Subject: Computing	Year: 3 – Summer 1 – **Creating Media 2 – Digital Publishing**

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.

English programmes of study links
- Pupils should be taught to draft and write by: in non-narrative material, using simple organisational devices [for example, headings and subheadings];
- Evaluate and edit by assessing the effectiveness of their own and others' writing and suggesting improvements;
- Proofread for spelling and punctuation errors.

Education for a Connected World links

Managing online information
- I can use key phrases in search engines;
- I can use search technologies effectively.

Copyright and ownership
- 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 demonstrate the use of search tools to find and access online content which can be reused by others.

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:**
Digital Painting – Year 1 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. Digital writing – Year 1 Word processors (e.g. Microsoft Word) allow digital writing. The user can change the look of text and easily edit and make changes to bodies of text. Typed words are also very neat. Digital Photography – 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.	Year 4 Digital devices help us to take and edit photographs. Editing programs include *Photoshop*, *Luminar* and *paint.net*. To edit a photo we could use cropping, rotating, flipping, and changing colours and styles. It is important to recognise not every photo we see is real and could have been edited. Year 5 Vector drawings are created using shapes and lines, and each individual element in the drawing is called an object. Objects be grouped, layered and duplicated, which helps produce more complex artwork. Vector drawings can be enlarged and the quality of the drawing will not change.
Key Enquiry Question What is the difference between text and image? How can text and images be used to communicate? What changes can you make to text to communicate more clearly? What is meant by 'page orientation'? Why is the 'paste' tool helpful when creating a document? Tell me about why you have chosen this layout? What are the benefits of digital publishing?	**The Big Idea:** Digital publishing is when we create documents (like newsletters, brochures, magazines and newspapers) using page layout software. When using publishers, we consider how images and text are laid out the page in an eye-catching and appropriate format.

By the end of this unit, children will know:
- Text and images can be used together to convey information;
- Landscape and portrait as two different page orientations;
- Different layouts can suit different purposes;
- DTP pages can be structured with different placeholders;
- Different font styles and effects are used for particular purposes;
- Benefits of using a DTP application.

Vocabulary:

Word processor; text; font; keyboard; text cursor; enter; spacebar; toolbar; icon (introducing in Y1 *Digital Writing* unit).

Publishing; font; template; orientation; placeholders; software; purpose; audience.

By the end of this unit, children will be able to do:
- Show that page orientation can be changed;
- Organise text and image placeholders in a page layout;
- Add and remove text from a placeholder;
- Edit text in a placeholder;
- Change font and apply effects (such as resizing) to a text;
- Review a document.

Useful Resources:

Online, live remote and Face-to-face courses
National Centre for Computing Education face-to-face training courses

Canva: https://www.canva.com/
To use Canva as a teacher, you will require a Canva for Education account.
https://www.canva.com/help/about-canva-for-education/.
Once you have been granted access to Canva you can follow their guide on inviting students and teachers to your class by visiting: https://www.canva.com/help/invite-teachers-and-students/

Y3

COMPUTING: CREATING MEDIA KNOWLEDGE ORGANISER

Overview	Text Tools