



ICT in Art at Key Stage 1 & 2

Art and design stimulate creativity and imagination. Pupils use different materials and processes to communicate what they see think and feel. Through art and design activities they learn to make value judgements and practical decisions. They explore ideas and meanings in the work of artists, craftspeople, and designers. They learn about the role of art, craft and design in contemporary life. ICT can play an important role in this.

The QCA Schemes of work

The QCA schemes of work identify 3 ways in which ICT can be used to support Art teaching.

- Using painting packages.
- Using Digital and video cameras to record work.
- Using multimedia presentations to present work.

Digital cameras could be used to record work in progress and 3D work. CD ROMS and the Internet could be used to show pupils works by suggested artists.

The following paragraphs identify the art units where ICT is needed and give a brief description of how it is to be used.

Unit 1A Self-portrait

Pupils investigate mark making using ICT tools including flood fill and flood fill and develop them to produce pictures that convey emotions. This builds on unit 2B 'Creating pictures' from the ICT scheme of work.

Unit 2A Picture this!

Creative work could be linked to ICT unit 1A 'An introduction to modelling' to represent real or fantasy situations. A digital camera could also be used.

Unit 3B Investigating pattern

Pupils are asked to build on ICT unit 4B 'Developing images using repeating patterns' to explore symmetry, copying and resizing and multiple pasting images, and flood filling shapes with different colours.

Unit 4A Viewpoints

A digital camera or video camera is used to create a dream sequence during practical work.

Unit 6A People in action

Pupils can use digital cameras or video cameras to record images of movement. They could present their work as a multimedia presentation. This builds on ICT unit 6A 'multimedia presentation'. E- mail could also be used to share text, graphics and sound with other schools.

Unit 6B What a performance

Pupils could use a digital camera to take photos of each other wearing their headdresses and combine these to make a multimedia presentation. This builds on ICT unit 6A 'Multimedia presentation'

Long term Planning

At KS 1 & 2 ICT units that support art activities should be planned so they occur before them.

In Year 1/2 ICT unit 2B 'Creating pictures' should be taught before the Art unit 1A Self-portrait and ICT unit 1A 'An introduction to modelling' should be taught before the Art Unit 2A Picture this!

In Year 3/4 ICT unit 4B 'Developing images using repeating patterns' should be taught before the Art Unit 3B Investigating pattern.

In Year 5/6 ICT unit 6A 'multimedia presentation' should be taught before the Art Units 6A People in action and 6B What a performance

Hardware

At KS2 digital and/or video cameras are needed. A digital camera could also be useful at KS1 to record 3D work

Assessment

At KS 1&2 the ICT needed to support the Art units will usually have been taught separately, and should be assessed during ICT lessons. When assessing Art work that has involved ICT it is important to assess the achievement of Art objectives and not ICT objectives. Some teachers may wish to combine teaching of ICT and Art in this case it is important to assess achievement of ICT and Art objectives separately.

Key Stage 1 & 2 Software and Hardware for Art Checklist

QCA Unit of work	Software/Hardware	Located
Unit 1A Self-portrait	A paint package	
Unit 2A Picture this!	Digital camera	
Unit 3B Investigating pattern	A paint package	
Unit 4A Viewpoints	Digital camera	
Unit 6A People in action	Video or digital camera Multimedia authoring package	
Unit 6B What a performance	Digital camera Multimedia authoring package	