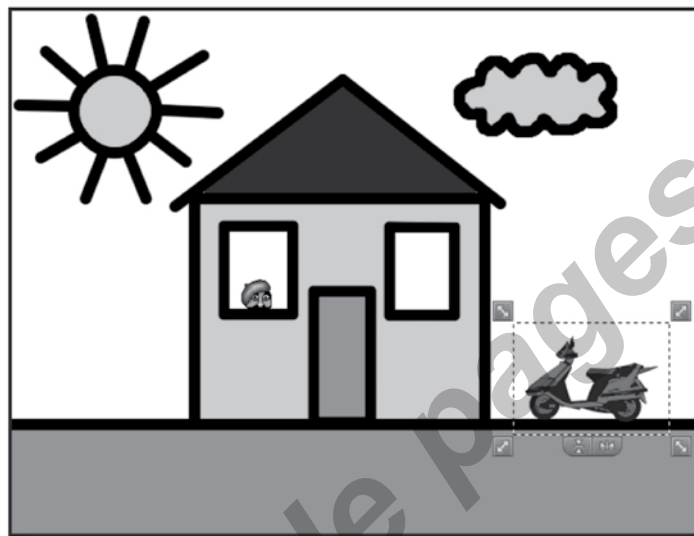
Name:

ASSESSMENT



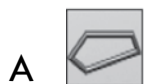
1. Remember

Use the picture below to answer questions 1-3.



Which tool has been used to:

1. fill or colour the roof?



2. paint the cloud?



3. make the scooter bigger?



4. What key would you hold down to draw a square or circle?

A Control

B Shift

C Enter

D Space bar

5. What command allows you to go back one step?

A Undo

B Cut

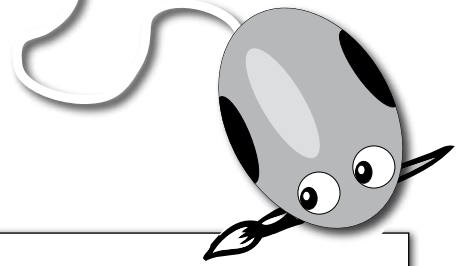
C Copy

D Paste

Graphics

Name:

ASSESSMENT



2. Understand

Sketch a picture that you could paint with the Freehand tool.

3. Apply

The Shift key can be used to create squares, circles and straight lines. Plan a picture using only these shapes in the space provided, then recreate it on the computer.

4. Analyse

Look at the portrait below. Name the tools used for each task listed.



Text tool



Freehand tool



Paint bucket



a. Paint outline of face

b. Fill face and background with colour

c. Type text

5. Evaluate

Ever wondered how people are able to take such amazing photos? Perhaps they don't. Maybe they change the photo such as in the 'Holiday Postcard' activity. Do you think that this is a good or bad thing to do? Why? _____

6. Create

Apply the effects tools to a photo of yourself. Experiment until you are happy with your creation. Save, print and describe what you did.