

Main activity (45 mins)

10 mins Tell the children they are going to use the different tools of the paint program to create their own animal characters.

Demonstrate how the pen and other tools work. Explain the different sizes and textures available and how to select these. Draw a hedgehog using these tools. Demonstrate that by using the 'undo' function on the tool bar they can delete the last command given to the computer, so mistakes can be deleted without deleting the whole picture.

Pupils working in pairs:

10 mins (5 mins per pupil) Allow the children to experiment with the tools.

25 mins Pupils take turns to create their animal character e.g. spider, rabbit, cock-a-too

More able children will be encouraged to experiment with different sized lines and textures to create webs, trees, perch or other objects in their painting.

Use of additional support: LSA will support Yellow group.

After asking permission, the children will print out their paintings. Ask them how they will do this.

Plenary (5 mins)

Gather the children around the computers to view the different pictures that they have created. Compare the computer generated graphics method with traditional methods. Ask if they found the 'undo' function useful and why?

Homework

None

The Buckinghamshire ICT Curriculum Support Team contributed this lesson plan. Additional resources to support this lesson may be found at <http://www.bucksict.org.uk/Downloads/LessonPlans.htm>