

To read about TechnoArtist, go to: <http://www.technokids.com/computer-curriculum/primary/elementary-art-lesson-plans-technoartist.aspx>

TECHNO Artist

An Excerpt from TechnoArtist

A Primary Technology Project

Teacher Guide

For Windows 7



Copyright © 1993 – 2011 TechnoKids Inc.
All Rights Reserved

To order TechnoArtist, please visit: <http://www.technokids.com/Store/Primary-Projects/TechnoArtist/TechnoArtist-Page1.aspx>

SITE LICENSE AGREEMENT

DEFINITIONS

The Evaluator:

The Evaluator is the individual, school, company, or organization evaluating the Curriculum.

The Site:

The location where the Curriculum will be evaluated.

The Curriculum:

Collectively, all version and format of the projects (teacher guides, student workbooks, resource files), pamphlets, or other publications or documents prepared by or on behalf of TechnoKids Inc.

Evaluation Period:

The "Evaluation Period" is ninety (90) days, beginning on the date the Evaluator downloads the Curriculum from TechnoKids Inc.

ACKNOWLEDGMENTS

The Evaluator acknowledges that the field of endeavor in which TechnoKids Inc. is engaged is highly competitive and that their success is and will be substantially based upon the Curriculum. The Evaluator acknowledges that TechnoKids Inc. is providing them with access to the Curriculum which has been developed at great expense and effort. The Evaluator agrees that the unauthorized disclosure of the Curriculum may result in irreparable harm to TechnoKids Inc.

LICENSE GRANT

TechnoKids Inc. agrees that the Evaluator shall be permitted, subject to the terms of this Agreement, to print, install, and use the Curriculum, during the Evaluation Period for the sole purpose of evaluating the Curriculum for purchase. The Evaluator acknowledges that when the Evaluation Period expires, the Agreement terminates automatically.

AUTHORIZED USERS

The Curriculum may be evaluated by the Evaluator only at the Site.

The Curriculum may be disclosed only to persons at the Site having the need to know the information for the purpose of this Agreement.

Access to print, install, and use the Curriculum shall be limited to those employees and agents of the Site that have a need to know for the purpose of this Agreement.

Evaluator will use commercially reasonable efforts to restrict network or any other access to the Curriculum by anyone outside of Evaluator's facilities who are not authorized to evaluate the Curriculum.

TERMS OF USE

Evaluator agrees to treat the Curriculum as it does its own valuable and sensitive information of a similar nature.

Evaluator has the right to print the Curriculum. Printing is limited to no more than two (2) copies of the project (teacher guides and student workbooks) for evaluation by Authorized Users at the Site.

Evaluator has the right to install on no more than two (2) personal computers, workstations, or other digital electronic devices including wireless devices, the Curriculum, for evaluation by Authorized Users.

Evaluator shall be solely responsible for all expenses incurred in the printing, installation, and use of the Curriculum during the Evaluation Period.

RESTRICTIONS

Evaluator is prohibited from making any copies of the Curriculum on magnetic media, such as a CD-ROM or DVD.

Evaluator shall not remove any markings or notices of intellectual property rights from the Curriculum and shall ensure that all printed and digital files bear such marking or notices.

Distance learning is prohibited. This restriction applies to use of the Internet, Intranet, and CD-ROM / DVDs.

The Evaluator may not sell, lend, lease, rent, assign, or transfer the Curriculum to another party in any form.

The Evaluator may not translate, reverse engineer, de-compile, disassemble, or create derivative works based upon the Curriculum or any part thereof.

The Evaluator may not use or export the Curriculum to another country.

The Evaluator shall not use the Curriculum as part of a course.

OWNERSHIP

Evaluator acknowledges that TechnoKids Inc. retains all ownership and intellectual property rights in and to the Curriculum, all derivative works created using the Curriculum and any related materials. TechnoKids Inc. reserves all rights not expressly granted herein. TechnoKids Inc. shall retain all applicable rights to copyrights, trademarks, patents, trade secrets, and all other intellectual property rights in the Curriculum.

EXCLUSIONS OF WARRANTIES

The Evaluator acknowledges that the Curriculum is provided for evaluation purposes "as is" without any warranty of any kind. TechnoKids Inc. expressly excludes all express or implied warranties relating to the Curriculum, including, without limitation, warranties of merchantability, fitness for a particular purpose, or non-infringement. The Evaluator acknowledges that the entire risk arising out of use or performance of the Curriculum remains with the Evaluator.

LIMITATIONS OF LIABILITY

Evaluator agrees that TechnoKids Inc. shall not be liable for any direct, indirect, incidental, special or consequential damages, damages for loss of profits, revenue, data or data use, incurred by the Evaluator or any third party, whether in an action in contractor or tort, even if TechnoKids Inc. has been advised of the possibility of such damages.

SUPPORT SERVICES

At its sole discretion, TechnoKids Inc. may provide curriculum support for the Curriculum to the Evaluator. However, TechnoKids Inc. shall not be obligated to provide curriculum support for the Curriculum, to ensure the proper operations or compatibility of the Curriculum with any software or hardware, or correct any errors or defects in the Curriculum.

TERMINATION

This Agreement shall continue for the duration of the Evaluation Period. However, it will terminate if the Evaluator fails to comply with any of its terms and conditions.

If any breach of this Agreement by Evaluator occurs, TechnoKids Inc. may terminate this Agreement, whereupon this Agreement and all rights granted to Evaluator herein shall immediately cease.

The Evaluator agrees, upon termination, to promptly destroy any printed Curriculum and delete all Curriculum files from computers. In addition, Evaluator shall upon request promptly provide TechnoKids Inc. a letter certifying the destruction of the Curriculum, and shall take all reasonable steps within its power, alone or in conjunction with TechnoKids Inc. to prevent any further unauthorized use or disclosure of such Curriculum.

GENERAL TERMS

The Evaluator accepts the Agreement and understands that any violation will be prosecuted to the full extent of local law.

If any provision of this Agreement is declared by a court of competent jurisdiction to be invalid, illegal or unenforceable such provisions shall be severed from the licensing agreement, however, the other provisions shall remain in full force and effect.

All trademarks acknowledged.

No documentation provided by TechnoKids Inc. may be copied without written permission from TechnoKids Inc. unless produced under the terms of the Agreement.

TechnoKids Inc. reserve the right to alter licensing conditions at any time, without prior notice. No terms or conditions will affect the Evaluator's rights as defined under Canadian law.

At any time during or after the Evaluation Period, the Evaluator may purchase a license to use the Curriculum at the Site. However, TechnoKids Inc. acknowledges that there is no obligation for the Evaluator to purchase the Curriculum.

Project Overview

Introduction to TechnoArtist

In this project, students create digital art using Microsoft Paint. To awaken artistic inspiration students study famous artwork. They then use graphic art tools to paint like Picasso, create a landscape in the impressionist style, produce a geometric design that is a tribute to modern art, and draw a pet portrait.

Students complete the following tasks:

- In session 1, students become artists. Using the computer, students create a painting by coloring in a black and white picture using Microsoft Paint. This activity builds on their mouse control skills as they select different colors and apply them to the picture using Fill with Color.
- In session 2, students learn more about colors. To begin, students study artwork created by the painter Pablo Picasso. They examine paintings from his Blue and Rose periods and discuss the various shades of color within each work. Students then create in the style of Picasso by producing artwork that is painted using shades of the same color.
- In session 3, students learn about pointillism and pixels. By looking at paintings such as Paul Signac's "The Dining Room" using Microsoft Paint, they can see the pixels of color used to create the masterpiece. The study of pixels helps them understand how small points of multiple shades of color can make an image. Then students use what they have learned to complete their own pointillism masterpiece.
- In session 4, students produce a beautiful landscape painting. To begin, students study artwork created by the master painters Claude Monet, Georges Seurat, and Paul Cezanne. They examine the artistic style and color usage of each work. Students then paint in this style by editing a landscape. They customize the Microsoft Paint color palette and then use the Airbrush to create an impressionistic style painting.
- In session 5, students produce modern artwork using geometric shapes as the subject matter. To begin, students examine artwork created by the painters Lionel LeMoine FitzGerald, Piet Mondrian, and Pablo Picasso. They discuss the types of shapes used within each painting. Students then paint in this style by creating their own modern art.
- In session 6, students become painters of pet portraits. A portrait is a painting or photograph, which is an "exact likeness" of a person or pet in real life. Students pay a lasting tribute to their beloved pet by painting their portrait using the program Microsoft Paint.



SESSION 3

Pointillism with Pixels

In this session, students learn about pointillism and pixels. By looking at paintings such as Paul Signac's "The Dining Room" using Microsoft Paint, they can see the pixels of color used to create the masterpiece. The study of pixels helps them understand how small points of multiple shades of color can make an image. Then students use what they have learned to complete their own pointillism masterpiece.

Assignment 7: Pointillism

Assignment 8: Pixels and Pointillism

Assignment 9: My Pointillism

Session 3 Extension Activity: Pointillism and Paint

Session 3: Pointillism with Pixels

GETTING STARTED

Overview

In this session, students learn about pointillism and pixels. By looking at paintings such as Paul Signac's "The Dining Room" using Microsoft Paint, they can see the pixels of color used to create the masterpiece. The study of pixels helps them understand how small points of multiple shades of color can make an image. Then students use what they have learned to complete their own pointillism masterpiece.

Materials

- Microsoft Paint
- TechnoArtist Folder
 - Pointillism sample file
- Flashcards (optional)
 - Windows 7 Paint Button
 - Windows 7 Paint Home tab
 - Windows 7 Paint Quick Access toolbar
 - Windows 7 Paint Text Tools Text tab

Teacher Preparation

- Make the TechnoArtist Folder available to students.

Teaching Strategy

In this session, students paint in the pointillist art style. Explain scenario to students.

In this session, you paint in the pointillist art style. You use the Color picker and Pencil to complete the picture of a butterfly, painting it one point or pixel at a time.



Assignment 7 Pointillism

In this assignment, students examine work by famous artists in the pointillist style. Consider printing the *Pointillism* teacher resource in color and post artwork in the room to act as inspiration when students create their own artwork in a similar style.

Assignment 8 Pixels and Pointillism

In this assignment, students connect pointillism with pixels. A *pixel* is a tiny square that is one color. A picture is made up of thousands of pixels. Similarly, a painting done in the pointillist style is made up of colored dots that combine to create a beautiful image.

Students examine "The Dining Room" using the *Magnifier* to expand the image to see the "dots" or pixels of color. The artist, Paul Signac in 1886, created the image "The Dining Room". He used pointillism as the technique for the painting. Since students are viewing the image with computer software, the image has been transformed from small painted dots into pixels.

Assignment 9 My Pointillism

In this assignment, students complete the painting of a butterfly in the pointillist style – meaning one "dot" or pixel at a time. Teachers may want to point out why the butterfly image is so small. Coloring in an image pixel by pixel takes a very long time. Even though it might be hard to believe, there are 3082 pixels in the image!

Discuss with students the number of colors used in a particular area on the butterfly's wing. Students will notice that instead of filling an area with just pink, there are several colors. The wing is filled with different shades of pink, orange, and red. Look inside the markings on the wing, instead of finding just one shade of yellow, there may be several shades of yellow, orange, and even brown.

Students should experiment with color combinations and fill each remaining marking on the butterfly's right wing with colors from the left side.

Students are not going to print the butterfly, as it is too small. Instead, they should view the artwork on-screen. If time permits, students should view classmates' butterfly artwork.

Lesson Plan

Assignment 7 - Pointillism

- What is pointillism?
- Examine artwork in the pointillist style.

Assignment 8 - Pixels and Pointillism

- What is a pixel?
- How is a pixel like pointillism?
- Open the *TechnoArtist* folder.
- Open *The Dining Room*.
- Look at pixels using the *Magnifier*.
- Exit Microsoft Paint.
- Close the *TechnoArtist* folder.

Assignment 9 - My Pointillism

- Open the *TechnoArtist* folder.
- Open *My Pointillism*.
- Complete the butterfly one pixel at a time using the *Pencil* and *Color picker*.
- Save the painting.
- Exit Microsoft Paint.
- Close the *TechnoArtist* folder.

Learning Objectives

Below is a list of the learning objectives for this session. Students should be able to complete each task independently.

Content Knowledge:

- define pixels
- examine artwork in the pointillist art style and discuss the dots or pixels in the paintings

Technical Skills:

Operating Environment

- open and close a program
- save a document
- open a document

Graphic Skills

- select a color using the Color picker
- paint each pixel using the Pencil
- increase or decrease magnification using the Magnifier

Applied Technology

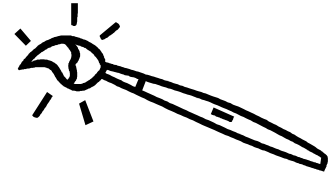
- create a picture in the art style pointillism using the program Microsoft Paint

Assignment 7: Pointillism

Learn about the art style *pointillism*.

What is Pointillism?

Pointillism is an artistic style that uses small dots of paint. When you look at the picture up close, all you can see are dots. When you look at it from far away, the dots make up a picture.



Georges Seurat was the first artist to use pointillism. One of his most famous pieces is *A Sunday Afternoon on the Island of La Grande Jatte* (1886). Up close, you can only see dots of colors, but from far away, you can see people standing on the grass.

Artwork in the Pointillist Style

- ☞ Double click the *Shortcut to TechnoArtist* folder shortcut or ask your teacher how to get to the TechnoArtist folder.



- ☞ Double click the *Pointillism* file.

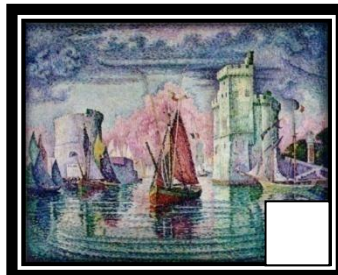


- ☞ Look at each picture. Go close to the picture until you see each dot. Move far away from the picture until all the dots have blended and you can only see smooth paint.

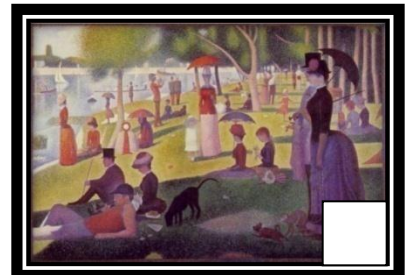
1. Put a checkmark (✓) beside the picture that you like the best.



The Dining Room, Paul Signac (1887)



The Port of La Rochelle, Paul Signac (1886)



A Sunday Afternoon on the Island of La Grande Jatte, Georges Seurat, (1886)

- ☞ Click the Close button.



SAMPLE

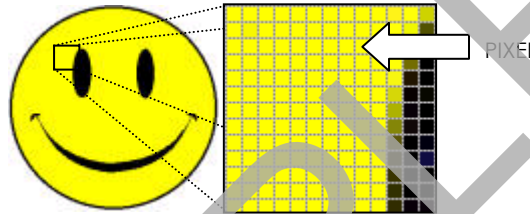
Assignment 8: Pixels and Pointillism

Learn about pixels and the pointillism art style.

What is a Pixel?

When we make pictures in a program like Microsoft Paint, the computer turns what we draw into tiny squares called *pixels*. Pixels are short for *picture element*. Each pixel holds one color. Everything on the computer screen is made up from pixels. Since pixels are so small, you can only see them when you zoom in with a paint program.

For example, look at the happy face. The square around the eye has been shown up close. Notice all the small squares that make up that tiny part of the picture.



How is a Pixel like Pointillism?

Pixels are like the dots in a pointillism painting. Both are very small dots of a single color. When combined, they make up an image when looked at from far away.

Open the Dining Room

- Double click the *Shortcut to TechnoArtist* folder shortcut or ask your teacher how to get to the TechnoArtist folder.



- Double click *The Dining Room*.



The Dining Room

TIP: If the window is too small, double click the title bar.



Look at Pixels

☞ Click *Magnifier*.



☞ Click on the picture. Each time you click the mouse (up to 8X) you zoom in more.



Now you can see each pixel or "dot".



☞ To zoom out, click using the **right** mouse button.

Exit Microsoft Paint and the TechnoArtist Folder

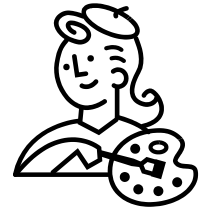
☞ Click *Close*.



SAMPLE

Assignment 9: My Pointillism

Paint in the pointillist art style, one dot, or "pixel" at a time.



Open My Pointillism

- Double click the *Shortcut to TechnoArtist* folder shortcut or ask your teacher how to get to the TechnoArtist folder.



- Double click *My Pointillism*.



TIP: If the window is too small, double click the title bar.




Zoom In

- Click *Magnifier*. 
- Click on the picture. Each time you click the mouse (up to 8X) you zoom in more.



- To zoom out, click using the **right** mouse button.

Paint the Butterfly

- Click *Color picker*. 
- Pick a color from the left side of the butterfly.



☞ Click the *Pencil*.



☞ Move the mouse pointer to the **right** side of the butterfly.



☞ Click the mouse where you want a "dot".



☞ Fill the butterfly with dots of many colors.

Preview Your Work

☞ Click the *Magnifier*.



☞ To zoom out, click using the **right** mouse button.



Save Your Painting

☞ Click the *Paint* button.

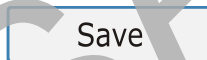


☞ Click Save as.



☞ Go to the place where you save your work. (*Ask your teacher how to do this*).

☞ Click Save.



Exit Microsoft Paint and the TechnoArtist Folder

☞ Click Close.



TIP: You are not going to print the butterfly because it is too small.



Session 3 Extension Activity: Pointillism and Paint


Pointillism and Paint

1. Pointillism is a way of painting that uses many tiny dots to make a picture. The reason for doing pointillism instead of a mixing paint to make shades of color is that, mixing colors dulls them. When two colors are right next to each other your eye mixes them in a process called, "optical mixing." Using optical mixing creates a brighter picture.

Painting a pointillist piece is a slow and painstaking process. Seurat's famous "A Sunday in the Park on the Island of La Grande Jatte", covered a wall 81 inches by 120 inches, and took him two years to complete. He was known for amazing devotion and concentration. The dots in a pointillist painting can be as small as 1/16 of an inch in diameter! Based on these measurements the masterpiece has approximately 3,456,000 dots!

Make your own pointillist painting. Remember you can only use dots of color!

Thumbnail View

2. You can see a thumbnail of the picture. A thumbnail is a small picture of the drawing area. To see the thumbnail:
 - a) Click the View tab in the Ribbon.
 - b) Click *Thumbnail* in the Display group. 
 - c) Click and drag the thumbnail window by its title bar, to the light blue area beside the drawing canvas.

