Subject: Computing	Year: 6 – Autumn 2 – Creating Media **– Web-page Creation**

National Curriculum objectives
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content;
- Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information;
- use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour.

English links

> **Writing composition:** Identifying the audience for and purpose of the writing, selecting the appropriate form, and using other similar writing as models for their own.

Education for a Connected World links

Online relationships
- I can use the internet with adult support to communicate with people I know.

Managing information online
- I can navigate online content, websites, or social media feeds using more sophisticated tools to get to the information I want (e.g. menus, sitemaps, breadcrumb-trails, site search functions).

Copyright and ownership
- I can explain why copying someone else's work from the internet without permission can cause problems;
- I can give examples of what those problems might be;
- When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it;
- I can give some simple examples;
- I can assess and justify when it is acceptable to use the work of others;
- I can give examples of content that is permitted to be reused;
- I can demonstrate the use of search tools to find and access online content which can be reused by others;
- I can demonstrate how to make references to and acknowledge sources I have used from the internet;
- I can explain the principles of fair use.

To begin this unit, the children should have already learnt:	The learning in this unit will prepare the children to learn these things in the future:
Year 1	National Curriculum objectives at KS3:
Digital writing: Word processors are used to write using a keyboard and a mouse to enter and remove text; the text can be edited using a range of tools.	
Digital painting: 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.	- Understand several key algorithms that reflect computational thinking [for example, ones for sorting and searching]; use logical reasoning to compare the utility of alternative algorithms for the same problem;
	- Understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits;
Year 2	
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	- Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users;

will begin to recognise what features might be changed in photographs they encounter.

Year 3
Desktop publishing is when we create documents using page layout software – it is important to consider how images and text are laid out the page in an eye-catching and appropriate format.

Year 4
An input device (microphone) and output devices (speaker or headphones) are required to work with sound digitally. Creators have ownership of digital audio and there are copyright implications of duplicating the work of others.

Year 5
Video means recording, reproducing and visualising of visual images (often in conjunction with audio). Video is made up of a sequence of images shown in quick succession, giving the impression of movement. Many different devices can be used to record, edit and playback video and sound. Theme, setting, characters, colour, sound and dialogue are all important features of video.

- Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability;
- Understand a range of ways to use technology safely, respectfully, responsibly and securely, including protecting their online identity and privacy; recognise inappropriate content, contact and conduct and know how to report concerns.

Key Enquiry Question
What is HTML? What types of media are commonly found on web pages? What is the difference between *fair use* and *copyright*? How does different devices affect the design of your web pages? Could you describe and explain navigation paths? Why might you include hyperlinks to other content? Are there implication to linking to content owned by others?

The Big Idea:
A web page is a hypertext document that is a part of the World Wide Web. Websites are a collection of web pages about the same topic. They can be found using browsers. Websites are created for a chosen purpose and must adhere to copyright and fair use of media rules.

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

By the end of this unit, children will know:
- The relationship between HTML and visual display;
- Web pages can contain different media types;
- A website is a set of hyperlinked web pages;
- Components of a web page layout;
- The need to preview pages on different screens & devices;
- The need for a navigation path;
- Implications of linking to content owned by others;
- Images are owned and may be copyrighted.

Vocabulary:

Editing; digital; software (introduced in Y2).

Video; themes; dialogue; plot; message; props; zoom; angle; pan; tilt (introduced in Y5).

Web page; domain; hypertext; audience; website; purpose; browser; copyright; homepage; navigation pathways.

| By the end of this unit, children will be able to do:	Useful Resources:
- Review an existing website; - Create a blank web page; - Add text to a web page; - Set the style of text on a web page; - Change the appearance of text; - Embed media into a web page; - Add web pages to a website; - Preview a web page; - Insert hyperlinks between pages; - Insert hyperlinks to another site.	**Online training courses** Raspberry Pi online training courses

COMPUTING: CREATING MEDIA

Overview
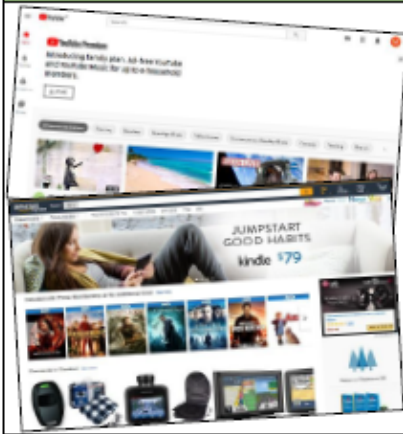
Web Page Creation

-A webpage is a hypertext document that is a part of the World Wide Web.

-Websites are a collection of webpages about the same topic. They can be found using browsers.

-Examples of websites are Amazon and YouTube. Webpages are the different pages on the websites.

-Websites are created for a chosen purpose, and with a particular audience in mind.

-They include navigation paths, and must adhere to copyright and fair use of media rules.

Creating a Webpage

Google Sites has been used in these examples, but lots of other web page creation software and apps are available, with similar tools and functions.

Setting Up: Click + to start a new website. Click on the top left to add a website name and the top centre to add a page title.

Header: You can add images used in the header, and the type of header, by clicking on these options.

Text Box: Lets you add different sections of text.

Images: Add in pictures from your computer or from the internet.

The layouts feature lets you set out your page in different ways. There are six for you to choose from.

Most websites contain a home page, which introduces the website. The other pages (sub-pages) on the website go into more detail about individual topics.

Features of Good Websites

Websites can be found using browsers. Browsers allow us to find our way around the worldwide web, and show us what websites look like.

-The website name is usually visible in large font, particularly on the home page.

-There is often a slogan/ logo and short description of what the website is about.

-The search allows you to find different things on the website.

-The menus at the top of the page allow you to look at different parts of the website.

-Pictures are used to highlight what the text is about. Colours are used carefully.

-There are links to other areas of the website/ World Wide Web (in blue).

-Webpages are made up of a code called Hypertext Markup Language (HTML). You can find this by right-clicking on a page and selecting 'Inspect.'

Making Effective Web Pages

Purpose: The purpose is the reason for your web page – what is it for? You should make sure that your web page meets its purpose.

Audience: The audience are the people who your web page is aimed at. You should make decisions with your target audience in mind.

Copyright: You should only use images that are copyright-free. Many images are owned by people/ companies and cannot just be reused.

Navigation Pathways

Navigation Pathways are also known as breadcrumb trails.

-Hyperlinks allow different pages to be linked together.

-These links help the audience to navigate the website easily.

-The user can also keep track of where they have been on the website.

Important Vocabulary

Web Page   Website   Domain   Hypertext   Purpose/ Audience   Browser   Copyright   Homepage   Navigation Pathways