

Practising Introduction to Paint

Chapter 4: Introduction to Paint · Topic 2

Key Concept

When we open Paint, we see a blank white space (the canvas) where we can draw, along with a toolbox full of drawing tools and a box of colours.

We choose a tool and a colour, and then click and move the mouse on the canvas to draw.

Paint also lets us undo a mistake, usually by pressing a button or a shortcut, so we don't have to start our drawing over completely.

Learning to use Paint is a fun way to start using computer programs and understanding how tools and menus work together.

Quick Revision Notes

- Paint is a computer program for drawing.
- The blank white space to draw on is called the canvas.
- Paint has a toolbox and a colour box.
- We click and move the mouse to draw on the canvas.
- Paint lets us undo mistakes.
- Undo helps us fix errors without starting over.
- Paint helps us understand tools and menus.
- Using Paint is a fun first step into computer programs.

Practice Questions

- 1 Open Paint (with help) and explore the toolbox.
- 2 Draw a simple picture using the pencil tool.
- 3 Choose three colours to use in your drawing.
- 4 Show your Paint drawing to a friend.
- 5 Make a mistake on purpose and try using undo.
- 6 Explore what other tools are available in the toolbox.