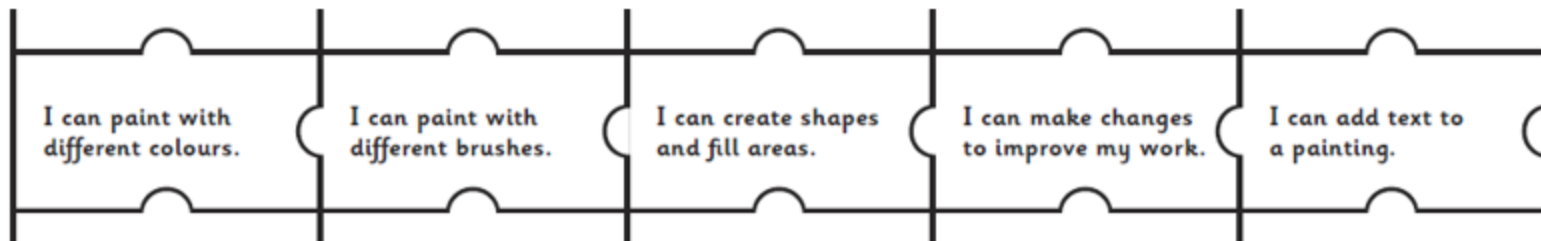


Year 1 - Autumn 1 - Paint



We have been learning some simple painting skills on the computer, including painting with different colours and different brushes, creating shapes, filling areas, adding text and using the undo and redo buttons. Try this on your device:

- Choose your favourite animal.
- Paint a picture of the animal.
- Remember to use different colours and brushes.
- You could use shapes and fill.
- Use undo if you make a mistake.

To be posted as an Observation on Tapestry titled 'Computing Home Learning'.


Year 1 - Autumn 1 - Paint

You may have applications like Microsoft Paint on your device or you could use JiT through your LGFL account which the children are familiar with using at school.

The image shows a desktop environment with various application icons. The 'JiT' icon is circled in blue. A blue arrow points from the 'JiT' icon to a screenshot of the JiT application interface. The interface includes a 'SAVE' button, a toolbar with 'Import', 'Brush/Fill', 'Colour', and 'Brush Size' options, and a canvas area with a 'templates' panel.

Year 1 - Autumn 1 - Paint

Here are some prompts the children follow at school:

1. Turn your computer and screen on. 

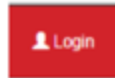
2. Log on

3. Click on the Internet Icon - Chrome 

4. www.lgfl.net



5. Click on 'Login'



6. Type in your Username and Password and Enter



7. Type 'jit' in the search bar.



8. Click on the Icon for JiT



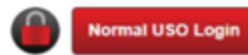
JiT - j2e Infant Tools
The EYFSP tools from the makers of the j2e Tool Suite

9. Launch Resource

LAUNCH RESOURCE

www.j2launch.lgfl.net

10. Normal USO Login



11. Click on the JiT5 Icon

