



Year 1 - Autumn 2- Computing Knowledge Organiser



What I already know...

In EYFS we learnt how to operate an iPad and take a photograph and to find images using the internet. We also used the interactive whiteboard to draw pictures. We gained an interest in technological toys with knobs or pulleys and real objects such as cameras. We learnt that images can be found on a computer and that our teachers uses them a lot to help us with our learning!

What I will learn...

- **Digital art** We will use technology (iPads) purposefully to create digital content
- **Digital images:** We will use a range of simple tools in a paint package program to create a picture of the heroic rescue by Grace Darling which we are learning about in history. We will use image manipulation software to modify our picture of the heroic rescue made by Grace Darling
- To use the following tools of a paint package (iPad): Freehand tools. Line, Shape, Fill, Undo, Colours, Brush size, Brush tool
- To save digital art work
- To print digital artwork
- **E-safety** We will remember what we had learned at the start of term about what the internet is and how it can be

Key Vocabulary

Line	Straight lines or curves placed against a background
Shape	2D Shape
Fill	Tool to fill a space of shape with solid colour
Undo	To delete last mark
Colours	Tints and shades are different variations of the same colour (blue)
Brush size	Different size brushes produce different levels of detail/ effects
Brush Tool	Tool to use freehand to add shapes, lines or details
Save 'digital art work'	To save an image for future reference/development
Print 'digital art work'	To print a copy / copies to evaluate

Making a difference at The Merton and beyond.

Children gain inspiration from the story of Grace Darling and a range of artist' work, including Hokusai's The Great Wave off Kanagawa. Through working collaboratively, they will develop and use a range of tools, including colours and lines, to create their own digital paintings. The unit concludes on an evaluative theme with the children considering their preferences when painting with and without the use of digital devices and making comparisons.

Key Skills

How to be a Digital Artist

- ♦ To use a computer to create images of a learnt topic/stimuli
- ♦ To use a programme to manipulate and modify
- ♦ To save and print creations to share.