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https://www.technokids.com/store/primary-school/technopainter/digital-art-for-kids.aspx

TECHNOPainter

A Primary Technology Course

Teacher Guide

For Windows 10 Paint

TECHNOKids®

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INTRODUCTION

This section provides valuable information about teaching TechnoPainter. It includes a description of the Teacher Guide, as well as an overview of the course. In addition, there are ideas for implementation and technology integration.

For additional guidance, open the course in TechnoHub and select Get Started to access preparatory steps, resource list, and scheduling timetable.

How to Use this Guide

Course Overview

Course Overview

Introduction to TechnoPainter

In this course, students become "techno" painters. They produce beautiful artwork using digital paint tools. By applying their artistic talents, students earn an *Awesome Artist* certificate. The activities develop fundamental computer skills.

Spark creativity in your students!

Students complete the following tasks:

- In session 1, students become "techno" painters. They learn how to use a digital pencil, eraser, and paint bucket to create artwork. To start, they are introduced to the Paint window. Next, they experiment with basic paint tools. Students practice their skills by completing a series of challenges. Once confident with their new skills they apply their artistic talents to produce a beautiful picture. It is time to draw it!

- In session 2, students type it! To develop basic keyboarding skills, they use a worksheet to identify common keys. Next, students use the keyboard to type letters into a text box and format the letters. Once familiar with the location and function of keys, they type their name and make it look fancy. Upon completion, they print their work.

- In session 3, students paint it! To start they experiment with the different types of brushes. From a regular paint brush to calligraphy pens, crayons, and markers, students gain confidence with using digital art tools to create a beautiful rainbow of colors. Next, they apply their skills to paint a happy picture that includes a big smile.

- In session 4, students shape it! An exploration of the Shapes gallery allows students to draw colorful shapes using different outlines and fills. They learn how to adjust the size and position. Once prepared, students take the stamp challenge. They make four different shapes and arrange them on the page to produce an eye-catching masterpiece.

- In session 5, students frame it! To gain inspiration they study a collection of picture frames. They then apply their skills to create one of their own. Using digital paint tools, students produce an attractive design. They fill the center of the design with a white shape to produce an original frame that will hold their artwork. Students learn how to save the file so that they can use it to paint a picture in the upcoming session.

- In session 6, students create it! They open their saved picture frame from the previous session and use it to paint a picture. To celebrate their success, students complete a checklist of their digital paint skills and then produce an award that acknowledges they are an *Awesome Artist*.

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Technology Integration Ideas

The TechnoPainter course can be used as a fun way to develop fundamental computing skills. The drawing activities develop the fine motor and keyboarding skills necessary for using technology efficiently. In addition, by producing artwork students learn basic graphics, word processing, and file management skills. This provides a foundation for future learning.

The TechnoPainter course also integrates technology into the visual arts curriculum. The activities gradually introduce drawing tools and techniques to support the creative process of making art using technology. To start, students explore and experiment with tools. Afterwards, they apply their skills to create. The completed artwork can be shared with an audience in an art exhibit.

There are many benefits to including digital art tools into visual arts:

- *Encourage Playful Discovery of Art Tools:* Exploring program features is a fun act of discovery. The artist can "click around" to reveal the purpose and options for each digital art tool. Each click provides instant feedback.
- *Invite Risk Tasking into the Creative Process:* Digital art can easily be revised. The artist can instantly undo an action, revert an object to its original state, or adjust a design. This provides the freedom to take chances.
- *Explore the Elements of Design:* Digital art tools allow the exploration of line, color, texture, shape, and space.
- *Develop Fine Motor Skills for Art Making:* Creating digital artwork requires precise movements of the hands and fingers. Artists gain coordination by using digital art tools.
- *Realize an Imagined Idea:* Artists often have ideas that are difficult to create because they lack the skills to draw what they imagine. Digital art tools can support artists by providing them with tools that bridge the gap between imagination and ability.
- *Share Original Art with an Audience:* Digital art can be shared with a large audience. It can instantly be uploaded to a website, posted in a blog, or sent in an email message.
- *Respond to Artwork Digitally:* Digital artwork can be commented upon electronically. This allows the artist and the audience to have a conversation about the work.

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SESSION 1

Draw It!

In this session, students become "techno" painters. They learn how to use a digital pencil, eraser, and paint bucket to create artwork. To start, they are introduced to the Paint window. Next, they experiment with basic paint tools. Students practice their skills by completing a series of challenges. Once confident with their new skills they apply their artistic talents to produce a beautiful picture.

It is time to draw it!

Assignment 1: Become a Painter

Assignment 2: Pencil It!

Assignment 3: Fill It!

Assignment 4: Design It!

Session 1 Review: Find It

Session 1 Extension Activity: Color It

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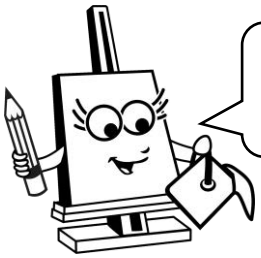
SAMPLE

Assignment 4 Design It



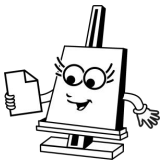
Use the Pencil to make a coloring book page.

Color the picture using the *Fill with color* tool.

Open Paint

- Open Paint.

OPTIONAL: Open the blank template in the Painter folder.



Select the Pencil

- Click *Pencil*.

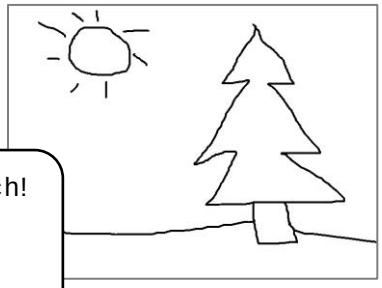
Draw a Coloring Book Picture

- In the Colors group, click the *Color 1* box.

  From the palette, click black.

- Click *Size*. Pick a tool size.

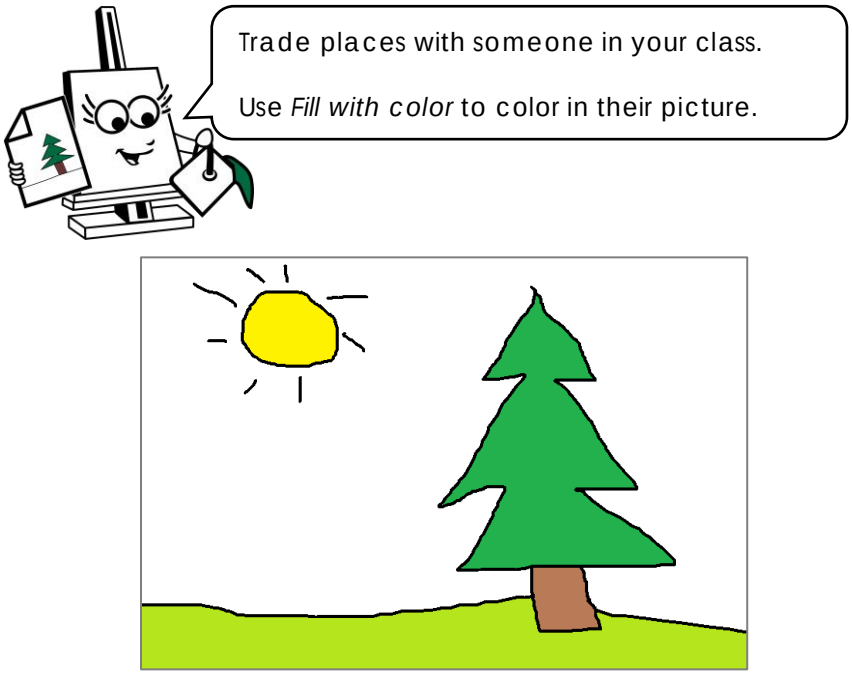
- Click and drag to draw a picture.



TIP: Make the lines touch!

You cannot fill a shape that has a gap.

Coloring Book Challenge



Close Paint

- Click the *Close* button (X).
- Click *Don't Save* when asked to save the changes.

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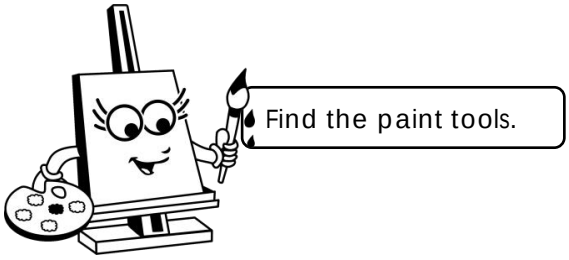
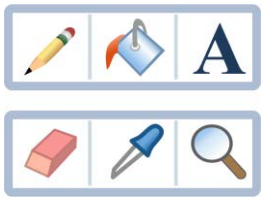
Session 1 Review: Find It



1. Where is the *Pencil*?



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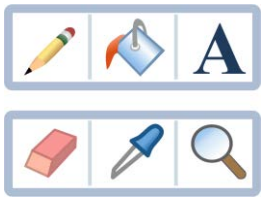
2. Where is the *Eraser*?



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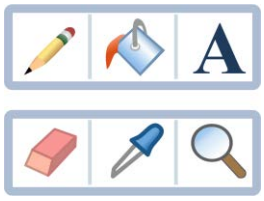
3. Where is *Fill with color*?



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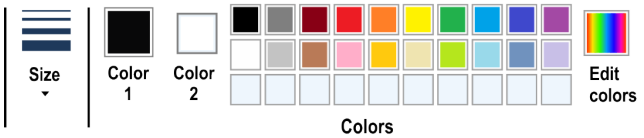
4. Where is *Undo*?

---

5. Where is *Size*?



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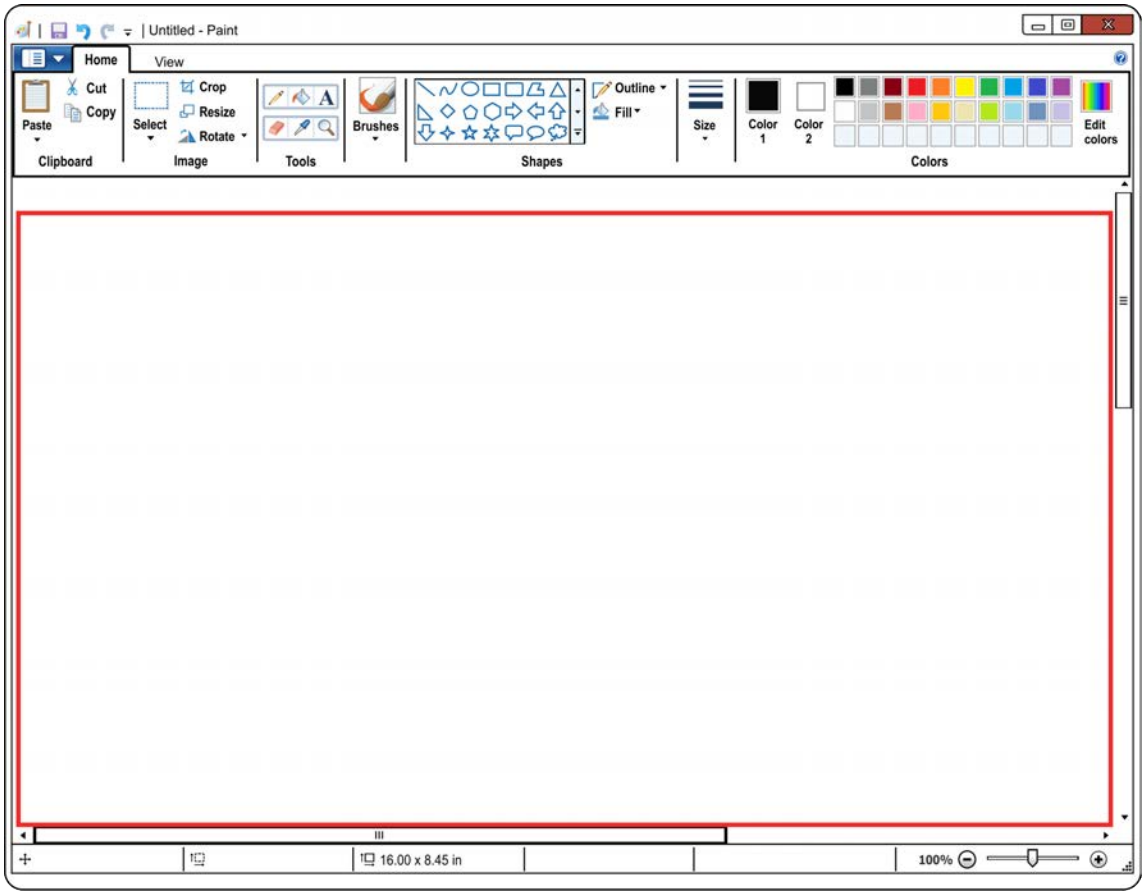
6. Draw a picture in the Paint drawing area.



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SESSION 3

Paint It!

In this session, students paint it! To start they experiment with the different types of brushes. From a regular paint brush to calligraphy pens, crayons, and markers, students gain confidence with using digital art tools to create a beautiful rainbow of colors. Next, they apply their skills to paint a happy picture that includes a big smile.

Assignment 8: Brush It!

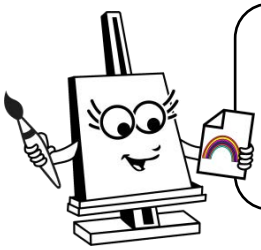
Assignment 9: Rainbow It!

Assignment 10: Smile It!

Session 3 Skill Review: Finish It

Session 3 Extension Activity: Magnify It

Assignment 9 Rainbow It!



Can you paint a rainbow?

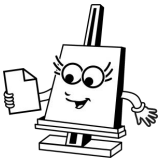
Use different brush styles, sizes, and colors to make a rainbow.

How many colors will your rainbow have?

Open Paint

- Open Paint.

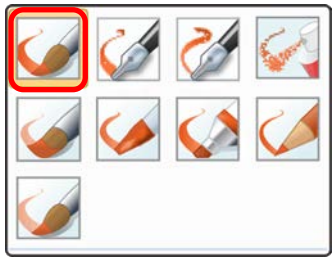
OPTIONAL: Open the blank template in the Painter folder.



Paint a Rainbow

- Click the *Brushes* arrow.

- Click to select the *first brush* in the gallery.



- Click *Size* and pick a width.

- In the Colors group, click the *Color 1* box.
  From the palette, click a color you like.

- Click and drag to draw the first arch in your rainbow.

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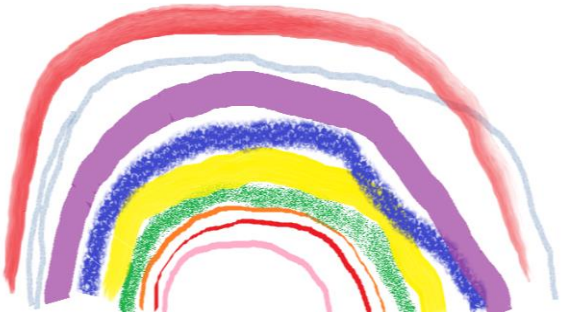
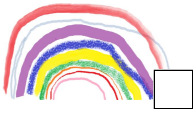
- Choose a different brush style, size, and color.
- Click and drag to draw the next arch in your rainbow.
- Repeat until you are finished.



TIP: How to Erase a Mistake

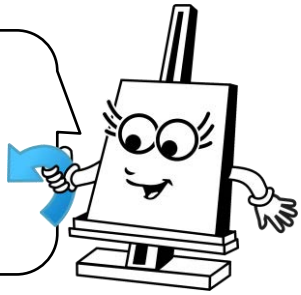
- Click *Eraser*.
- Click *Size*. Pick a tool size.
- Click and drag the mouse to erase a mistake. 

TIP: How to Undo an Action

If you draw something you do not like you can undo it.

By clicking *Undo*, you can take away the *last* action.

If you want, you can even undo your entire page. You have up to 50 undos!



- Click *Undo* in the Quick Access Toolbar at the top of the window.

- If you want to put it back, click Redo.

Type Your Name

- Use the *Text* tool to type your name.

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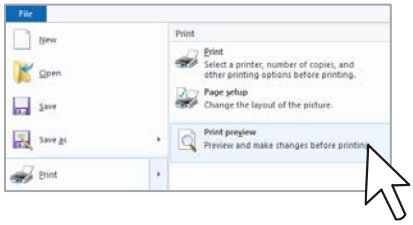
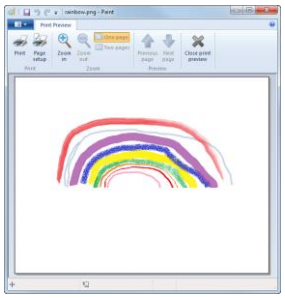
Print the Picture

- Click the *Paint button* or File tab.

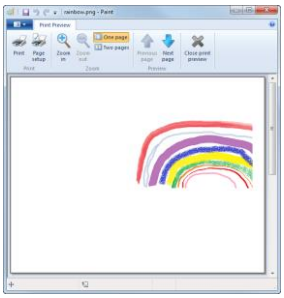
- Point to *Print* and select *Print Preview*.



- Check to make sure that the rainbow fits on the page.



If you can see the entire page you can print.



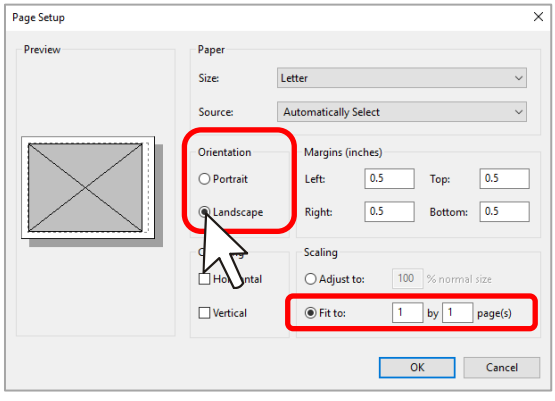
If you cannot see the entire page you need to fix the page setup.

- <u>If are ready to print</u>, click *Print*.

Choose a printer from the Print dialog box and click *Print*.

- <u>If you need to fix the page setup</u>, click *Page Setup*.

Select *Landscape* and *Fit to 1 by 1 page(s)*. Click OK.



Click *Print*.

Choose a printer from the Print dialog box and click *Print*.

Close Paint

- Click the *Close* button.
- Click *Don't Save* when asked to save the changes.

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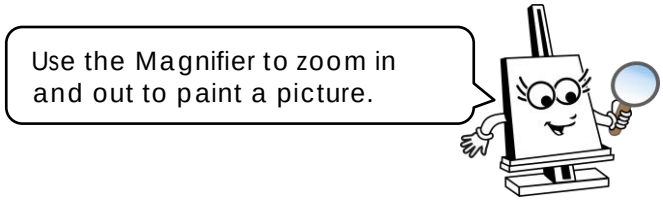
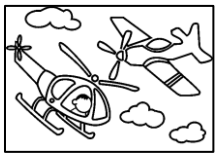
Session 3 Extension Activity: Magnify It



Open the Template in Paint

1. Open Paint.
2. Click the *Paint Button* or File tab.
3. Click *Open*.
4. Go to the Painter folder. Double click magnify it.



Edit the Picture

1. Add detail:

   The pilot of the helicopter is missing his face.

   a. Zoom in.

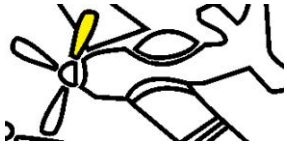
   b. Use the *Brush* to add eyes and a mouth.

2. Correct a fill problem:

   The top propeller on the plane is not closed.

   a. Zoom in.

   b. Use the *Pencil* to fix the leak.

   c. Fill it with color. 

3. Fill in an area that is tiny:

   The center of the rear helicopter propeller is very small.

   a. Zoom in.

   b. Fill it with red.

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4. Erase a mistake:

   There should only be two propellers on the plane.

   a. Zoom in.

   b. Erase a propeller.

Finish the Picture

1. Use your skills to paint the picture.

2. Add name onto picture.

3 Print the picture.

4. Close Paint.

This is a preview of the teacher guide.
Pages have been omitted.

SAMPLE

SESSION 5

Frame It!

In this session, students frame it! To gain inspiration, they study a collection of picture frames. They then apply their skills to create one of their own. Using digital paint tools, students produce an attractive design. They fill the center of the design with a white shape to produce an original frame that will hold their artwork. Students learn how to save the file so that they can use it to paint a picture in the upcoming session.

Assignment 13: Study It

Assignment 14: Decorate and Save It

Session 5 Review: Match It
Session 5 Skill Review: Erase It
Session 5 Extension Activity: Edit It

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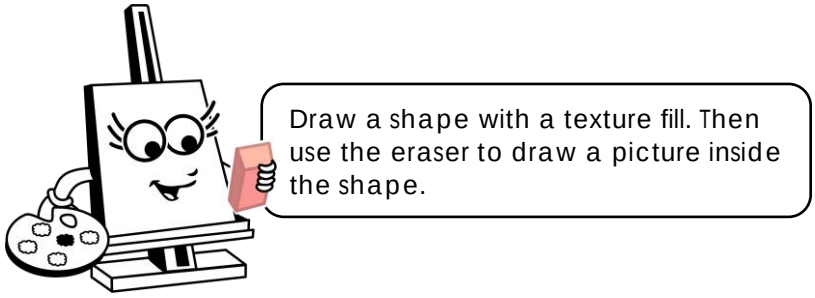
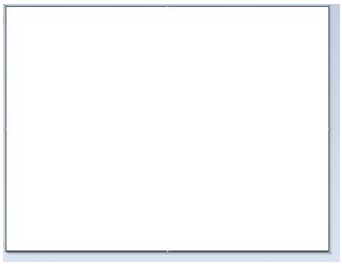
SAMPLE

Session 5 Skill Review: Erase It



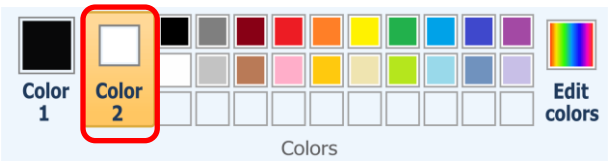
1. Open Paint.
2. Draw a rectangle.

   It should be as big as the canvas.

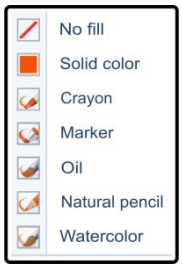


3. Select the fill color and style.

   a. Click the *Color 2* square. Pick a BRIGHT COLOR for the background.



   b. Click *Fill*. Select a style.



4. Draw with the *Eraser*.

   a. Click *Eraser*.

   b. Click the *Color 2* square. Pick WHITE.

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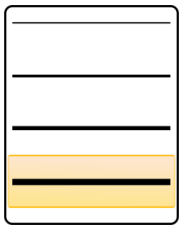
c. Select the size of the eraser.



d. Click and drag to "erase" a picture.

5. Add student name to the picture.

6. Print the picture.

7. Save the picture as eraser.

8. Close Paint.

This is a preview of the teacher guide.
Pages have been omitted.

SAMPLE

SESSION 6

Create It!

In this session, students create it! They open their saved picture frame from the previous session and use it to make a picture. To celebrate their success, students complete a checklist of their digital paint skills and then produce an award that acknowledges they are an *Awesome Artist*.

Assignment 15: Picture It

Assignment 16: Award It

Session 6 Skill Review: Make It

Session 6 Extension Activity: Celebrate It

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Pages have been omitted.

SAMPLE

Assignment 16 Award It

Are you an *awesome artist*? YES! YOU ARE!

Check the paint skills you have. ✓

Give yourself an award!

I can do this:	✓
I can draw with the pencil.	
I can paint with the brush.	
I can pick a color.	
I can draw a shape and decorate it.	
I can fill an area with color.	
I can erase a mistake.	
I can type my name and make it look fancy.	
I can zoom in and out.	
I can print my work.	
I can save and open my work.	

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SAMPLE