

Subject: Computing

Year group: 4

Term: Autumn Term

Unit name: Creating media-Photo editing

Vocabulary

Crop	layer
Composition	Onion skin
Copyright	Positive/negative
Creating	Real/fake
Photo modifying	tools
Effects	Sepia/black and white
Filters	brightness
Lasso	Re-touch

Big idea: To use photo editing software to edit, re-save and re-use an image and recognise the impact that this could have.

This unit will develop their understanding of how digital images can be changed and edited, and how they can then be resaved and reused. They will consider the impact that editing images can have, and evaluate the effectiveness of their choices. Pupils will change the composition of images to create various effects for different scenarios. They will explore positive and negative impacts of retouching images and also explore the use of 'fake' images around them.

Children use the software Gimp and save their work to their one drive account.

Progression of skills :

Creates digital content to achieve a given goal through combining software packages.

Use search technologies effectively.

Learners should have experience of making choices on a tablet/computer. They should be able to navigate within an application.

Prior learning:

Year 2 Creating media Digital photography unit. Children recognised that different digital devices can be used to capture images. They then used digital cameras to capture, edit and improve photographs.



Spiritual Development

Computing allows children to reflect on the awe and wonder of the achievements and possibilities of ICT in a modern world. They think about the limitless opportunities that could be achieved thus promoting their sense of self and motivation. Exodus 15:11: And amazement seized them all, and they glorified God and were filled with awe, saying, "We have seen extraordinary things today."

National Curriculum links :

- Use search technologies effectively
- 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

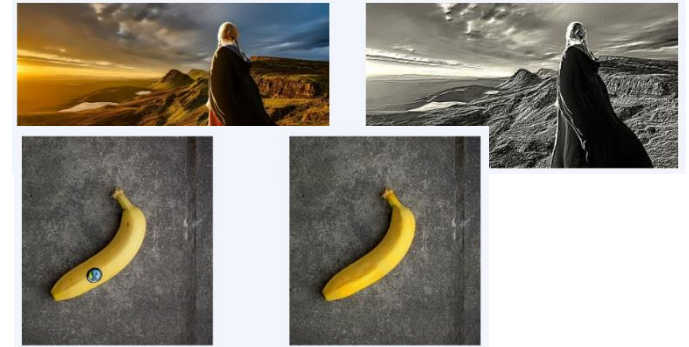
Future learning:

Year 5 Vector Drawing

This unit progresses students' knowledge and understanding of digital painting and has some links to desktop publishing in which learners used digital images. In this unit they create images that they could use in desktop publishing documents

Year 6 3D modelling

In Year 6, children progress from creating and manipulating 2D images to create 3D graphics using a computer.



Explore how images can be altered

Key learning assessment statements

To use the crop tool after inserting an image into the software and exploring the effect. They also try manual editing and give reasons for and against manual versus digital changes.

Search for a copyright free image and change its composition. The subject of this image can be chosen by individual teachers so that it is linked to other aspects of curriculum. If time, children could use images that they have taken themselves.

To alter an image to suit a scenario.

To use the editing software tools for retouching an image , learning positive and negative effects of this.

Sort images into fake and real and reflect on how easy it is to edit images . They explore what this may mean for images that they see around them. They create a fake image of their own.

Use the 'fake' image that they created to make a publication designed to advertise their imaginary place.

Add elements such as text, shapes, and borders. They will design a survey for gaining feedback on their work, and compare their completed publications with the original images.