



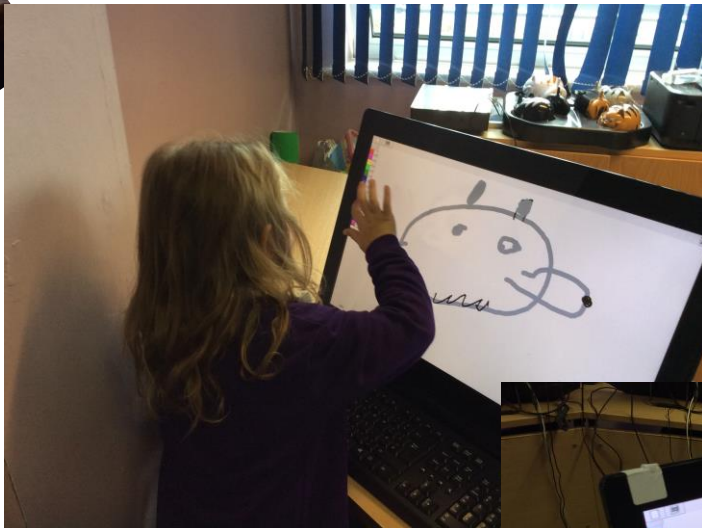
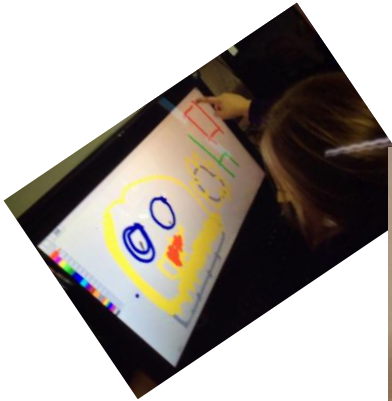
To Communicate

'WE ARE DIGITAL ARTISTS'

EYFS

- ▶ **EYFS-**
- ▶ **Expressive Arts and Design:** Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- ▶ **ELG:** Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

To know how to create shapes and patterns on screen using a mouse, trackpad or touchscreen.

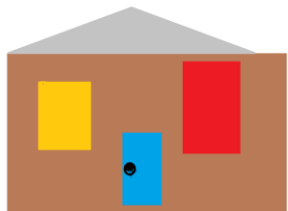
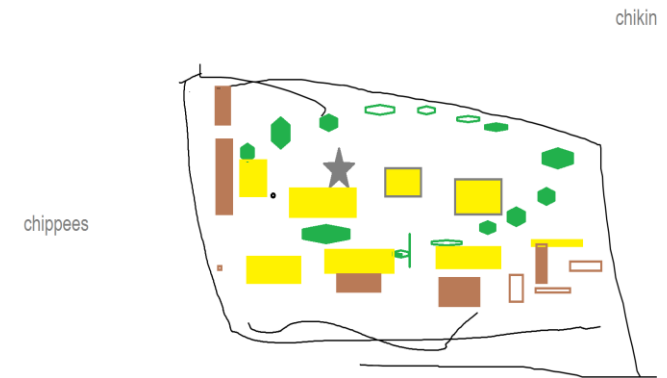
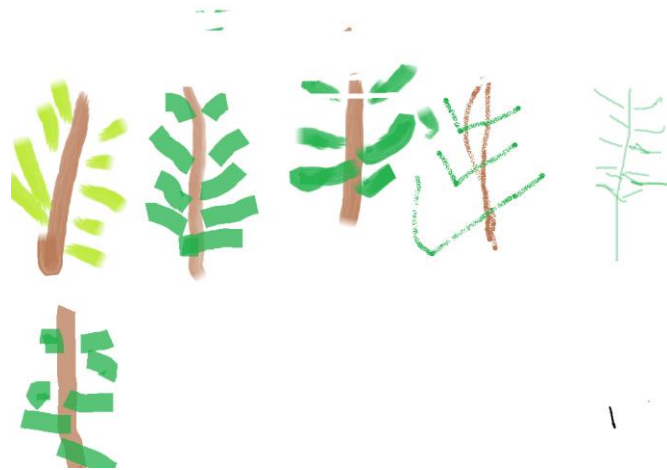


'Drawing Fairytale
characters using 2paint

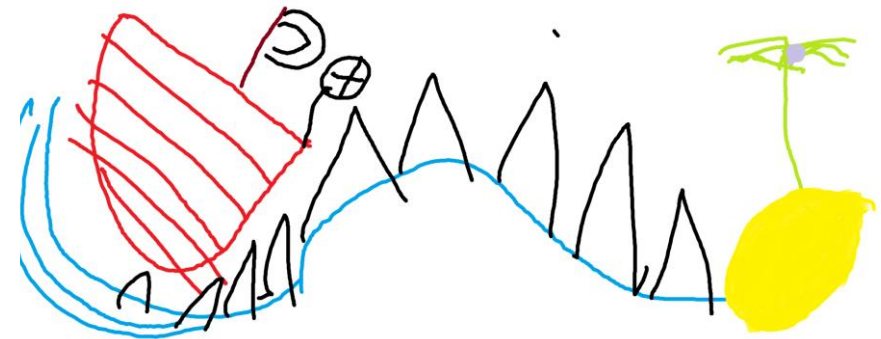
Year 1

- ▶ To know how to paint with different colours.
- ▶ To know how to paint with different brushes.
- ▶ To be able to create shapes and fill areas.
- ▶ To add text to a painting.
- ▶ To work in the context of using undo and redo in a computer programs.
- ▶ To know how to make changes to improve work.

Children are introduced to the basic tools in Paint.



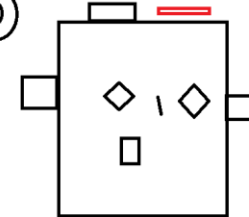
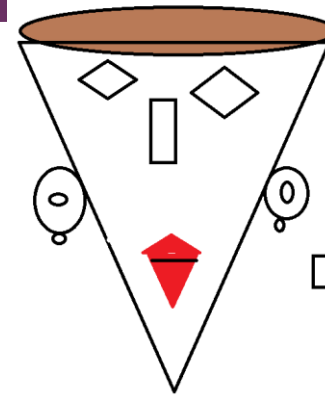
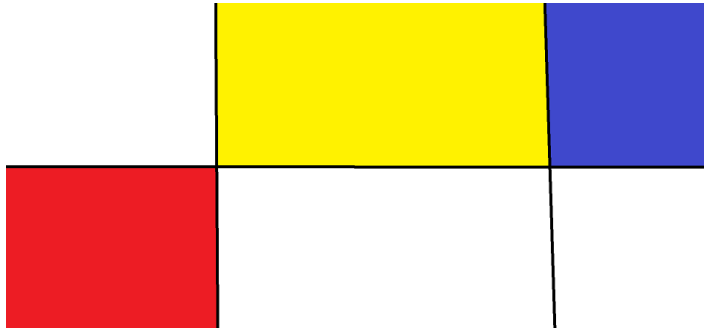
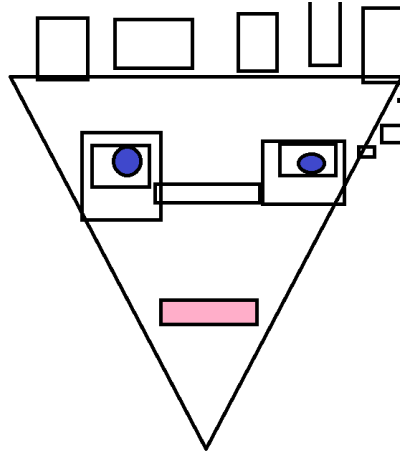
pasta



Year 2

- ▶ To know how to use a range of tools in a computer program to reproduce a style of art.
- ▶ To know how to make and edit shapes to create a piece of art.
- ▶ To know how to change the shade of a colour for effect.
- ▶ To know how to retrieve a file to edit in a computer program.
- ▶ To know how to use a range of skills to create a piece of art.

Children develop their skills in Paint.



Shading

I can change the shade of a colour for effect.

Shading

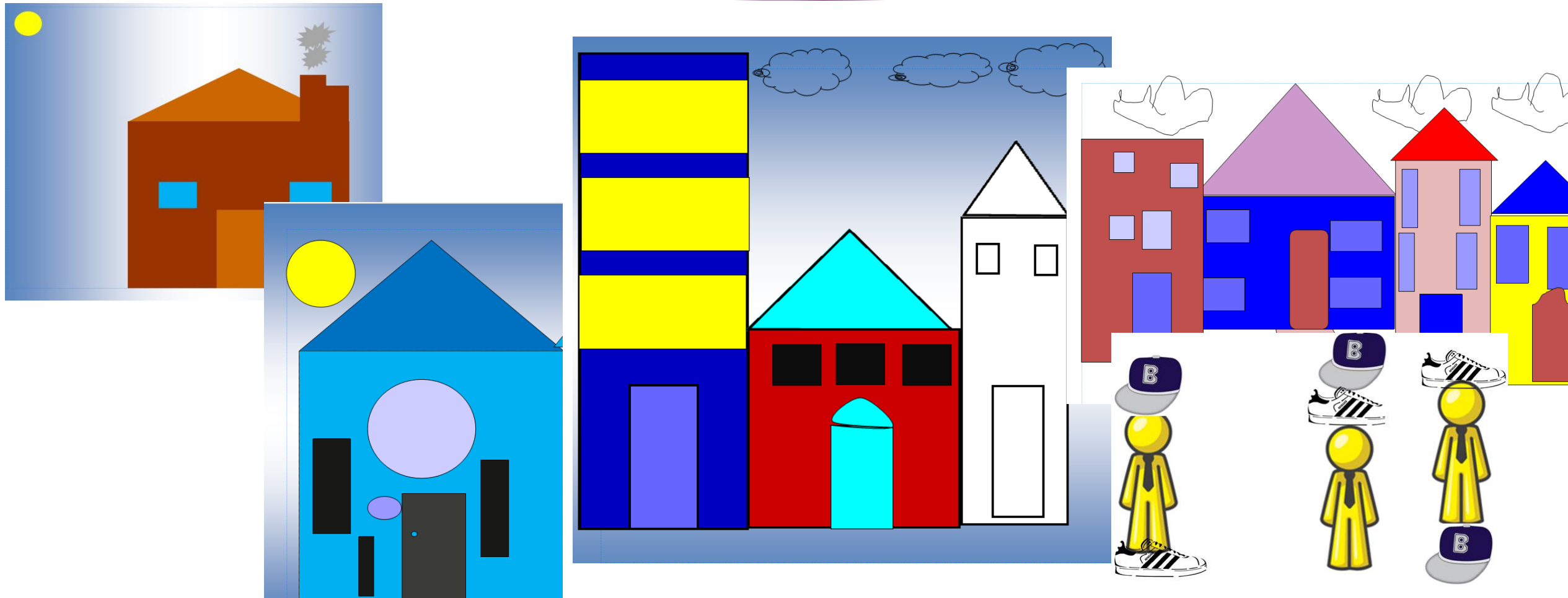
I can change the shade of a colour for effect.



Year 3

- ▶ To know how to draw with different shapes and lines.
- ▶ To know how to order and group objects.
- ▶ To know how to recognise an effective layout.
- ▶ To know how to combine text and images.
- ▶ To know how to lay out objects effectively

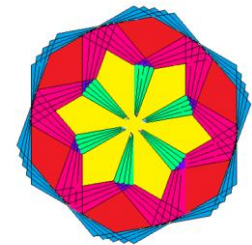
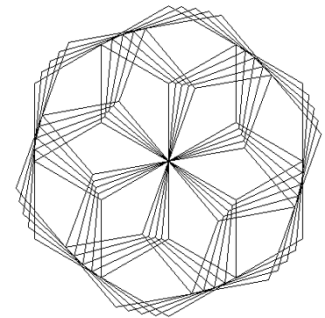
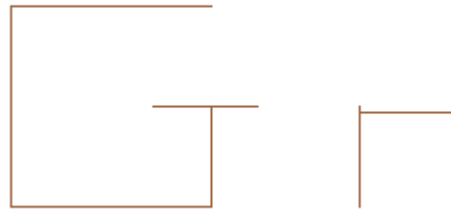
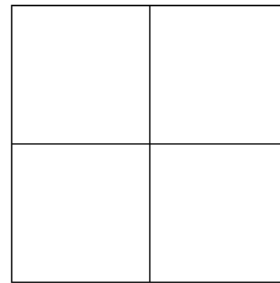
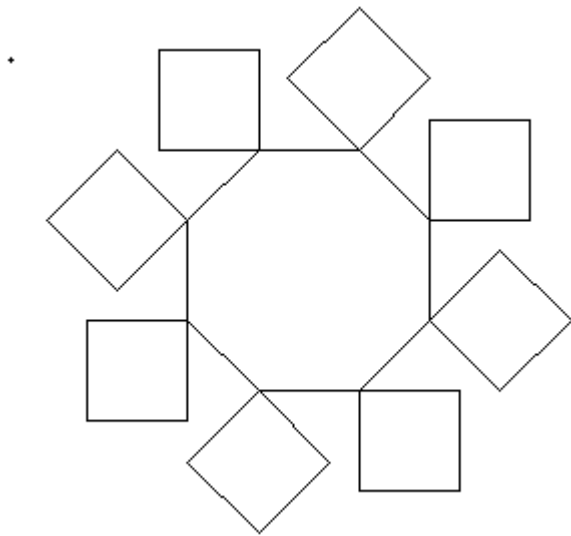
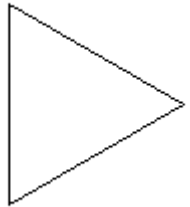
Children develop their skills in Publisher



Year 4

- ▶ To know how to create and debug an algorithm to create a procedure.
- ▶ To know how to create and debug an algorithm that uses setpos to draw shapes.
- ▶ To know how to create and debug an algorithm with different colours.
- ▶ To know how to create and debug an algorithm to produce text.

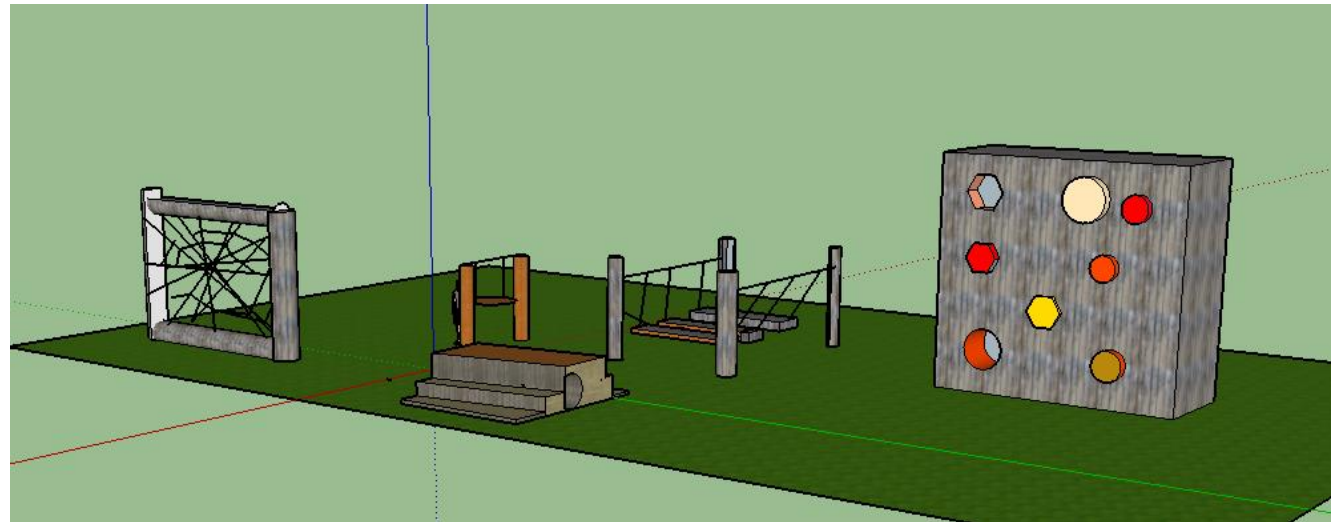
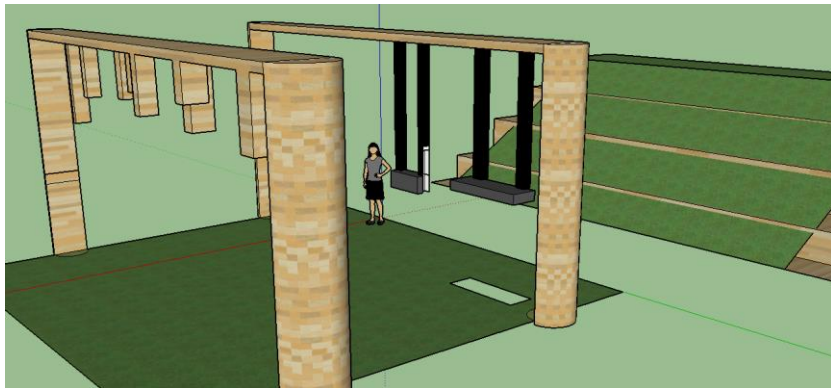
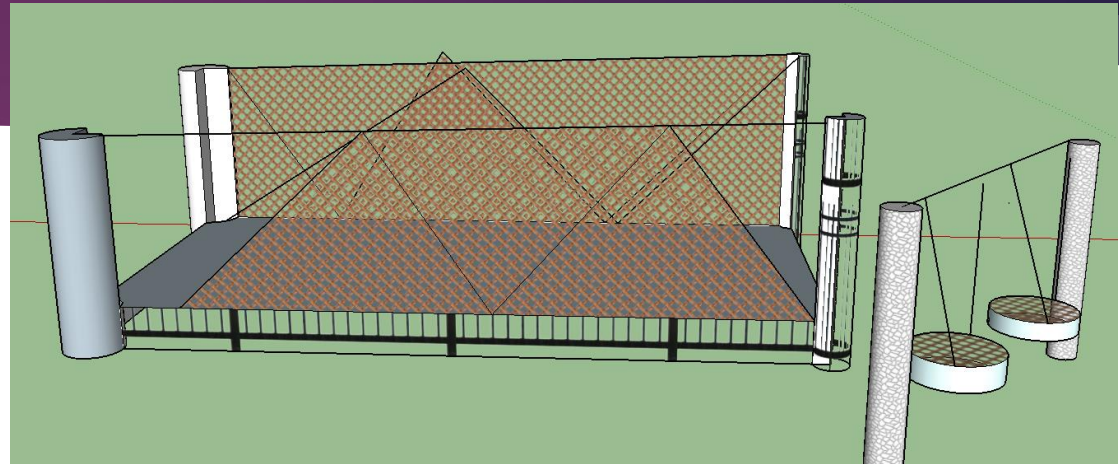
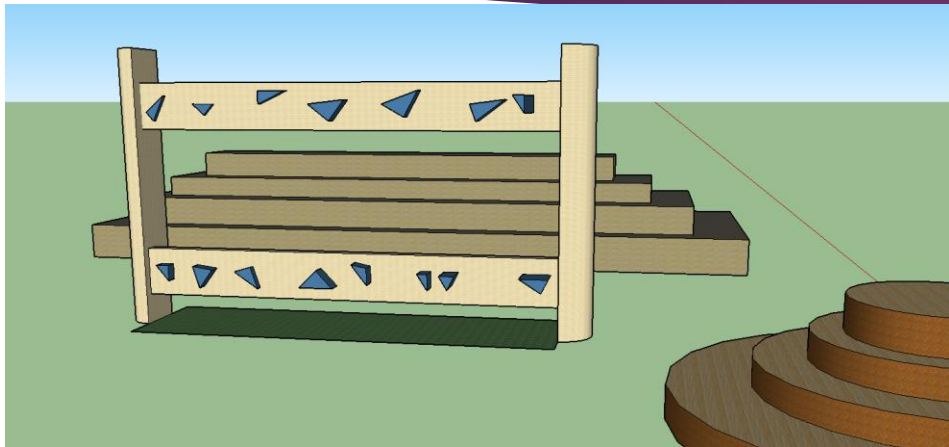
Children use Logo



Year 5

- ▶ To know how to use 3D modelling software
- ▶ To know how to draw 3D shapes.
- ▶ To know how to add detail to 3D drawings.
- ▶ To know how to add and manipulate 3D models.
- ▶ To know how to create a complex 3D model.

Children use Sketch up to design a new Playground



Year 6

- ▶ To know how to use 3D modelling software
- ▶ To know how to draw 3D shapes.
- ▶ To know how to add detail to 3D drawings.
- ▶ To know how to add and manipulate 3D models.
- ▶ To know how to create a complex 3D model.
- ▶ To know how to create an interior of a 3D Model.

Children use Sketch up to design the House of 2050

