

Inspiring and enabling our school community to live life to the full



YEAR 3

Subject: Computing
Unit: Creating Media – Desktop Publishing

Characteristics of an Effective Learner

Courage
Commitment
Collaboration
Creativity
Curiosity

Prior Learning:

Key concepts from Education for a connected World: Managing online information, Copyright and ownership
Year 1 Creating Media - Digital Painting
Year 2 Creating Media - Digital Photography

Key Vocabulary taught in this unit:

Text, images, advantages, disadvantages, communicate, font, font style, template, landscape, portrait, orientation, placeholder, layout, content, desktop publishing, copy, paste, purpose, benefits

Intent: What do we want the children to know, be able to do by the time they complete this unit?

- **Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a arrange of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.**
Using Adobe Spark on Chrome books and laptops
- **Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content**
Using the internet to find, edit and use images

Impact / Outcome:

What will the final product / result be?

Children will be able to describe what desktop publishing is in their own words. They will consider how it is used in the wider world. They will use Adobe Spark to create their own front cover for a magazine

P4C Inquiry (where appropriate)

N/A