

PIXELATE ME!

Lesson Plan Outline for Grades 6-8

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OVERVIEW & PURPOSE

Students will learn about and explore **pixel-based digital art** by creating an **8-bit self-portrait** using Pixilart. This lesson introduces students to digital design concepts, the limitations of pixel grids, and the importance of precision in art. Students will first create their own self-portraits using a limited color palette. Then, they will **swap their artwork with a partner**, who will attempt to replicate the portrait based on pixel placement and color choices. At the end of the lesson, students will discuss the challenges of **recreating digital art** and how pixel-based design influences video games, animation, and digital media.

LEARNING OBJECTIVES

1. Students will **demonstrate** how to create an 8-bit self-portrait using **Pixilart**.
2. Students will **analyze** pixel-based design and how **small changes impact the overall image**.
3. Students will **replicate and compare** pixel portraits, identifying visual similarities and differences.
4. Students will **reflect** on the challenges of working within digital constraints and how pixel art relates to modern design.

MATERIALS NEEDED

1. Pixilart Website (www.pixilart.com)
2. Computers with internet access

ACTIVITY OVERVIEW

1. **Introduction to Pixel Art**

- a. Show examples of **classic 8-bit video game characters** and discuss how pixel limitations affect design.
 - b. Explain **why pixel art remains popular** in gaming, animation, and digital design.
2. **Creating the Self-Portrait**
 - a. Students **open Pixilart** and set their canvas to **32x32 pixels**.
 - b. Using **up to 6 colors**, students create a **pixelated self-portrait** focusing on recognizable features.
 - c. Students save and upload their finished artwork.
3. **Swapping & Replicating**
 - a. Students **pair up and swap portraits** using Google Drive.
 - b. Each student **attempts to recreate** their partner's self-portrait using **pixel placement analysis**.
 - c. Compare original and recreated versions.
4. **Discussion & Reflection**
 - a. What challenges did you face when **recreating** your partner's portrait?
 - b. How do **small pixel changes** affect the overall image?
 - c. How does **pixel art relate to modern digital design and gaming**?

EXAMPLES/REFERENCES

Do this realistically, cartoony, or any style you'd like!

