



? What are we learning about digital art?

Art often requires lots of equipment; paper, pencils, colour, paints, rubbers, rulers etc. Creating art on a computer means we can use lots of tools all on one device. We can also speed up processes, such as copying a pattern or make complicated tasks easier, such as flipping or rotating a picture. We can also use tools, such as zoom to add detail to our artwork. Digital artwork tools also allow us to undo a mistake instead of starting it all again.



National Curriculum Content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.

Key knowledge

- Use various lines and fill tools plus copy/paste and rotation to create pattern effects.
- Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects.
- Use stamps, copy/paste, layers and multiple frames to create animated GIF computer graphics.



Quick tips

- Use the zoom tool to add more detail.
- Copy and paste a part of your artwork to repeat it, to save time when you have lots of the same objects.
- Use the undo/redo arrows if you make a mistake to go back and forward steps.



Important Vocabulary

Rotation	Turn an object or objects to point in a different direction.
Zoom	Move closer to the art work to add detail, such as adding small lights to a tower block or facial features to a self portrait.
Flip	Make an object face the opposite way, this can be done vertical (left to right/ right to left) or horizontally (up to down/down to up).
Symmetry	Copy an object or picture to make it the same on both sides.
Stamp	An object found in the software, such as a star, character etc, which can be added to the artwork.
GIF	An animated set of images that are played on a loop.

