



Using Paint Tools

Lesson Plan: Class 02 / PS / 07



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 learn to using some tricks to make good drawings. They learn to save files, undo and redo changes to their drawings.

Material required:

Physical: None

Electronic:

PPT Presentation for Using Paint Tools

Paint software – TuxPaint preferred (downloadable for free from 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. Get students to analyze simple patterns and draw in Paint

Procedure Details:

1. Start the PPT. Show the children the first slide and exclaim “You are now very good at paint and can draw beautiful drawings!”
2. Next, ask them, “But, can you draw what I tell you to draw?” Expected answer: Yes! You say: “Let’s see, then!”
3. Slide 4: Ask: “Can you draw THIS?” Expected answer: “YES!”. You say, “haha that was EEEZY BREEZY. How about this one?” Show the next slide.
4. Let the students try for a minute. If any student gets it right, ask him/her how (s)he did it. Praise the student.
5. If no one answers, then show the rest of the slides up to slide 12.
6. Else, show slide 13. Show the next slide and explain as per the PPT
7. At slide 17, you have to ask which approach looks better. If a student shows perfect matching lines like the diagram shows (using the other technique), accept it. But, show the easier method anyway.
8. Similarly, explain slide 23 to slide 30
9. Show slide 31 – and ask the children to think in steps of how to achieve the result. See who can finish first and praise that child. Same goes for Slide 32.

Assessment :

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Information Broadcast : In Computer Science, the children learnt how to think in steps while drawing something in Paint.