Paint.NET Classroom Use
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background2.png (48%) -

File   Edit   View   Image   Layers   Adjustments   Effects   Window   Help

Window   Units: Pixels

Tool: Brush width: ⊟ 2 ⊞   Fill: Solid Color

Layers

Background

Tools

paint.net

Colors

Primary   More >>

Paintbrush: Left click to draw with primary color, right click to draw with secondary color   949 x 1305   -269, 84
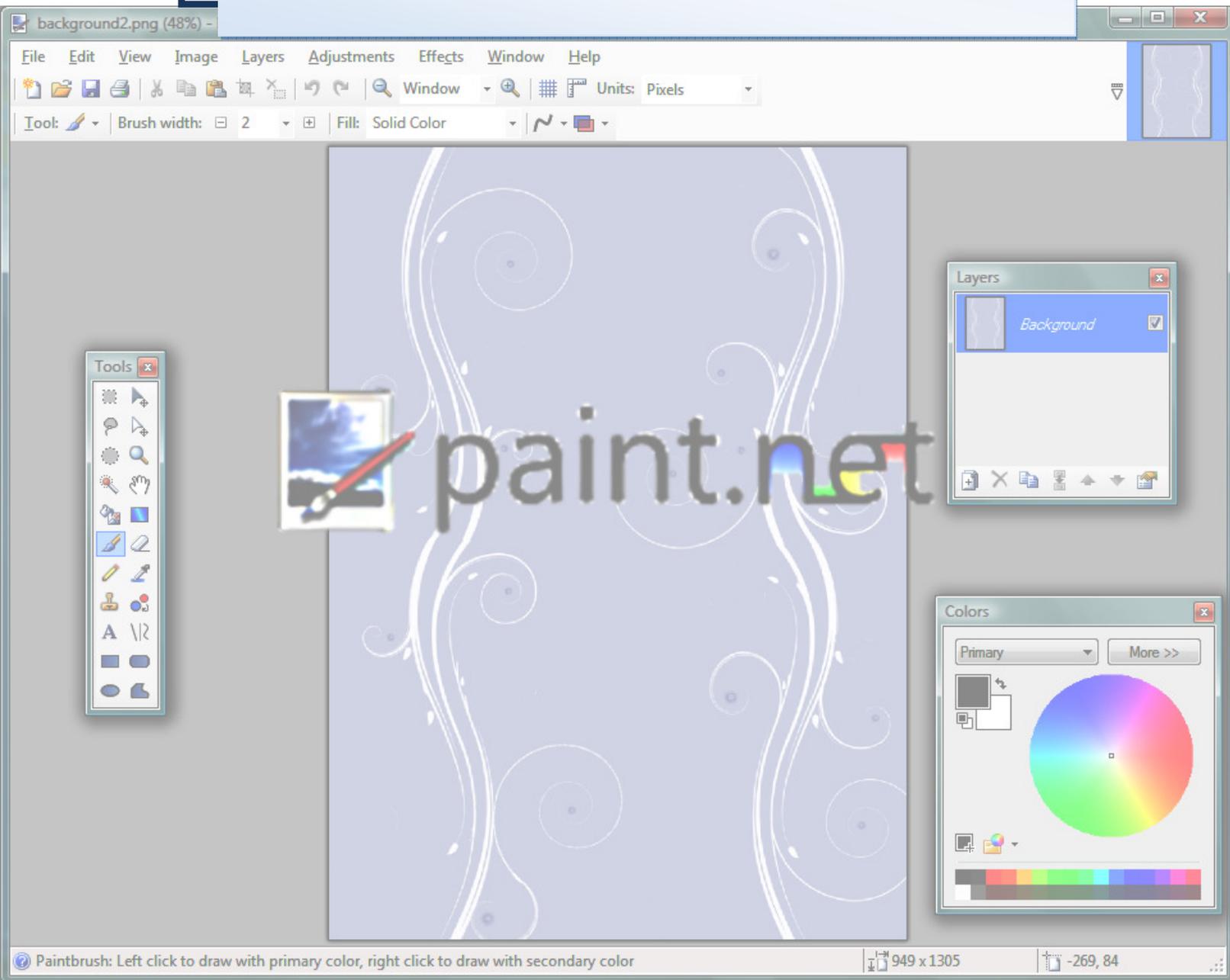
Use of Paint.NET in the Classroom

Paint.NET could be used in two main ways in the classroom. The first way is for the instructor to create visuals to aid the instruction process with the students. For example when creating a PowerPoint or handout often times an image is desired but finding an image that can be used can be difficult or impossible that meets the needs of the content. With Paint.NET visuals can be designed for use with instruction. The other way that Paint.NET can be used is to have students use the tool to create visuals for a project. If students are working on a poster, or PowerPoint project students can work with this program to create a visual for use in their project.

Cultural, Ethical, and Societal Issues

Paint.NET has few issues in relation to cultural, ethical, and societal issues because all of the content is user generated. Paint.NET is used to create costume images so they can be as diverse as the user wishes to make them. Also for the most part the tools are selected and used with the use of images as opposed to words that would create some difficulties for people who may not be native English speakers.

Possible Classroom Use of Paint.NET

The tool can be used in countless ways depending upon need, proficiency, as well as any additional plug-in that may have been installed and added into the program. Both students as well as instructors can use it to create visuals for either instruction or for projects. This tool can be a valuable learning experience for students so that they can continue to use it as their life develops to add another skill into their skill bank to help them in their future.

Assessment Criteria

Assessment Criteria for students created images.

After instructing students on how to use Paint.NET to create and manipulate images providing students an assignment to create an image as part of the project. When evaluating the student created images the evaluation process will include:

50 Points total:
- Clarity of image – Does the image portray the desired meaning effectively? (15 pts)
- Appearance – Was the image the student created eye catching and appealing? (10 pts)
- Originality – Has the image been changed enough to make it the students original work? (for example adding/subtracting elements, changing colors, adding/removing backgrounds, etc) (15 pts)
- Use of multiple tools – Did the student use multiple tools to generate their image? (10 pts)

3 Curriculum Standards

Paint.NET can be used to meet several standards as presented by the National Educational Technology Standards that were presented by the International Society for Technology in Education in 2007.

- Creativity and Innovation
  - A. Apply existing knowledge to generate new ideas, products or processes
- Digital Citizenship
  - A. Advocate and practice safe, legal, and responsible use of information and technology

- - o B. Exhibit a positive attitude toward using technology that support collaboration, learning, and productivity
    - o C. Demonstrate personal responsibility for lifelong learning.
    - o D. Exhibit leadership for digital citizenship
  - Technology Operations and Concepts
    - o A. Understand and use technology systems
    - o B. Select and use applications effectively and productively

(http://www.iste.org)

Identifying Different Types of Learning

Paint.NET is best used for creative learning as well as student production, as the student will create the images with the use of this program. Paint.NET allows students to use their creativity to create a image that is useful in the situation and can be used to teach students how to find or create visuals that will be the most useful in a situation and teach them the importance and impact that visuals can have in a situation. Along with teaching students how to design their own visuals instructors can use this tool to teach about visual literacy and reinforce the impact visuals have on their everyday life.

Modifications that may need for different students and settings

Paint.NET will be assessable for most students once they have had some training with the tool. Ideally the training would be done with a hands on lessons that will get them used to using the tool as

well as demonstrating the many tools and uses of this tool. Students with visual Impairments may need enlarged screen, or may have to use a screen readers to help them know what is on the screen. Computer access will also be needed with a computer with enough memory to store both the image as well as the history (Paint.NET stores the modifications made to the image in a history that is temporarily stored in the computer and space must be available for this information.

Lesson Plan Analysis and Adaptations

The lesson plan in that will be analyzed in the following section is a lesson plan for use with Adobe Elements that is being adapted to be used with the program Paint.Net. This lesson plan is titled Visual Dictionary and was presented on Adobe's website in the educators section. In this lesson plan students are asked to create visuals that will define the words given. This promotes a higher level of thinking, shows that students have an understanding of the word, this also helps increase a student's visual literacy as well.

Appropriate Goals

The lesson plan used did not explicitly state content or technology standards. Although they did include objectives and grade levels, as well as subject areas were content standards could be added. For this lesson plan some of the content standards that could be meet would include:

National Educational Technology Standards that were presented by the International Society for Technology in Education in 2007.

- Creativity and Innovation

- o A. Apply existing knowledge to generate new ideas, products or processes
- Digital Citizenship
  - o A. Advocate and practice safe, legal, and responsible use of information and technology
  - o B. Exhibit a positive attitude toward using technology that support collaboration, learning, and productivity
  - o C. Demonstrate personal responsibility for lifelong learning.
  - o D. Exhibit leadership for digital citizenship
- Technology Operations and Concepts
  - o A. Understand and use technology systems
  - o B.   Select and use applications effectively and productively

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As well as the Ohio Academic Content Standards in English Language Arts

Acquisition of Vocabulary Standard

F. Use multiple resources to enhance comprehension of vocabulary.

Research Standards

E. Communicate findings orally, visually and in writing or through multimedia.

Higher Level of Thinking Skills and New Literacy's

The lesson plan that is being evaluated requires students to do more than just memorize the material, as students are required to develop an image to define a word which requires the student to know the meaning of a word and find a way to visually represent the image. New literacy's are used in this lesson plan as it asks students to create images, which promotes visual literacy.

Integration of the Learning Goals

This lesson plan integrates the learning goals in the following ways:

- Communication
  - o At the end of the lesson plan a presentation will be made of all the students words and students will be asked to discuss what they learned about the image. This could be increased by having the presentation come up with the word and the students image, and having students try to define the words from the images.
  - o The students work also meets this goal in that they are creating images that are designed to communicate the meaning of a word.
- Production
  - o This learning goal is meet in that students are asked to create an image that defines a word that they are given.
- Critical Thinking
  - o Critical thinking is used in many steps of this lesson plan as it is asking students to take the meaning of a word and define it with an image. This means the student must understand what the word is in order to define the word with an image. Also if the added step under communication is used this would also add a critical thinking step for using visual literacy to define a word from the use of the image that the students created.
- Creativity
  - o Students have to use creativity to design their images for their word that they are designing in visual form.
- Problem Solving

- o Students have to work to solve the problem of how best to design an image that will convey the meaning of the word that they have selected to use for this project.
- Inquiry/Research
  - o If the student does not know the meaning of their word the student will have to research the word to understand the meaning so that they can create an image to define their word. If this topic is done with a set of vocabulary words for the class to help students gain a better understanding of the words this would be increased

Includes a Variety of Resources

This lesson does not allow for a lot of different media resources in the form it is in although this could be eliminated by allowing hand drawn, as well as other program created images to be used. Although within Paint.Net it allows for many different resources for designing the visuals with different filters, brushes, colors, and other tools.

Student Engagement

All students in the class are actively engaged in creating their images. If the added section is included the students also are engaged in trying to determine the meaning of the words (or to guess which vocabulary word the image is of, if reviewing vocabulary).

Effective use of Technology

The use of Paint.Net in this lesson plan is an effective way to make images. By using this tool students can create images, even if they do not have a strong artistic skill by creating the image from the tools.

Address Students Needs

This lesson not only will help student retain the definition in another format, it also presents the information so that students who may have a lower reading, or vocabulary level can understand the definitions of the word through the use of the images. This would be especially helpful for ESL students since visuals are often universal and could help increase the retention for these students.

Assessment

An assessment is included at the end of the lesson that could be used to evaluate students. The assessment is rubric that evaluates the students final project, their images, and very clearly describes what an image in each of the point sections would look like to give a clear break down of how the images will be graded.

Scaffolding

Prior to the use of this lesson plan, an overview of how to use Paint.Net should be presented as well as a basic assignment to get student familiar with the program so that they can create the visuals without the technology getting in the way. Also if the class is using

vocabulary from class, pre teaching or over viewing the vocabulary words, to make sure students understand the meaning and can come up with visual representations of them could be useful.

Location of Lesson

This lesson would have to be done in a computer lab or in a location where students have computer access.

Plan B

In the instance of a technical issue, that may prevent this lesson plan from being used a plan B has been developed. For this lesson, students could create images by hand as they would have with the use of Paint.Net.   Students could then present their drawings to the class, and have to word, and definition on the back so students have to guess the word, as well as the meaning of the word.