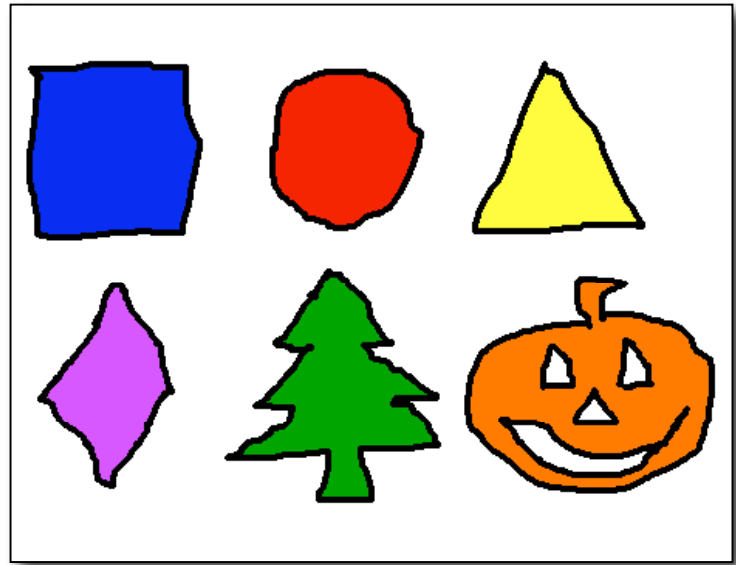


K - Lesson 9

Draws/paints a picture with graphics program from model

In this lesson, students will begin to learn how to use the painting tools in an age appropriate graphics program. It is best to keep the drawing simple for this lesson. Students can draw more complex illustrations when they have had more opportunities to practice.



Whether you are using a version of KidPix™, TuxPaint™ (a free, downloadable software title), or some other graphics program, show students the model you are working from, and then how to use the tools to do the drawing. Ideally, have every student work from the same model for the first lesson. You will want to limit the tools used in the first lesson to the pencil, bucket fill tool, eraser, color pallet, and the undo feature.

1. Explain to students that they will be learning how to draw using the mouse. Let them know that this is not as easy as drawing with a pencil or crayon at first, but that it will get easier with practice. Let students know that they will be observing you demonstrating the way the program is opened, how they will find the tools, and how to use them. Also, let students know that their work doesn't have to be perfect (and be sure to demonstrate age-appropriate imperfections as you do the demo drawing).
2. Draw out the first shape using the pencil tool. Draw out the remaining shapes