



## Using Paint Tools

### Lesson Plan: Class 01 / DL / 05



**Overall goal of the lesson:** Students will learn to use Paint tools to get control over the mouse, express their creativity and being familiar with the paint software.

**Prior knowledge required:** Using the mouse and keyboard

#### MODULE 1:

**Module time:** 35 minutes

**Goal:** To get the students used to a painting software environment, so that their creativity can be expressed

**Description:** Students get to use a paint software and get comfortable with the tools provided in it. Using tools, they get to express their creativity.

#### Material required:

**Physical:** None

**Electronic:**

PPT Presentation for Using Paint Tools

Paint software – TuxPaint preferred (downloadable for free from [www.tuxpaint.org](http://www.tuxpaint.org)), or Microsoft Paint or Gnu Paint.

#### Configuration:

If using TuxPaint, some configuration needs to be made to set it up for younger students. Run TuxPaintConfig, and do the following steps:

- In the Video/Sound tab: Enable Full Screen. Set resolution to 1024 and 768. Enable Sound Effects.
- In the Mouse/Keyboard tab: Fancy Cursor Shapes to be checked. Enable Keyboard shortcuts. Enable Grab Mouse Pointer.
- In the Simplification tab: Check the Disable Shape Rotation option (for this period).
- In the Saving tab: Select the “Always Overwrite Older button” option. Check the Start with a Blank Canvas option.

#### Procedure Summary:

1. Go through the PPT. See that students follow steps mentioned on the PPT on their computer.

#### Procedure Details:

1. Start the PPT. Show them the first 3 slides of images made using the computer. Ask them – “Did you know that you can create beautiful art shown in these pictures on the computer too?” If some children answer ‘yes’, ask them how they create art or drawings on the computer. Listen to their answer. Ask them who introduced them to the paint program on the computer. Praise them.
2. Start the paint program. Tell the students that the drawing area is called a canvas. Ask them to repeat after you 3 times – CANVAS.
3. Start by showing the pencil tool. Draw something on the canvas. Make a mistake purposefully. Ask – “Oh No! What can I do now?” Expected answer: Erase it. If someone does answer, say, “But how?”
4. Say “Let me find out. Oh wait, here is something which I can use!” while moving to the eraser tool. Click on it.
5. Erase your mistake and say “Thank goodness! Without the eraser, my drawing would have gone wrong!”
6. Slide 13: Announce: “Who can draw the straightest line on the computer with the pencil tool?” Let’s see! After seeing the best line and praising the student, announce, “Now I will show you a trick to draw a perfectly straight line”. Select the line tool and draw a line. Say “Oooohhhh” and smile.
7. Go on to try the tic tac toe game which they have already learnt in the previous class

8. Progress in a similar way to show them how to use a few other tools within the paint tool.
9. Let the students experiment with the rest of the tools.
10. Ask them if they have any questions when they are trying out the tools
11. In the end, ask some students as per the numbers on slide 21 to explain their drawings.

**Assessment :**

Do activities mentioned on the sheet

**Information Broadcast :** In Computer Science, the children learnt how to use a paint tool (name of the tool). They explained what they drew to the teacher too.