

**What Prior Knowledge should students have?**

- How to save and retrieve work
- Different programmes and applications are used for different purposes.

**What Skills will students learn (Disciplinary Knowledge)**

- Pupils will learn how to use basic software to create digital artwork, using a range of tools including airbrush and flood fill.
- Pupils will explore techniques of representing light and colour in digital art

**What key knowledge will be taught (Substantive Knowledge)**

- Artwork can be created purely digitally, as well as using traditional physical methods.
- Recognising the differences between computer-generated pictures and traditional media
- Understanding how artists represent light in their artwork
- Exploring the use of the airbrush tool and flood fill in creating artwork
- Artwork is created in relation to specific events or themes

**Online Safety**

- Understanding the concept of digital citizenship and its importance.
- Appreciating the need for demonstrating kindness and politeness when interacting online as an extension of our school and community values.
- Recognising the importance of respect for others and ourselves in the online environment.
- Revision of what to do if someone or something that you see online makes you feel uncomfortable.

**Key Vocabulary**

**Definition**

|                             |  |
|-----------------------------|--|
| Computer-generated pictures | Images created using digital tools and software.   |
| Traditional media           | Art created using non-digital methods, such as painting, drawing, collage, etc.            |
| Toolbar                     | A set of icons or options that provide tools and functions in software.                    |
| Pencil tool                 | A tool in art software that simulates drawing with a pencil or pen.                        |
| Brush tool                  | A tool that allows artists to simulate various brush strokes and effects.                  |
| Flood fill tool             | A tool in art software that fills enclosed areas with a selected color.                    |
| Canvas                      | The working area or space in art software where artwork is created.                        |
| Airbrush tool               | A tool in art software that simulates spraying paint or ink for soft, gradual transitions. |

