

<p>Subject: Computing</p>	<p>Year: 2 – Autumn 2 – Creating Media – Digital Photography</p>
<p>National Curriculum objectives</p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate, and retrieve digital content; • Recognise common uses of information technology beyond school; • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. <p>Art and design</p> <ul style="list-style-type: none"> • To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space. <p>Education for a Connected World links</p> <ul style="list-style-type: none"> • To identify that some images are not real (fake). 	
<p>To begin this unit, the children should have already learnt:</p> <p><u>Year 1</u></p> <p>Digital devices – and specific programs – can be used to draw and create media: we can draw in different ways and use various tools to create unique effects. Size and colour can also be manipulated for a purpose.</p>	<p>The learning in this unit will prepare the children to learn these things in the future:</p> <p><u>Year 3</u></p> <p>Stop-frame animation is comprised of a series of photographs of objects, with small movements of the objects creating the illusion the objects are actually moving. Animations can be edited and other media, such as text, can be added to improve the finished outcome.</p>
<p><u>Key Enquiry Question</u></p> <p>Can you give me instructions to take a digital photograph? Why are some photographs better in landscape or portrait format? Why is X photo better than Y photo? Cameras have a flash – how are they used to improve digital photography? When would flash not be needed? How can a photograph be changed? What makes you think X photograph has been changed?</p>	<p><u>The Big Idea:</u></p> <p>Digital devices can be used to take photographs and edit them after capture; this means that not all images children see are real and they will begin to recognise what features might be changed in photographs they encounter.</p>

To achieve ARE, pupils will need to be secure in the following knowledge:

By the end of this unit, children will know:

- Some devices can capture images using a camera;
- Photos can be saved and viewed later;
- Choices you can make when composing a photograph;
- Features of a 'good' photograph;
- How a photograph could be improved;
- The effect of light on a photograph;
- Photographs can change after they have been taken;
- Some images are not accurate.

Vocabulary:

Paint program; tool; erase; fill; undo; click; drag; save; icon; colour (introduced in Y1).

Photography; editing; digital; portrait; software; landscape; scene; subject; lighting.

By the end of this unit, children will be able to do:

- Capture a digital image;
- Hold a camera still to take a *clear* photo;
- Use zoom to change a composition of a photo;
- Take photographs in both landscape and portrait format;
- View photographs on a digital device;
- Decide which photographs to keep;
- Use filters to edit a photograph and improve its appearance;
- Improve a photograph by retaking it.

Useful Resources:

Online photo editing software, *Pixlr*.

Help guide – <https://www.youtube.com/watch?v=oY7PCQ-iqkE>

Online training courses

[Raspberry Pi online training courses](#)



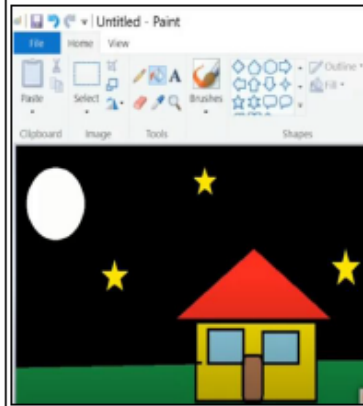
COMPUTING: CREATING MEDIA

KNOWLEDGE ORGANISER

Y1



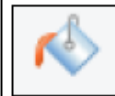
Overview



Digital Painting

- We can use digital devices to help us to draw and paint pictures.
- Some of the programs that we can use to do this are Microsoft Paint, Paintz and Sketches (for iOS).
- When we use paint programs, we can use tools to create different effects.
- We can draw in different ways, using freehand, lines and shapes in our drawings.
- We can also change sizes and colours for effect.

More Complex Tools



This is the fill tool. It let us fill a shape with a colour of our choice. Be careful though, if the shape has any gaps in it, the fill tool will colour everything else!



This is the spray-paint tool. When you hold down the left button on the mouse, it is like you are spraying a can of spray-paint. With this tool, it is more difficult to colour neatly.



The line tools are useful when we need to draw a line more neatly than we can do with freehand. You can select the start and end points of your line, and choose if you want it to be straight or curvy.



The shape tools draw perfectly formed shapes! There are many different shapes to choose from. As we click and drag using the left mouse button, we make the shape bigger and smaller.



When we want to save our painting, we should click on this icon. The first time that we save, we need to choose a file name and a location (folder) to save it in.

Simple Tools

- The buttons at the top/side of the page are called tools, and they all have different jobs.
- By clicking on a tool (with the left button on our mouse) we can select to use it.



This is the pencil tool. It draws freehand. As we click and hold the left mouse button, it draws on the page. As we hold and move the mouse, the pencil follows on the page!



This is the paintbrush tool. It works freehand, in much the same way as the pencil does. However, we can choose a number of different colours (by clicking on them) to paint with!



The eraser tool lets us rub out parts of our drawing when we have made a mistake. It works by clicking and holding the left mouse button over the areas to erase.



The undo tool reverses the last thing that you did. If you make a mistake, the undo tool can help you to get your drawing back to how it was beforehand!

Making Careful Choices



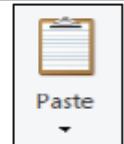
Be clicking on this icon, we are able to choose the size of the lines that we draw with.

We can choose thick, bold lines, or thin, feinter lines for effect.

These tools mean that we don't have to draw the same things over and over again if we need to repeat them.

The copy tool makes a copy of the line, shape, drawing features that are selected. By pressing paste, the copy will then appear on the page.

The cut tool also makes a copy of the line, shape, or drawing, but removes the original. The paste option places the copy in the new location.



Important Vocabulary

Paint Program

Tool

Paintbrush

Erase

Fill

Undo

Click

Drag

Save

icon