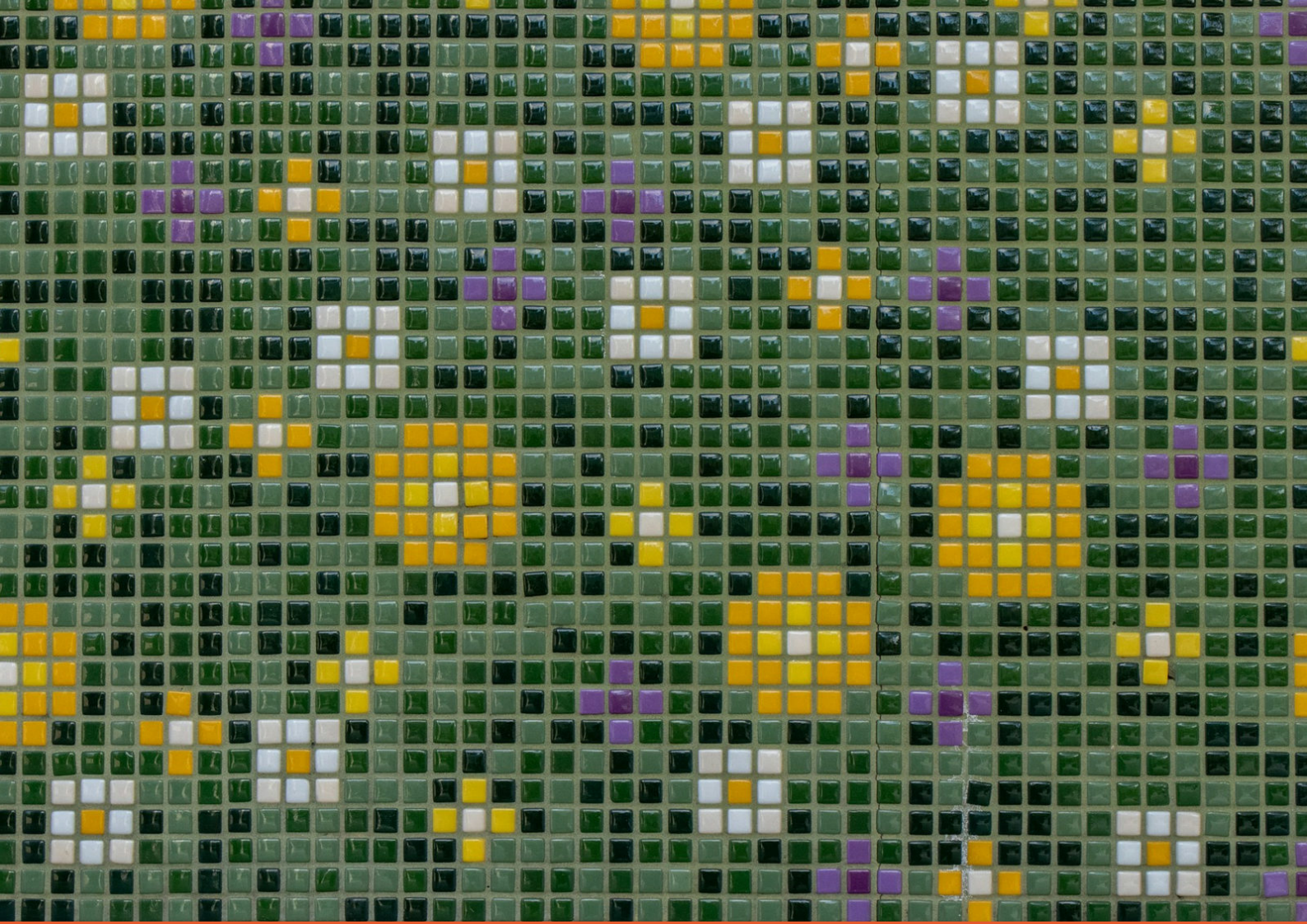




## EduTrend Contents

W4C · DIGITAL ARTS · PRIMARY

# Pixel Art Creatures

Design a creature one square at a time

Ages 7–10

Level: Foundation

60 minutes

Pairs · up to 30

Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

## ACTIVITY 01 · AT A GLANCE

# Pixel Art Creatures

Pupils zoom into a digital photo until they see squares, then learn that each square is a pixel. They design a pixel creature on an 8 by 8 and a 16 by 16 grid, compare detail, and optionally recreate it in a free pixel editor.

## Learning outcomes

By the end of the session pupils can:

- explain that digital images are made of pixels;
- design an image on a grid using a limited palette;
- compare how resolution changes detail;
- describe their design choices.

### KEY WORDS

pixel · grid · resolution · palette ·  
sprite · zoom · digital image

### CURRICULUM LINKS

Art and design: pattern and design.  
Computing: how computers store  
images. Maths: grids and  
coordinates.

**1****EXPLORE**

Look and play

**2****IMAGINE**

Generate ideas

**3****PLAN**

Sketch and  
storyboard

**4****MAKE**

Create digitally

**5****REFLECT**

Review and  
critique

**6****REFINE**

Edit and share

## Materials (per pair)

- Printed 8 by 8 and 16 by 16 grids
- Coloured pencils or felt-tip pens (6 colours)
- A tablet or computer to zoom into a photo (one for the class is enough)
- Optional: a free pixel art editor
- Worksheets 1, 2 and 3

## Before the session

- Find a colourful photo and practise zooming until pixels show.
- Print grids on thick paper.
- Make an example creature at both sizes.
- Check the pixel editor works offline if you use one.

### SAFETY

Use devices on tables, not laps. Agree screen  
time limits and keep cables tidy.

## ACTIVITY 01 · SESSION PLAN

# Step by step

The zoom reveal is the hook: keep zooming slowly and let pupils call out when they see squares.

| Time                    | What happens                                                              | Say or ask                                          |
|-------------------------|---------------------------------------------------------------------------|-----------------------------------------------------|
| 0–10 min<br>Hook        | Zoom into a digital photo on the big screen until squares appear.         | <i>"What is this picture really made of?"</i>       |
| 10–20 min<br>Small grid | Pairs design a creature on the 8 by 8 grid using up to four colours.      | <i>"How can you show eyes with one square?"</i>     |
| 20–35 min<br>Big grid   | Pairs redesign the same creature on the 16 by 16 grid.                    | <i>"What details can you add now?"</i>              |
| 35–50 min<br>Digital    | Pairs recreate one design in a pixel editor or colour it neatly on paper. | <i>"Is it easier on screen or on paper?"</i>        |
| 50–60 min<br>Gallery    | Display both versions side by side and compare.                           | <i>"Which version is easier to recognise? Why?"</i> |

## CHALLENGE CARD (print or copy onto the board)

Design the same pixel creature at two resolutions and explain how more pixels change what you can show.

## ACTIVITY 01 · FACILITATOR NOTES

# The art and tech in brief

A pixel, short for picture element, is the smallest square of colour in a digital image. A screen shows a picture as a grid of pixels. The more pixels an image has, the higher its resolution and the more detail it can show.

Each pixel on a screen mixes red, green and blue light to make its colour. Early video game characters, called sprites, were drawn with very few pixels because computers had little memory. Pixel artists still use small grids and limited palettes as a deliberate style.

## Common ideas to listen for

- “Digital pictures are smooth.” Up close they are grids of squares.
- “More colours always make a better picture.” A limited palette can look clearer.
- “Zooming in adds detail.” Zooming only makes existing pixels bigger.

## Adapting the activity

### Support

Start from a creature outline already marked on the grid.

### Stretch

Make a two-frame animation by changing a few pixels, such as a blinking eye.

**WORKSHEET 1**

# Pixel detective

Name: \_\_\_\_\_

Class: \_\_\_\_\_ Date: \_\_\_\_\_

Record what you saw when you zoomed in.

**What I saw**

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**A pixel is...**

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## WORKSHEET 2

# Two creatures

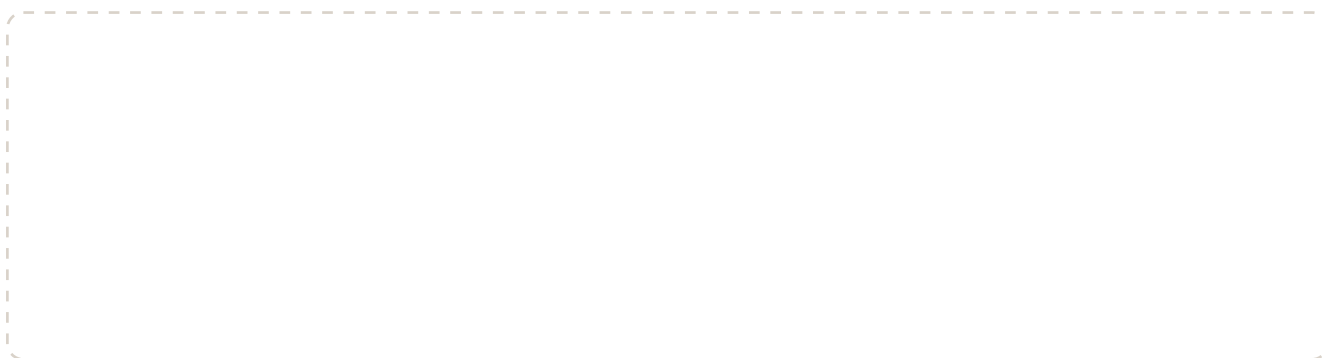
Design your creature at two sizes.

## 8 by 8 creature



Draw an 8 by 8 grid and colour your creature.

## 16 by 16 creature



Draw a 16 by 16 grid and add more detail.

## WORKSHEET 3

# Compare and reflect

Think about resolution.

**What I could add with more pixels**

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**Colours I chose and why**

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**Next time I would...**

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## FOR THE TEACHER

# Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

| Pupil | Explains what a pixel is | Designs clearly on a grid | Compares resolutions |
|-------|--------------------------|---------------------------|----------------------|
|       |                          |                           |                      |
|       |                          |                           |                      |
|       |                          |                           |                      |
|       |                          |                           |                      |
|       |                          |                           |                      |
|       |                          |                           |                      |
|       |                          |                           |                      |

Suggested codes: W = working towards · E = expected · G = greater depth

## ABOUT THIS ACTIVITY

Pixel Art Creatures is a sample activity from the EduTrend Contents W4C Digital Arts programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at [edutrend.org](https://edutrend.org).

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