

Learning Design for: What about pixels?

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CONTEXT

Topic: Represent a picture on a computer

Total learning time: 125 minutes

Number of students: 24

Description: An introduction to understand how picture can appear on a computer

AIMS

To introduce primary children to the knowledge of pixels

TEACHING-LEARNING ACTIVITIES

Discuss 10 minutes All students Tutor is available

Discover a pixel art's picture. For instance, this Mario from this website: <http://www.minecraftpixelarttemplates.com/2012/08/mario-pixel-art.html> Pupils react and explain what they see.

Practice 5 minutes 1 student Tutor is available

Each child give a title and describe the picture.

Read 15 minutes All students Tutor is available

Read the different title and description. Read the lesson about pixel art, in the textbook's art. For example: Pixel art is a numeric creation. A pixel is a little square. Pixel appear around 1980 in video games. It permit to show simple picture. It's similar to mosaic. Since 2 000, pixel are used by the artists.

Discuss 10 minutes All students Tutor is available

Show pictures in black and white. Like the mug page 25 of CS unplugged. Pupils must guess at what is represented.

Map:

Produce 15 minutes All students Tutor is not available

For a first time, kids read a word and represented it on a grid with a black and white square.

Investigate 10 minutes All students Tutor is available

For a second time, each picture realized by pupils is showed and other pupils must guess at what is represented.

