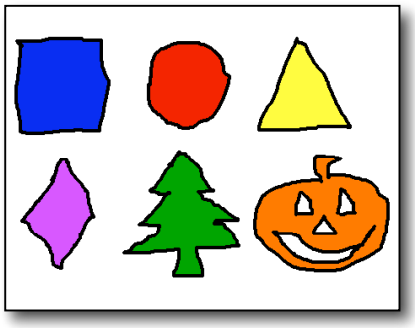
Grade 2 - Lesson 2

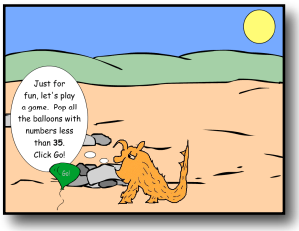
Know drawing program basic tools (pencil, brush, line, fill bucket, eraser)



Recreate for review purposes.

1. Using the model drawing from the K lesson, review with students the important concepts of drawing using a computer, namely the following:
   - Outlined objects must be closed in order to be filled using the bucket tool
   - Small mistakes should be erased rather than starting a whole new work
   - Short lines connected together often look better than long squiggly ones
   - Different tools and line thicknesses are available as needed
   - Drawings on a computer are almost always best done when working from a hand drawn draft.
   - Drawings can be saved, and even used later in WP documents

   Students will create and save their own drawings using the tools listed above, and then add the use of new tools each time. Drawings should start off rather simple (such a geometric figures, line drawings) and then can become more sophisticated. Students can also add text labels to their drawings, such as one for parts of a flower.



   Each drawing is saved so that it can later be incorporated into a slide show and/or PowerPoint Presentation that will display multiple works. After the lesson, so as not to deter students' willingness to try, show a gallery of HS or College level computer generated art (just use a search engine and type "Student Computer Art" to find some galleries. Here is one: http://www.tunxis.commnet.edu/art/computerart/index.htm#27

This lesson will be repeated at least 3 or 4 times through the year.