

STEM from Home Pack 9

Art and Design

Though you may not initially think it, art and design are very important aspects of STEM. It is important that mobile phones have the best cameras, memory and processors, but it is equally as important that they look good and are designed well, or who would buy them? The same applies for bridges and buildings, though they are there to serve a purpose, these should be effectively designed and visually appealing to fit in with the buildings around them.

This week, you will create your own virtual birthday card, become a graphic designer for your very first client and test your art skills in our famous STEM drawing competition!

This week's Technical Activity - Happy Birthday!

Introduction

In this project, you'll be introduced to HTML and CSS by learning how to make your own customised birthday card! [Access this activity.](#)

What you will need

A computer capable of accessing [trinket.io](#). This project can be completed using a web browser.

What you will learn

In this activity, you will learn how to design basic 2D & 3D assets using HTML/CSS.



Bonus Technical Activity - Pixel Art

Introduction

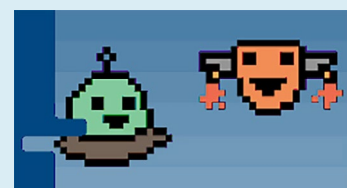
Create a pixel art editor. As well as using HTML and CSS, you'll learn how to use JavaScript to add interactivity to your project. [Access this activity.](#)

What you will need

A computer capable of accessing [trinket.io](#). This project can be completed using a web browser.

What you will learn

In this activity, you will learn how to design basic 2D & 3D assets using HTML/CSS. You will also learn how to use basic programming constructs to create simple programs.



This week's creative activity – Graphic Design!

Welcome to your first graphic design assignment!

Your Client: Tony's Toys

Client Business: Making toys for children aged between 4-10

Client Requirement: New logo and website homepage

Deadline: Friday 22 May

Access the [template for this activity](#).

Ask your parent/Guardian to upload pictures of your STEM creations to [Twitter](#), [LinkedIn](#) or [Facebook](#) using [#STEMfromHome](#) and [#ExperienceCGI](#), remember to tag us!



This week's Bonus activity - Famous STEM

This week's bonus activity is to draw or paint (by hand or virtually) something famous related to STEM.

This could be a famous building or bridge, scientist or invention, or even an item of technology! Let us know which important aspect of STEM you think deserves to be drawn or painted.

Designs can be drawn, sketched, painted or etched, it's up to you!



For more information or additional support with STEM activities when working remotely, contact enquiry.uk@cgi.com

The materials in the program were made available by the [Raspberry Pi organisation](#). The program uses Scratch 3. Use of the materials in this program is licensed under the Creative Commons Attribution-Share Alike 4.0 International Public License. You should use the materials in compliance with the License. A copy of the License is available [here](#). The materials in the package are shared with you on an "as is" basis, without warranties or conditions of any kind, either express or implied. CGI accepts no responsibility nor liability for damages, costs or expenses of any kind incurred or resulting from the use of the materials in this program.

Thank you for reading this note. We hope your children enjoy our STEM at Home Programme.