



My World of Work LIVE!

CodeArt

Overview

Explore the beauty of coding by learning how to create an Andy Warhol inspired artwork. You will use computer programming and basic maths to create powerful, interactive pieces of art.

STEM links: Technology - Computer Sciences, Art, Mathematics

Objectives

Pupils will learn how to

- Confidently use x, y coordinates to produce artwork
- Load images into a programming language
- Produce an Andy Warhol inspired interactive artwork using coding

Suitable for

12 -15 year olds

Activities

- Learn the basics of how to use Processing – a computer programming language
- Upload an image into Processing
- Learn about x and y coordinates
- Use the coordinates to edit the image
- Create patterns with the artwork

Pre / post-activity

- Pre-activity - at the time of booking, teachers are encouraged to visit My World of Work and use the [Strengths tool](#) with pupils
- Post-activity - teachers are encouraged to explore the related job profiles and industries on My World of Work with pupils and to use the resources in the [partner area](#)

Experiences and outcomes

MNU 2-11c I can explain how different methods can be used to find the perimeter and area of a simple 2D shape or volume of a simple 3D object.

MNU 4-11a I can apply my knowledge and understanding of measure to everyday problems and tasks and appreciate the practical importance of accuracy when making calculations.

MTH 3-16a Having investigated a range of methods. I can accurately draw 2D shapes using appropriate mathematical instruments and methods.

MTH 2-18a / MTH 3-18a I can use my knowledge of the coordinate system to plot and describe the location of a point on a grid.

MTH 4-18a I can plot and describe the position of a point on a 4-quadrant coordinate grid.

MTH 4-18b I can apply my understanding of the 4-quadrant coordinate system to move, and describe the transformation of a point or shape on a grid.

TCH 4-09a I can apply design thinking skills when designing and manufacturing models/products which satisfy the user or client.

TCH 2-14b I understand how information is stored and how key components of computing technology connect and interact through networks.

TCH 4-14b I can explain the overall operation and architecture of a digitally created solution

TCH 2-15a I can create, develop and evaluate computing solutions in response to a design challenge.

My World of Work links

Job profiles – [Data Analysis Statistician](#), [Computer Service and Repair Technician](#), [Software Developer](#), [Web Developer](#), [Computer Games Developer](#), [Animator](#), [Graphic Designer](#)

Modern Apprenticeships – [Creative and digital media](#), [Creative](#), [Engineering](#), [IT and Telecommunications](#)

Industries – [Creative](#), [Engineering](#), [ICT and Digital Technologies](#)



education

INNOVATION STUDIO



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Career Management Skills

Supports the development of the career management skills young people need to plan and pursue, life, learning and work opportunities.

Career Education Standard

Second level I can discuss the relevance of skills to the wider world and make connections between skills and the world of work.

BGE I can demonstrate and apply the skills I have learnt across the curriculum in relation to the world of work.

Skills Investment Plans

ICT and digital technologies,

Creative