

Key Vocabulary	
Digital	Numerical quantities, as stored, processed and transmitted by computers.
Effect	Change applied to an area of an image, such as increasing the brightness or changing the colour.
Layer	One of a virtual stack of images forming a picture.
Pixel	In picture – one of the small, square dots that makes up a digital image
Stylus	Input device in the form of a pen or pencil
Transform	To change the shape of an image or part of an image
Undo	To reverse the effect of a change in a program
Zoom	'Zoom in' is to magnify parts of the overall image; 'zoom out' is the opposite.

Unit outcomes

Below are some examples of the outcomes you could expect from this unit.



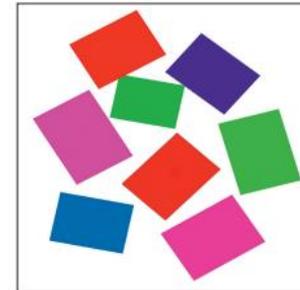
Session 1: Painting in Rothko's style in Brushes Redux



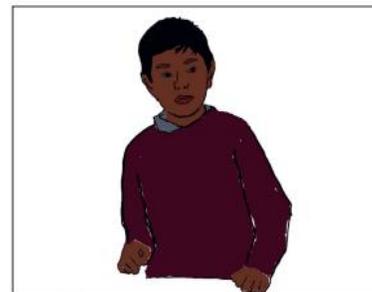
Session 2: Painting in Kandinsky's style in Brushes Redux



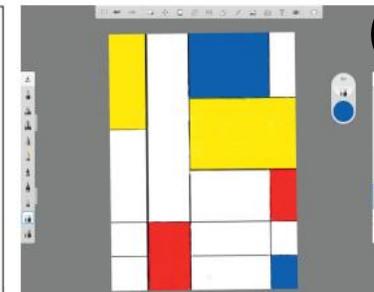
Session 3: Painting in Picasso's style in Brushes Redux



Session 4: Painting in Matisse's style in Brushes Redux



Session 5: Painting in Opie's style in Brushes Redux



Session 6: Painting in Mondrian's style in Autodesk SketchBook

Computing Skills learnt prior to this unit:
EYFS:

- Uses ICT hardware to interact with age-appropriate computer software.
- Selects and use technology for particular purpose.

Computing Skills learnt in this unit:
Year One:

- Create and debug simple programs
- Use technology purposefully to create, store and retrieve digital content.

Did you know?
If you see something that is inappropriate on screen, you must turn the computer screen off and tell your trusted adult!