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| **Term Pentecost 1: Creating media – Desktop publishing**  **Subject Computing Year 3 Medium Term Planning** | | | | | | |
| 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. | | | | | | |
|  | Lesson 1 | Lesson 2 | Lesson 3 | Lesson 4 | Lesson 5 | Lesson 6 |
| **Learning intention for each lesson:** | I know how to recognise how text and images convey information | **I know how to recognise that text and layout can be edited** | **I know how to choose appropriate page settings** | **I know how to add content to a desktop publishing publication** | **I know how to consider how different layouts can suit different purposes** | **I know how to consider the benefits of desktop publishing** |
| **Recall and retrieval** | I can name different digital devices and explain their purpose. | To explain what text and images do and some of the advantages and disadvantages of text. | To describe how font and colour can have an effect on text. | To demonstrate what page orientation is.  To explain the difference between text and images. | To demonstrate accurate pasting of text. | To recall different layouts. |
| **Sequence of knowledge throughout the lesson** | Key knowledge  I know how to explain the difference between text and images  I know how to recognise that text and images can communicate messages clearly  I know how to identify the advantages and disadvantages of using text and images  **To understand that text and images need to be used carefully to communicate messages clearly and why.** | Key knowledge  I know how to change font style, size, and colours for a given purpose.  I know how to edit text.  I know how to explain that text can be changed to communicate more clearly.  **To begin to use desktop publishing and make choices.** | Key Knowledge  I know how to explain what ‘page orientation’ means  I know how to recognise placeholders and say why they are important  I know how to create a template for a particular purpose.  **To become familiar with the features of publisher.** | Key knowledge  I know how to choose the best locations for my content  I know how to paste text and images to create a magazine cover  I know how to make changes to content.  **To add content by copy and pasting and editing.** | Key knowledge  I know how to  identify different layouts  I know how to match a layout to a purpose  I know how to choose a suitable layout for a given purpose.  **To know what a layout is and the features of a layout.** | Key knowledge  I know how to identify the uses of desktop publishing in the real world  I know how to say why desktop publishing might be helpful  I know how to compare work made on desktop publishing to work created by hand  **To discuss the features of publisher.** |
| **Scaffolding** | **Supported questioning.** | **Supported to change one feature.** | **To know and investigate page orientation.** | **To copy and paste text with support.** | **Work with a partner to create a layout.** | **supported questioning.** |
| **Challenge** | **Discuss the pros and cons of different types of text and images.** | **Make multiple changes to text and images.** | **To create a template for a specific purpose.** | **To edit using features already learnt on publisher** | **To create more than one layout and evaluate.** | **Pros and cons of pencil versus publisher with examples.** |
|  | **Key Vocabulary**  Text, images, advantages, disadvantages, communicate | **Key Vocabulary**  Font, font style, communicate, template | **Key Vocabulary**  Landscape, portrait, orientation, placeholder, template, layout, content | **Key Vocabulary**  Desktop publishing, copy, paste | **Key Vocabulary**  Layout, purpose | **Key Vocabulary**  Desktop publishing, benefits |