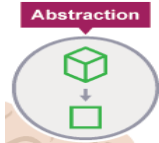
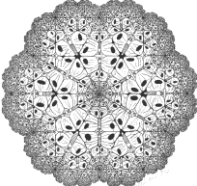
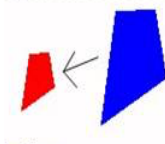
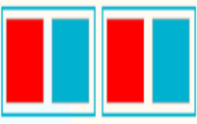
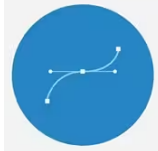


We are artists

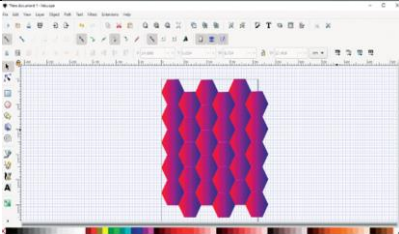
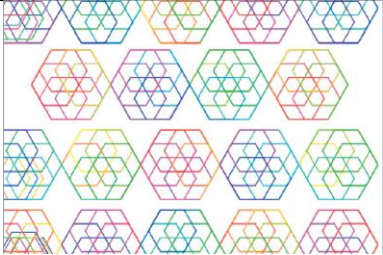
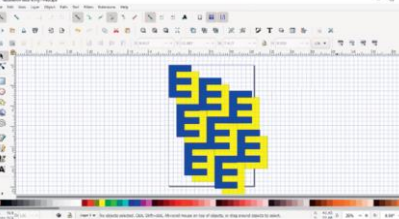
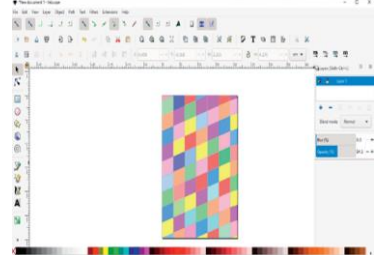
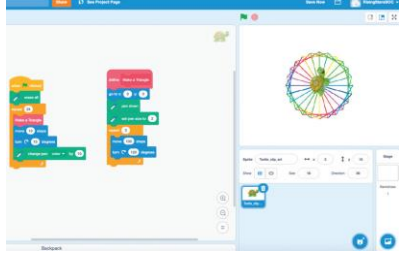
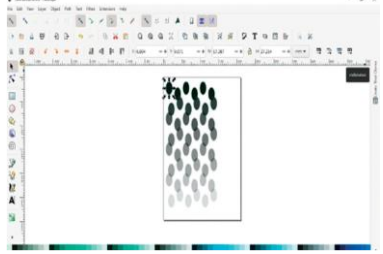
Prior Knowledge

You created digital art in **Unit 1.3: We are digital artists** and programmed in Scratch in **Unit 2.1: We are astronauts** and in **Unit 3.1: We are programmers** and **Unit 4.1: We are software developers**

Key Vocabulary:

abstraction		a process of managing complexity by setting to the side irrelevant detail and concentrating on function rather than form	sprite:		a graphical character in a program that can be given its own sequence of instructions
bitmap		an image represented by a large, rectangular grid of pixels, each having its own colour value, typically in the range 0 to 255 for each of red, blue and green	tessellation		a regular pattern of one shape that fills a space without overlapping or leaving spaces between
fractal		a self-similar repeating (or almost repeating) structure in which ever greater detail becomes apparent as the structure is examined more closely	transform		to change the shape of an image or part of an image
pixel:		picture element - one of the small, square dots that makes up a digital image	turtle		a small floor robot (or a representation of one on screen) that draws by moving forward and turning, under the control of a program, for example in Logo or Scratch's pen commands
repetition		programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met	vector graphics		a way of representing an image by specifying the lines, arcs and regions from which it is made

Key learning: How can we use maths to create art?

 Session 1: Creating a simple tessellation in Inkscape	What is a tessellation?	 Session 4: Creating a repeating pattern in Scratch	Why do we use repetition in Scratch to create tessellations?
 Session 2: Creating a more complex tessellation in Inkscape	What is 'snap to grid' and why is it important?		How do we use Inkscape to produce work in the style of Bridget Riley?
 Session 3: Creating a pattern in Scratch	Which polygons can be used to tessellate? Why is a screen turtle better to use in Scratch when drawing?	 Session 5 and 6: Creating art in the style of Bridget Riley in Inkscape	

Key Applications (apps)



Inkscape



Next Steps

You will program Scratch further in **Unit 5.1: We are game developers** and **Unit 6.2: We are computational thinkers**.

You will use other digital media in **Unit 5.3: We are architects** and **Unit 5.6: We are VR designers**