

Learning objectives - Art Programming Basics

Programming: Students...

- ... can make, save and run a program in the Processing environment.
- ... can write basic programming commands from nothing with the right syntax.
- ... can read error messages in the code and fix the program according to them.
- ... can draw shapes in the desired locations on the drawing canvas.
- ... understands how a computer executes programming commands top down.
- ... understands how a computer repeats some commands in the program.
- ... can use integer variables to move things on the drawing canvas.
- ... can use randomization in animations to illustrate movement observed in the real world.
- ... can create interactive projects that react to the movement of the keyboard and mouse.
- ... can use if-statements in the programs.
- ... can read comments and use them to explain the code.

Visual Art and Graphic Design: Students...

- ... can choose different colors using the RGB-color model.
- ... can change the opacities of the colors to create different combinations of colors
- ... can use simple 2D-shapes to illustrate more complex visual objects.
- ... can create an animation with many moving objects.
- ... can create a graphical user interface.
- ... can reflect on the visual decisions he/she has made in the projects.

Creative Project Work: Students...

- ... learns to search for inspiring projects on the web.
- ... knows the meanings of different creative commons licences.
- ... learns to find answers to programming-related questions on the web.
- ... can develop one's own visual idea with the given subject and programming tools.
- ... can give constructive feedback of the creative projects of others.