

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

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| Subject: Computing: Using Technology to Create Digital Paintings and Texts | Year: KS1 – Year A – Spring |
| NC/PoS: <ul style="list-style-type: none">• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.• Use technology safely and respectfully, keeping personal information private; identify where to go to for help and support when they have concerns about the content or contact on the internet or other online technologies. | |
| Prior Learning (what pupils already know and can do) Digital devices need power to turn on, there are controls to turn devices on and off, can use simple tools on an interactive whiteboard (software and pen tools). | |
| End Points (what pupils MUST know and remember) <ul style="list-style-type: none">• To use a keyboards to type on a computer and edit• To use the freehand, shape and line tools to create a digital painting• To combine text and digital paintings effectively | |
| Key Vocabulary images, paint, drawing, undo, text, keyboard, type, delete, spacebar, shift, enter/return, font, copy, paste, | |
| Recommendations: https://tinyurl.com/KS1-UsingTechnology-2 https://tinyurl.com/KS1-UsingTechnology-3 Example final outcome – children to create a painting in the style of Paul Klee (see Art planning), ensuring they give it a title and label it with their own name. This can be done with Paint and Microsoft Word, or Google Docs and Google Draw. <i>Unplugged activities provide possible opportunities for the children to record.</i> | |
| Session 1: How can we paint using a computer? Using the recommended resource (2), children should be able to answer these questions: How can we create images on a laptop? How can we draw freehand? How can we create lines and shapes? How can colour in our drawing? What can we do if we make a mistake? <i>Unplugged activity – children to screenshot their digital drawings and annotate to state what tools were used.</i> | |
| Vocabulary: images, paint, drawing, undo | |
| Session 2: How can we write using a computer? Using the recommended resource (3), children should be able to answer these questions: How we create text on a laptop? What are the different keys on a keyboard: how do we delete, make finger spaces and start a new line, how do we add capital letters? How can we change the style of the text: font size/colour/style? What can we do if we make a mistake? <i>Unplugged activity – children to screenshot their text and annotate to state how they edited it.</i> | |
| Vocabulary: text, keyboard, type, delete, spacebar, shift, enter/return, font | |
| Session 3: How can we combine paintings and texts? Using the recommended resources, children should be able to answer these questions: | |

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How can a piece of text be enhanced using paint or vice versa? How can we import an image from one program into another: save and insert file, copy and paste? How do we ensure the content is fit for our purpose: style of painting, style of font? How can we share our final piece? How could we have changed our final piece, could we have done something better?

Unplugged activity – screenshot the final piece, where possible, children to evaluate their design and state what they did and how they may improve it.

Vocabulary: text, paint, copy, paste, save, file,

Future learning this content supports:

The content of this unit will support other units on computer systems and networks, using computers/laptops to create digital media.