



## Learn to use the Paint program

Become familiar with the buttons & tools by following these steps.  
Then try the [Dot to Dot Lesson](#) , the [Dot Game Lesson](#) , or  
the [Who Am I Lesson](#) below.

When you open the Paint program  
you'll see buttons like these.  
Move your cursor over them in Paint  
*without clicking*  
to see what each button is for.

Find these buttons:

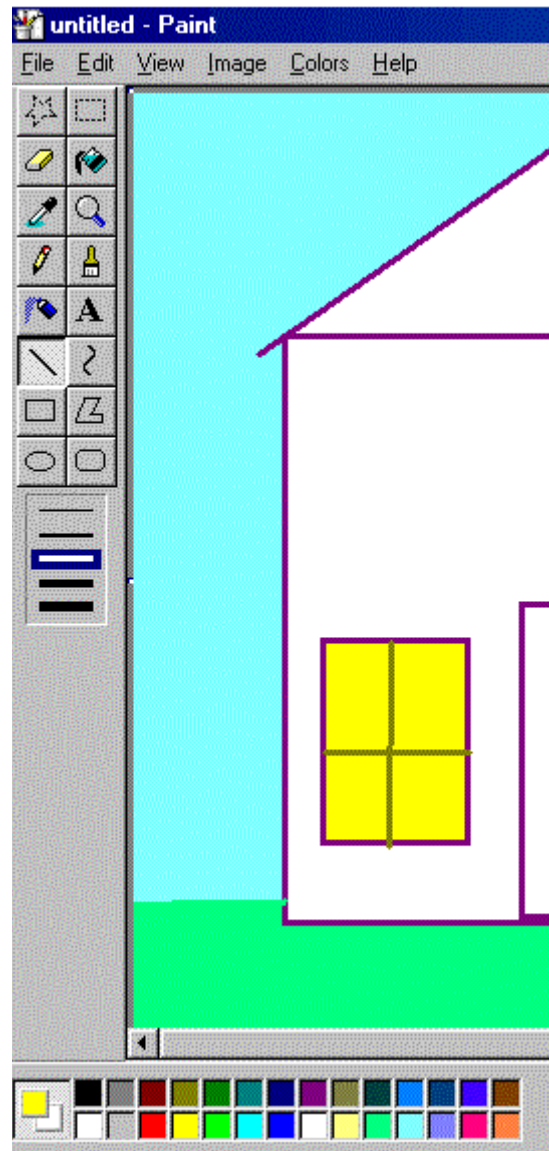
 In Paint you can click this button  
once to draw a line. Drag & drop  
with your mouse to make the line.

 Here you choose how thick you  
want your line to be:

Click once on a color for your line.

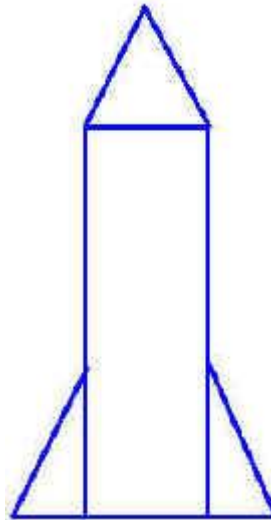


Drag with the left mouse button to  
draw with the color on the top left.  
Drag with the right mouse button to  
use the color on the lower right.

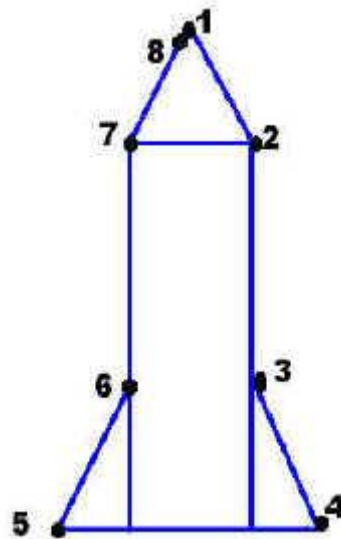


## Paint Lesson - Dot to Dot

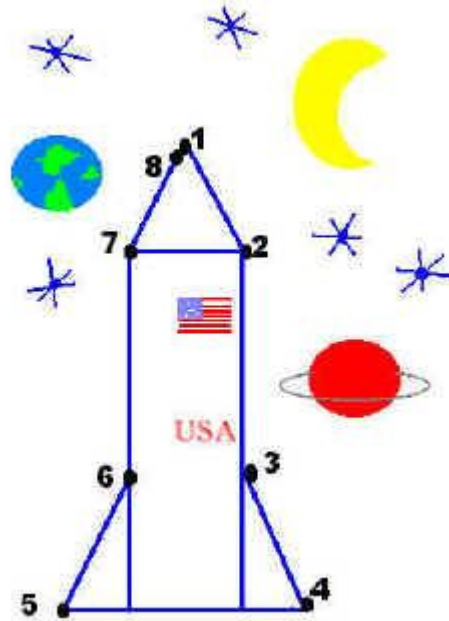
- Open the Paint program
- Draw a picture outline using simple shapes.  
Be sure to use the medium size line thickness and make all the lines the same color.



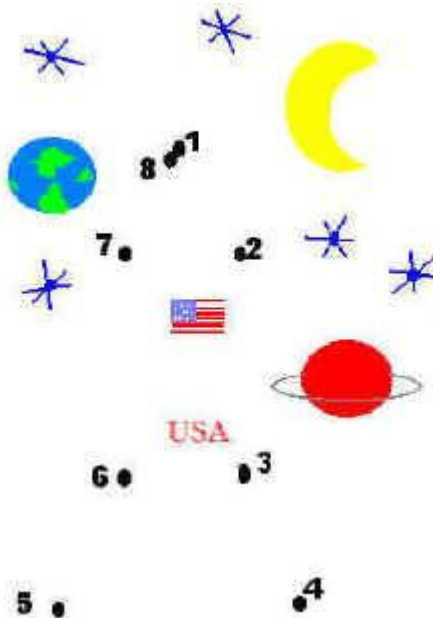
- Select the circle button and a different color.
- Make a small dot at each corner of your drawing.
- Select the text button
- Number each of the dots in order around your picture.
- Trace around the dots with your finger to make sure you haven't missed any spots.



- Add interesting details to your picture.



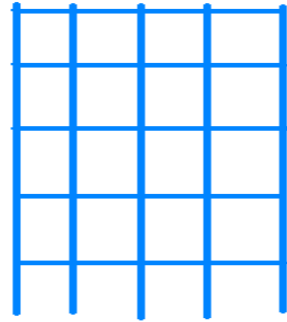
- Select the fill button and the same color as your background.
- Fill each line of your outline so that it disappears.



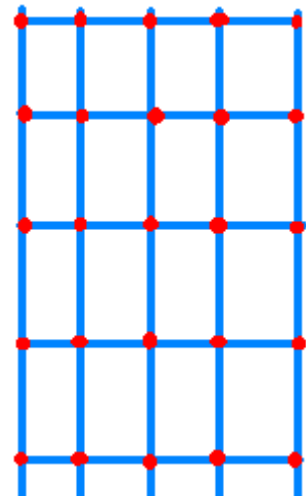
- Save your picture and it's ready for someone to try.

## Paint Lesson - Dot Game

- Open the Paint program.
- Click the Line Button. Then select one of the thicker lines.
- Click on the blue color.
- Draw lines across and up & down to make squares. Try to keep your lines straight.

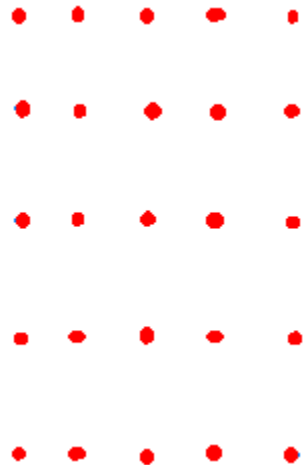


- Click the Circle Button.
- Click the circle at the bottom so it will be filled with color.
- Click on the red color.
- Put a circle at each corner of every square.  
**(click & hold the mouse button down to drag out a small circle shape)**



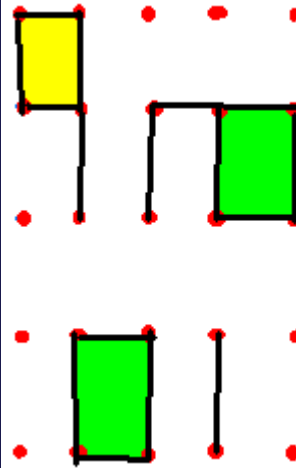
*TIP: If you make a mistake click Edit then Undo.  
**Edit is found in the Menu Bar.***

- Click the Fill Button.  
**(looks like a spilling paint bucket)**
- Click on the white color because that is our background color.
- Point your mouse so the tip of the spilling paint is on each blue line and click to make all of the blue disappear.
- Leave only the red dots.



**Teachers:**  
**You can save at this point if you want to play the game again without the creation steps.**

- Now you're ready to play.
- Choose a partner. This is a 2 player game.
- Click the Line Button.
- Click on the black color.
- Take turns drawing a line from one dot another anywhere on the game. You're trying to be the one to draw the last side to create a square. Your lines have to touch the dots.
- Each time you finish a square fill it with your color. Click the Fill Button, click a color you choose to be your color, and point anywhere in your square to click.
- See who has more squares in their color at the end of the game.



### Paint Lesson - Who Am I?

- Begin with a picture of yourself you've saved to a disk. Use a digital camera or scan a photo.

- Open Paint.
- Click File and Open and locate the file containing your picture and Open it into the Paint program.
- Use the drawing tools in Paint to disguise your face.  
Some suggestions are: moustache, glasses, goofy teeth, big mouth, wild hair, freckles and hats.  
Use your imagination! But, leave enough of the real you so you can eventually be recognized.
- Save your new picture **using a new filename**. Otherwise you will replace the original picture.
- Print or trade files and see anyone can guess who it is.

Other activity ideas using the Paint program:

- Learn to draw shapes: squares, rectangles, circles.
- Explore Subtraction by drawing a specific number of circles then erasing the number of circles you are subtracting.
- Explore fractions by dividing a pizza you've drawn into half, fourths, etc.
- Open a U.S. map in Paint and locate specific points of interest, type names of capitals and states, etc. A good state map can be saved from <http://z.about.com/d/geography/1/0/9/H/usa3.jpg>
- Open an outline map of a state. locate and label the capital, points of interest, and draw additional items such as rivers, agriculture products, etc.
- Open a world map in Paint and draw Christopher Columbus' route to the New World.