

# TECHNOPainter

A Primary Technology Project

Teacher Guide

For Paint  
and Windows 7, 8, or 10



# Table of Contents

## Introduction - Getting Started

How to Use This Guide .....	i
How to Use the Resource Files .....	iii
Project Overview .....	vii
Preparing to Teach TechnoPainter .....	ix

## Session 1 – Draw It!

Getting Started .....	1-1
Overview .....	1-1
Materials .....	1-1
Teacher Preparation .....	1-1
Teaching Strategy .....	1-1
Lesson Plan .....	1-3
Learning Objectives .....	1-4
Assignment 1: Become a Painter .....	1-5
I Like to Make Pictures .....	1-5
Open Paint .....	1-6
Circle the Paint Tools .....	1-6
Close Paint .....	1-6
Assignment 2: Pencil It .....	1-7
Open Paint .....	1-7
Select the Pencil .....	1-7
Select a Color .....	1-7
Select a Line Size .....	1-8
Pencil Drawing Challenge .....	1-8
Close Paint .....	1-8
Assignment 3: Fill It .....	1-9
Open Paint .....	1-9
Select the Pencil .....	1-9
Select a Color .....	1-9
Select a Line Size .....	1-9
Use the Pencil to Make a Sun .....	1-10
Fill the Sun with Color .....	1-10
How to Fix a Mistake (Optional) .....	1-11
Draw Sun Rays .....	1-12
Erase a Mistake .....	1-12
Fill with Color Drawing Challenge .....	1-12
Close Paint .....	1-12
Assignment 4: Design It .....	1-13
Open Paint .....	1-13
Select the Pencil .....	1-13
Draw a Coloring Book Picture .....	1-13
Coloring Book Challenge .....	1-14
Close Paint .....	1-14
Session 1 Review: Find It .....	1-15
Session 1 Extension Activity: Color It .....	1-17

## Session 2 – Type It!

Getting Started.....	2-1
Overview .....	2-1
Materials .....	2-1
Teacher Preparation .....	2-1
Teaching Strategy .....	2-1
Lesson Plan .....	2-3
Learning Objectives .....	2-4
Assignment 5: Keyboard It .....	2-5
What Do Keyboards Do? .....	2-5
What Does the Key Do? .....	2-5
Color the Keyboard .....	2-6
Assignment 6: Try It .....	2-7
Open Paint .....	2-7
Make a Text Box.....	2-7
Type Using the Keyboard.....	2-8
Remove Letters with the Backspace Key .....	2-8
Select the Text.....	2-9
Change the Font .....	2-9
Change the Font Size.....	2-10
Picking a Style .....	2-11
Change the Font Color.....	2-12
Move the Text Box .....	2-12
Deselect the Text .....	2-12
Close Paint.....	2-12
Assignment 7: Name and Print It .....	2-13
Find the Letters in Your Name .....	2-13
Open Paint .....	2-13
Type Your Name .....	2-13
Format Your Name .....	2-14
Type More Names .....	2-14
Print Your Name .....	2-15
Close Paint.....	2-16
Session 2 Review: Check It .....	2-17
Session 2 Extension Activity: Write It .....	2-19

## Session 3 – Paint It!

Getting Started.....	3-1
Overview .....	3-1
Materials .....	3-1
Teacher Preparation .....	3-1
Teaching Strategy .....	3-1
Lesson Plan .....	3-3
Learning Objectives .....	3-4
Assignment 8: Brush It!.....	3-5
Open Paint .....	3-5
Paint with a Brush.....	3-5
Paint Brush Challenge.....	3-6

Close Paint.....	3-6
Assignment 9: Rainbow It! .....	3-7
Open Paint .....	3-7
Paint a Rainbow .....	3-7
Type Your Name .....	3-8
Print the Picture.....	3-9
Close Paint.....	3-10
Assignment 10: Smile It.....	3-11
Picture Ideas .....	3-11
Open Paint .....	3-11
Paint a Picture using Three Different Brush Styles.....	3-11
Zoom In .....	3-12
Type Your Name .....	3-13
Print the Picture.....	3-13
Which Brush Styles Did you Use? .....	3-14
Close Paint.....	3-14
Session 3 Skill Review: Finish It .....	3-15
Session 3 Extension Activity: Magnify It .....	3-17

### Session 4 – Shape It!

Getting Started.....	4-1
Overview .....	4-1
Materials .....	4-1
Teacher Preparation .....	4-1
Teaching Strategy .....	4-1
Lesson Plan .....	4-3
Learning Objectives .....	4-4
Assignment 11: Explore It.....	4-5
Open Paint .....	4-5
Draw a Shape.....	4-5
Resize the Shape .....	4-6
Move the Shape .....	4-6
Anchor the Shape .....	4-6
Draw Another Shape .....	4-7
Pick the Outline and Fill Colors.....	4-7
Pick and Outline and Fill Style .....	4-8
Customize the Shape.....	4-8
Shapes Drawing Challenge .....	4-9
Type Your Name .....	4-12
Print the Picture.....	4-12
Close Paint.....	4-12
Assignment 12: Stamp It .....	4-13
Open Paint .....	4-13
Draw Four Different Shapes.....	4-13
Type Your Name .....	4-14
Print the Picture.....	4-14
Close Paint.....	4-14
Session 4 Review: Match It .....	4-15
Session 4 Skill Review: Construct It .....	4-17

Session 4 Extension Activity: Copy, Paste, and Flip It .....	4-19
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### Session 5 – Frame It!

Getting Started .....	5-1
Overview .....	5-1
Materials .....	5-1
Teacher Preparation .....	5-1
Teaching Strategy .....	5-1
Lesson Plan .....	5-3
Learning Objectives .....	5-4
Assignment 13: Study It .....	5-5
Open the Frames Folder .....	5-5
Open the Frame Picture .....	5-6
Paint a Picture (Optional) .....	5-6
Close Paint .....	5-6
Assignment 14: Decorate and Save It .....	5-7
Open the Blank Template .....	5-7
Design a Picture Frame .....	5-8
Save Your Design .....	5-9
Finish the Picture with Crayons (Optional) .....	5-9
Close Paint .....	5-9
Saving Tips .....	5-10
Questions about Saving your Work .....	5-10
Session 5 Review: Connect It .....	5-11
Session 5 Skill Review: Erase It .....	5-13
Session 5 Extension Activity: Edit It .....	5-15

### Session 6 – Create It!

Getting Started .....	6-1
Overview .....	6-1
Materials .....	6-1
Teacher Preparation .....	6-1
Teaching Strategy .....	6-1
Lesson Plan .....	6-3
Learning Objectives .....	6-4
Assignment 15: Picture It .....	6-5
Open Saved Frame .....	6-5
Paint a Picture .....	6-5
Type Your Name .....	6-5
Save Your Picture .....	6-6
Print Your Picture .....	6-6
Close Paint .....	6-6
Assignment 16: Award It .....	6-7
Open the Award Template .....	6-8
Type Your Name .....	6-8
Print the Award and then Close Paint .....	6-8
Session 6 Skill Review: Make It .....	6-9
Session 6 Extension Activity: Celebrate It .....	6-11

**Session 7 – Review**

Getting Started .....	7-1
Overview .....	7-1
Materials .....	7-1
Teacher Preparation .....	7-1
Teaching Strategy .....	7-1
Summary of Skills.....	7-3

**Appendices**

Appendix A: Command Summary .....	A-1
Paint Home Tab .....	A-1
Paint Quick Access Toolbar.....	A-1
Paint Text Tab .....	A-2
Paint Button or File Tab .....	A-2
Appendix B: Terminology List .....	B-1
Appendix C: Glossary .....	C-1
Appendix D: Contact Information .....	D-1

# Project Overview

## Introduction to TechnoPainter

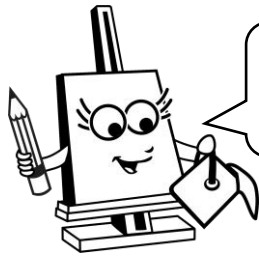
In this project, students become "techno" painters. They produce beautiful artwork using digital paint tools. By applying their artistic talents, students earn an *Awesome Artist* certificate. The activities develop fundamental computer skills.

*Spark creativity in your students!*

Students complete the following tasks:

- In session 1, students become "techno" painters. They learn how to use a digital pencil, eraser, and paint bucket to create artwork. To start, they are introduced to the Paint window. Next, they experiment with basic paint tools. Students practice their skills by completing a series of challenges. Once confident with their new skills they apply their artistic talents to produce a beautiful picture. It is time to draw it!
- In session 2, students type it! To develop basic keyboarding skills they use a worksheet to identify common keys. Next, students use the keyboard to type letters into a text box and format the letters. Once familiar with the location and function of keys, they type their name and make it look fancy. Upon completion, they print their work.
- In session 3, students paint it! To start they experiment with the different types of brushes. From a regular paint brush, to calligraphy pens, crayons, and markers, students gain confidence with using digital art tools to create a beautiful rainbow of colors. Next, they apply their skills to paint a happy picture that includes a big smile.
- In session 4, students shape it! An exploration of the Shapes gallery allows students to draw colorful shapes using different outlines and fills. They learn how to adjust the size and position. Once prepared, students take the stamp challenge. They make four different shapes and arrange them on the page to produce an eye-catching masterpiece.
- In session 5, students frame it! To gain inspiration they study a collection of picture frames. They then apply their skills to create one of their own. Using digital paint tools, students produce an attractive design. They fill the center of the design with a white shape to produce an original frame that will hold their artwork. Students learn how to save the file so that they can use it to paint a picture in the upcoming session.
- In session 6, students create it! They open their saved picture frame from the previous session and use it to make a picture. To celebrate their success, students complete a checklist of their digital paint skills and then produce an award that acknowledges they are an *Awesome Artist*.

# Assignment 4: Design It



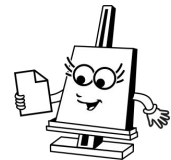
Use the Pencil to make a coloring book page.  
Color the picture using the *Fill with color* tool.

## Open Paint

☞ Open Paint.



OPTIONAL: Open the blank template in the Painter folder.



## Select the Pencil

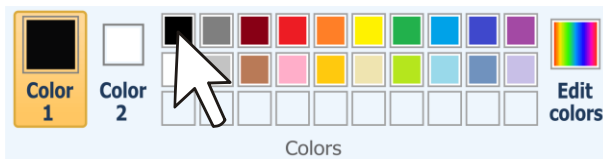
☞ Click *Pencil*.



## Draw a Coloring Book Picture

☞ In the Colors group, click the *Color 1* box.

From the palette, click black.



☞ Click *Size*. Pick a tool size.



☞ Click and drag to draw a picture.

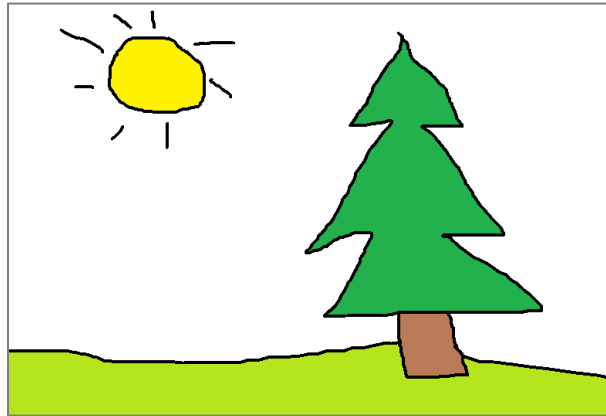
TIP: Make the lines touch!

You cannot fill a shape that has a gap.





Trade places with someone in your class.  
Use *Fill with color* to color in their picture.



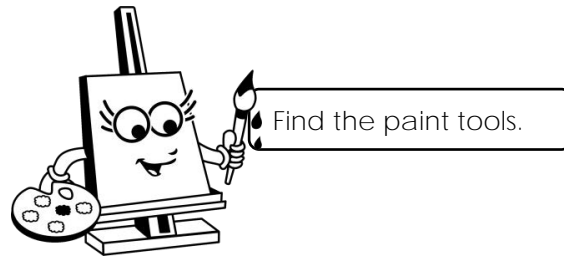
### Close Paint


- ☞ Click the *Close* button (X).
- ☞ Click *Don't Save* when asked to save the changes.

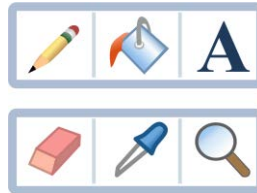



# Session 1 Review: Find It

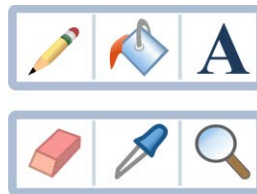
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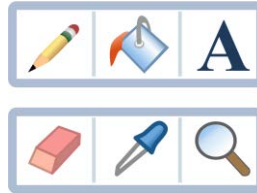
1. Where is the *Pencil*? 




2. Where is the *Eraser*? 



3. Where is *Fill with color*? 



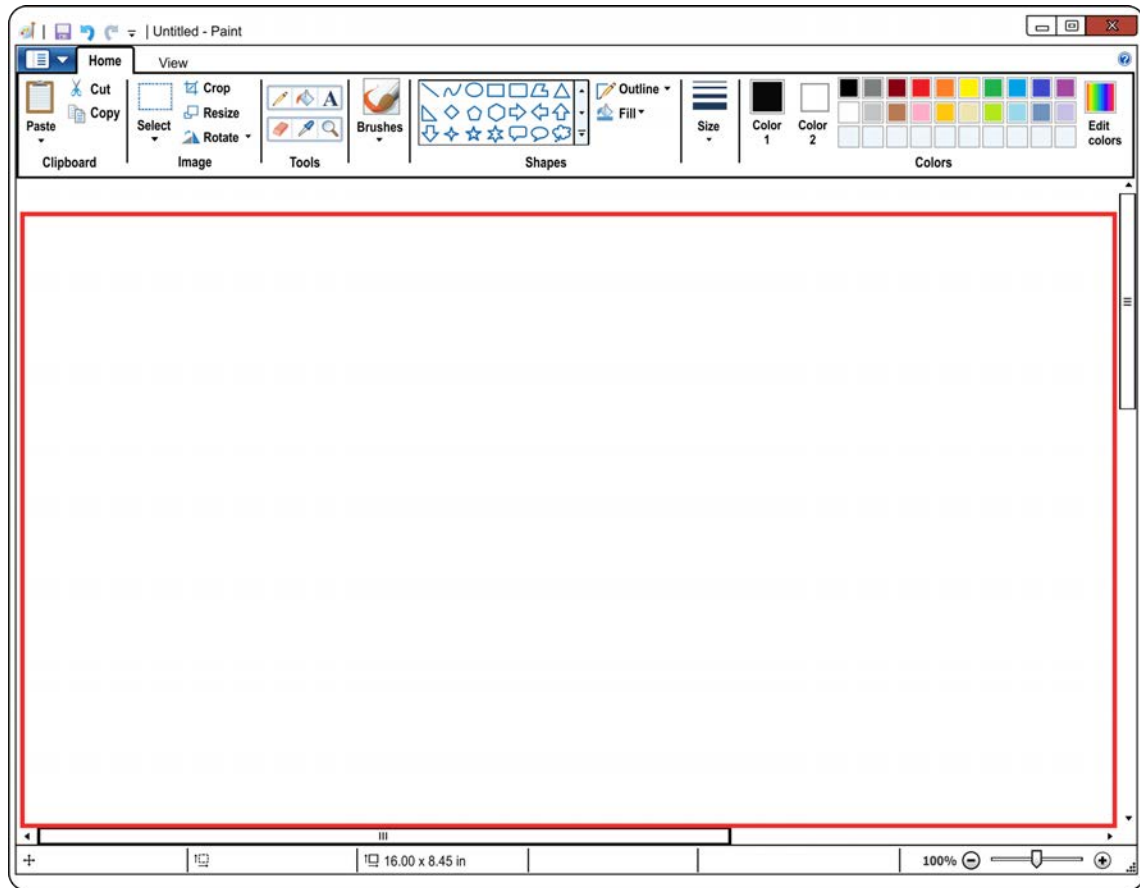
4. Where is *Undo*? 



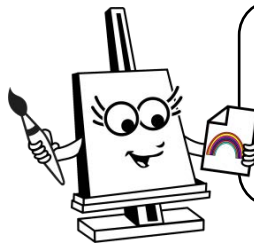
5. Where is *Size*? 



6. Draw a picture in the Paint drawing area.



# Assignment 9: Rainbow It!



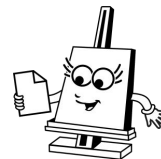
Can you paint a rainbow?  
 Use different brush styles, sizes, and colors to make a rainbow.  
 How many colors will your rainbow have?

## Open Paint

- ☞ Open Paint.



OPTIONAL: Open the blank template in the Painter folder.



## Paint a Rainbow

- ☞ Click the *Brushes* arrow.



- ☞ Click to select the first brush in the gallery.



- ☞ Click *Size* and pick a width.



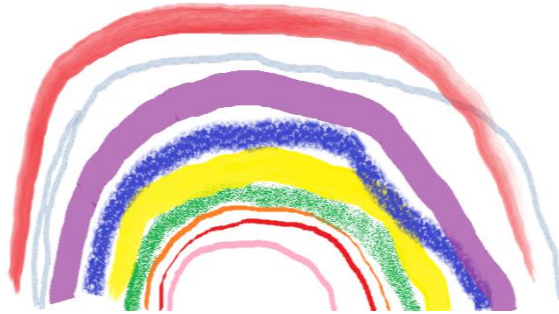
- ☞ In the *Colors* group, click the *Color 1* box. From the palette, click a color you like.



- ☞ Click and drag to draw the first arch in your rainbow.

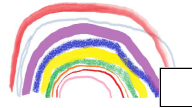
## TECHNOPAINTER

- ☞ Choose a different brush style, size, and color.
- ☞ Click and drag to draw the next arch in your rainbow.
- ☞ Repeat until you are finished.



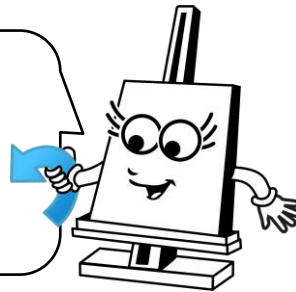
### TIP: How to Erase a Mistake

- ☞ Click *Eraser*.
- ☞ Click *Size*. Pick a tool size.
- ☞ Click and drag the mouse to erase a mistake.



### TIP: How to Undo an Action

If you draw something you do not like you can undo it.  
By clicking *Undo*, you can take away the *last* action.  
If you want, you can even undo your entire page. You have up to 50 undos!



- ☞ Click *Undo* in the Quick Access Toolbar at the top of the window.



- ☞ If you want to put it back, click *Redo*.



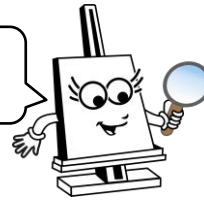
Type Your Name

- ☞ Use the *Text* tool to type your name.



## Session 3 Extension Activity: Magnify It

Use the Magnifier to zoom in and out to paint a picture.



Open the Template in Paint

1. Open Paint.

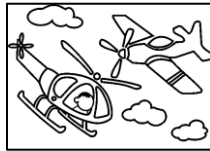


2. Click the *Paint Button* or File tab.

3. Click *Open*.



4. Go to the Painter folder. Double click magnify it.



Edit the Picture

1. Add detail:

The pilot of the helicopter is missing his face.

- a. Zoom in.



- b. Use the *Brush* to add eyes and a mouth.



2. Correct a fill problem:

The top propeller on the plane is not closed.

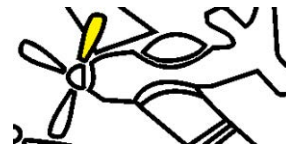
- a. Zoom in.



- b. Use the *Pencil* to fix the leak.



- c. Fill it with color.



3. Fill in an area that is tiny:

The center of the rear helicopter propeller is very small.

- a. Zoom in.



- b. Fill it with red.




## TECHNOPAINTER

4. Erase a mistake:

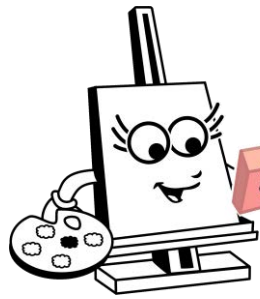
There should only be two propellers on the plane.

- a. Zoom in. 
- b. Erase a propeller.  

## Finish the Picture

1. Use your skills to paint the picture.
2. Add name onto picture. 
3. Print the picture.
4. Close Paint.

# Session 5 Skill Review: Erase It

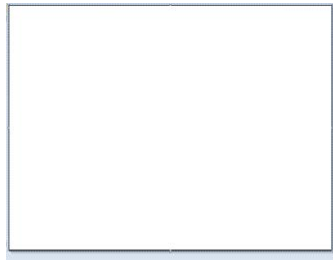


Draw a shape with a texture fill. Then use the eraser to draw a picture inside the shape.

1. Open Paint.

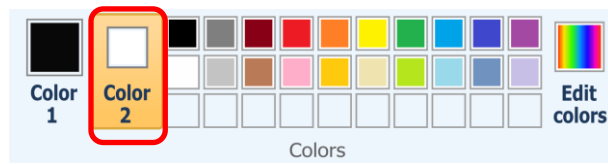
2. Draw a rectangle. 

It should be as big as the canvas.

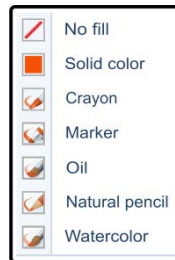


3. Select the fill color and style.

a. Click the *Color 2* square. Pick a BRIGHT COLOR for the background.



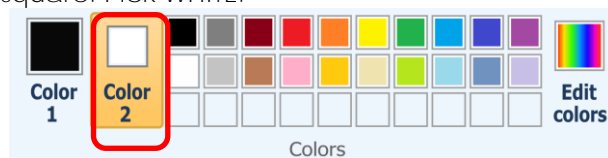
b. Click *Fill*.  Select a style.



4. Draw with the *Eraser*.

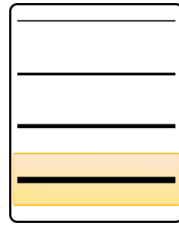
a. Click *Eraser*. 

b. Click the *Color 2* square. Pick WHITE.





- c. Select the size of the eraser. 

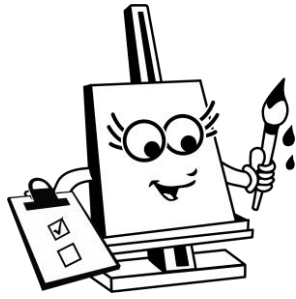


- d. Click and drag to "erase" a picture.



5. Add student name to the picture. **A**
6. Print the picture.
7. Save the picture as eraser.
8. Close Paint.



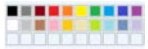






# Assignment 16: Award It



Are you an awesome artist? YES! YOU ARE!

Check the paint skills you have. ✓

Give yourself an award!

I can do this:		✓
I can draw with the pencil.		
I can paint with the brush.		
I can pick a color.		
I can draw a shape and decorate it.		
I can fill an area with color.		
I can erase a mistake.		
I can type my name and make it look fancy.		
I can zoom in and out.		
I can print my work.		
I can save and open my work.	