

The Computer graphics teaching practice and innovation

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Abstract: Computer graphics, which is the integration of information technology and art discipline, attempts to organically combine computer graphics technology and art and to infiltrate art language into other disciplines. With the help of digital mapping, it also aims to cultivate students' basic skills of utilizing graphic software, improve students' perception, aesthetic, imagination and creation ability, develop students' innovative thinking and multiple intelligence, and guide students to learn how to apply traditional paintings thinking pattern into painting creation. Furthermore, with the help of unique innovative concepts and novel expressional ways, it aims to get the students know how to extend painting content and verify expression techniques, which stimulates the exploration and innovation potentials of both students and teachers. Students will then experience the joy and success from individual exploration and cooperation studying processes, and a new type of class which suits the future development of education will thus be produced with the help of internet.

1.The Computer graphics course design:

1. Learning environment:

classroom with computers, students' home with computers, the Internet

Teaching mode:

Middle and low grades:

situation establishment- independent inquiry - independent painting – display and evaluation

higher grades:

Theme Settings - group study- division with group and cooperation – report and assessment- reflection and improvement

Drawing software:

Drawing tools, Photoshop, Powerpoint, Flash and other software included in the course of information technology

2. Establish a teaching team composed of art teachers and information technology teachers, to give computer drawing course once a week, and form an interest class to develop computer graphic curriculum activities through classroom teaching and certain topic exploration.

3. Through the combination efforts from teachers, students and parents, students are expected to get a coherent recognition of computer graphics. In this case, with the advantages of the internet, we break the limits of time and space and combine school education and family education together, trying to present a best computer graphics course.

4. Hold information technology open week and internet innovation contests, encourage students to participate different computer drawing competitions to expand the exhibition space of their drawing pieces, providing an extensive learning environment for students and teachers.

2.Computer graphics and interdisciplinary integration:

1. Computer painting, a new subject formed on the basis of art and information technology subjects, is the extension of art teaching, which introduce " computer graphics " into other disciplines such as, Chinese and English. The new subject realizes the integration of modern information technology and common disciplines, enriches learning environment, increases subject information content, expands its development space, changes the teaching and learning mode and discipline management, evaluation method. It is beneficial to stimulate students' learning motivation and

interest, providing technological guarantee for the realization of student's collaborative learning and individualized study. All these changes are conducive to the cultivation of students' divergent thinking ability, the extension of imagination and the promotion of their questioning abilities. And divergent thinking, imagination, questioning abilities is exactly the formation elements and basic demonstration of innovative cognizance capabilities.

2. Interdisciplinary teaching activities conducted with the help of story picture books, illustration of poems and English essay, scientific activities enriches the computer graphics course.

3.Experience of the remote computer graphics training and curriculum

We try to cooperate with many schools in Gansu province as sister schools. Based on the research of "Love born school project" held by Chinese government and the UNICEF, we trained teachers and students from the western areas on computer graphics technology and teaching skills through network videos, and held many activities such as, painting relay, communal evaluation of works, remote cooperative learning on the topic of computer graphics, online computer graphics competition, etc. We tried to set up a common learning network platform between east and west, and transform teaching activities into the teachers and students' "cooperation, communication, exploration" type study mode, which promotes both the teachers and students' independent learning and individual development.