

Didactic Scenario

1. Title

Pixel Art

2. Keywords

Programming, Art, Digital, Video Games

3. Basic Information

STEAM Subject: Technology, Art, Math

Typical interaction time with the instructional scenario in teaching hours for in-school work:
45 minutes

General description of the scenario:

<u>Phases</u>	<u>Stage</u>	<u>Time</u>
What is a pixel art and where to use it	Preparation	10 minutes
Creating pixel art	Implementation	25 minutes
Closing	Evaluation	10 minutes

Age group: 1-4 grade

Estimated difficulty level:

Very Easy	Easy	Moderate	Challenging	Very Challenging
			X	

Teaching resources

Material: Colored markers for students, activity sheets.

School infrastructure: A computer for a teacher, a projector or a TV screen.
Additional material from external sources/online tools: What is 8-bit? https://youtu.be/QaloW1aL9GE
Differentiated Instruction for students of differing abilities and learning styles in the same class: N/A
Developed by: Reinaldas Šulskis

4. Educational Problem

Kids these days due variety of programs that simplify the process lack an understanding of how everything is created. Thanks to old ways of creating things in life, we can show how things are actually made and not just using templates.

5. Learning Objective (-s)

1. Learn about pixel art.
2. Understand the differences between old and new ways of creating graphics.
3. Participating in the process of creating pixel art with limited resources.

6. Phases of the Scenario

Phase 1

Title: What is a pixel art and where to use it

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

With the help of the slide presentation:

- *Teacher introduces students to the pixel art and what it is.
- *Teacher provides examples of pixel art use nowadays.
- *Teacher provides more information about things such as technical limitations, why is it the it is, use of limited color palette and challenges video games using pixel art were facing in the old days.
- *Teacher introduces the task, activity sheet, requirements and what to do in order to perform well on this task.

Activity sheets: N/A

Phase 2

Title: Creating pixel art

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 25 minutes

Detailed description of the scenario phase:

- *Students by using colored markers/pencils attempt to create pixel art only by using 4 different colors

Activity sheets: Activity Sheet - Pixel Art

Phase 3

Title: Closing

Indoor	Outdoor	Mixed
X		

Phase duration in minutes: 10 minutes

Detailed description of the scenario phase:

- *The teacher together with students has a short reflection on what happened, what students learned, how they can use this knowledge in the future, etc.

Activity sheets: N/A

7. Evaluation Methodology

Open discussion about the topics covered and by following questions such as “What happened?”, “What did we learn today?”, “Where we can use these new methods?”, “How did I feel during the learning process?” etc.

8. Additional Resources for the teacher

- *Slides
- *Activity sheets
- *One pager notes