Make a picture you can change

Foundation Media Arts · Day 81 · optional flexible start

Child invitation: Make a tiny picture. What would you put in it?

Target: Choose and actually construct one original picture arrangement, then inspect what exists.

Prepare: One broad sheet and a familiar suitable marker; optionally the empty local maker and a reachable keyboard or pointer. Read the maker's adult setup once. No login or saved prior work is needed.

A runnable start

1. Invite · 3 min. Start with blank paper or the maker's empty work area. Ask the short invitation. Offer a made-up thing, an ordinary object or the child's own safe subject. A child can start with a wanted mark, select an available shape, direct a willing adult, rest or pass. Do not require a story first.

2. Model · 4 min. On a separate adult example, make a square at the left and move it to the middle. Say, 'I changed where mine is.' Identify the supplied software shape as a tool, not the adult's independent drawing. Clear that example before the child's turn.

3. Make / direct · 8 min. Child chooses a shape, place and optional words, or draws their own broad picture. Ask 'Here, somewhere else, or leave it?' Adult operates only on the child's direction and checks before adding a feature. An empty page with a spoken specification stays a plan.

4. Try / inspect · 6 min. Inspect the actual picture or its exact description. Ask 'Is this the bit you wanted?' Child may keep it, change one choice or make a new thing. Record actual visible/described features and creative decision-maker separately from physical operator.

5. Close · 4 min. Child chooses keep in this tab, keep paper, erase or return later. Explain that closing/reloading the maker loses its tab-memory work. A local export is optional and governed by school storage policy; no name or personal information is needed.

Switchable practical routes

Route A · Paper creature

Make an invented creature from broad own marks. Move a broad adult-prepared body piece only if locally suitable, or redraw one wanted feature. Inspect an actual

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mark rather than crediting an unmade description.

Route B · Screen shape place

Add one frame, select a square, circle or triangle, choose its position and optional short caption. Child controls the choices; a neutral adult may press the named controls. Read the generated picture description back.

Route C · Directed repair picture

Child invents a picture for a pretend repair bench and directs a willing adult to draw one chosen part on broad paper. Ask which part may stay empty. Attribute fabrication; no real tool-handling or repair skill is inferred.

Notice: One actual wanted feature and who chose/made it. Drawing neatness, fluent talk, device independence and a complete picture are not criteria.

Next teaching: If the adult chose everything, offer one neutral position or feature choice on a new blank subject and wait. If work does not exist, keep plan status and help fabricate one wanted part later.

Teacher setup (teacher-guide.html) · Maker and paper route (maker-setup.html) · Complete source notice (source-notice.html)

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