

## Core Program 1

### Program

#### **2Paint**

*[Very Simple Drawing Program]*

### ICT skills

- ❑ Using tools on the computer
- ❑ Introduction to understanding of what icons are; how they represent actions or tools
- ❑ Creative development:
- ❑ Fine mouse manipulation
- ❑ Transferable skills of Saving and opening files
- ❑ Transferable skill of font manipulation
- ❑ Introduction to understanding file locations and storage of information on the computer
- ❑ Introduction to printing

### Learning areas

- ❑ Primarily all Arts and culture learning outcomes, as the program is used for drawing. The Technology learning outcomes 1, 2.
- ❑ However all eight learning area outcomes can be addressed through the content of the drawing. Please refer to lesson example.

### **Curriculum Links: How Program meets NRC and International QCA Scheme of work. (Outcomes and assessment standards)**

- Learners will be able to select and use different techniques to communicate ideas through pictures.
- Builds on the learner being able to represent a real or fantasy situation. Showing development of knowledge and understanding of the world and the language outcomes of relaying personal ideas or information.

### Learning Level

- Nursery, reception or Grade 0/R and Grade one
- Level of skill can be pre-set with teacher options feature according to ability of the learner

## **LESSON EXAMPLE:**

Life Orientation:

Outcome = Social development.

Developing learner's awareness of human rights as contained in the SA constitution, social relationships and diverse cultures and religions.

This will include belief systems and worldviews promoting civic rights and responsibilities.

Fun drawings will develop awareness, values, attitudes, knowledge and skills necessary for diverse religions to co-exist in our multi religious society and allows learners to start to understand they are part of a broader community.

Learners can each try to draw a symbol, motif, pattern or object relating to either their own culture / belief system or one they are familiar with.

Divali: Rangoli patterns, lotus flower...

Ndebele: geometric patterns on houses...

Zulu: traditional animal skin clothes or shields...

Christians: Cross... etc

Work can be printed out and presented to fellow learners to open discussion.

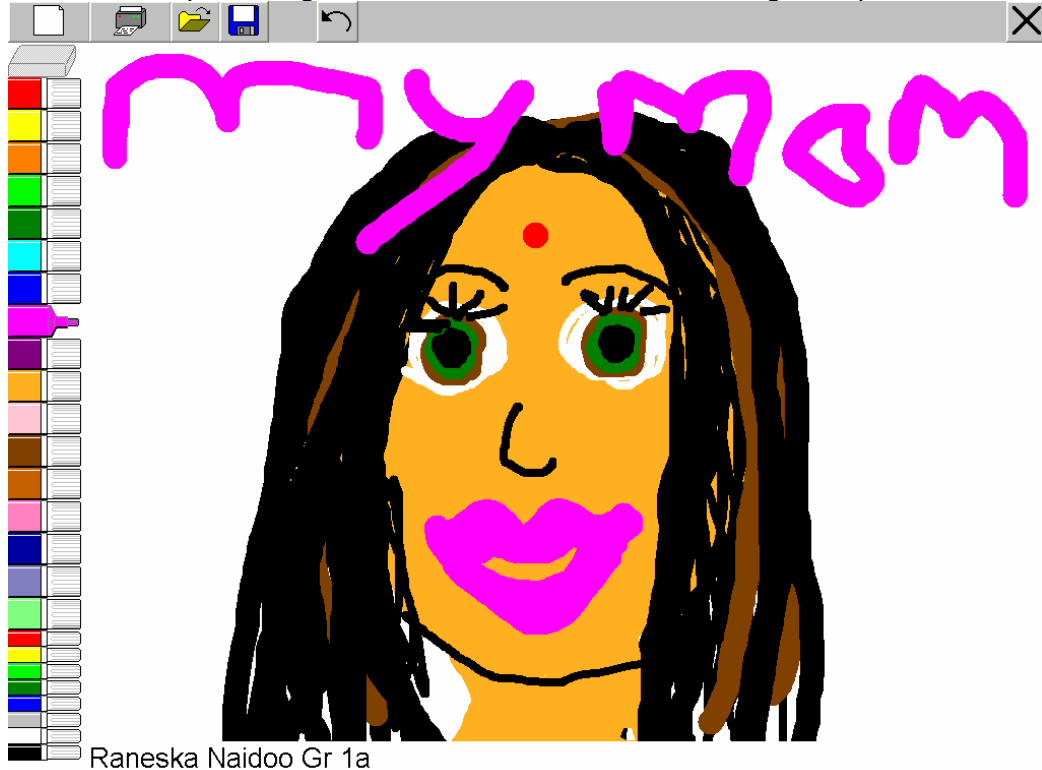
Alternatively learners could view each others work discussing what techniques were used as well as the artworks content.

Learners can save their work to a specific folder.

All tools setting: Custom tools will allow you to focus on specific chosen tools



Classic Felt tips setting: what could be easier than clicking on a pen and drawing!



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