

Enriching lives every day; enabling our school community to learn, achieve and flourish through living 'life in all its fullness'



Subject: Computing

Year group: 5

Term: Autumn Term

Unit name: Vector Drawing

Big idea: To use drawing tools to create vector images using layers (Desktop publishing software).

In this unit children will find out that vector images are made up of shapes. They will learn how to use the different drawing tools and how images are created in layers. They will explore the ways in which images can be grouped and duplicated to support them in creating more complex pieces of work.

Progression of skills :

Select, use and combine a variety of software to create a range of programs, systems and content that accomplish given goals.

Prior learning:

It is useful if children have used desktop publishing previously . This may have been completed across the curriculum. Some work may have been done through Purple Mash. Ie. 2Publish

Digital painting experience includes :

Year 4 photo editing

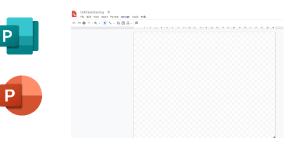
Here children used tools to create images to achieve a specific effect, including layering.

Future learning:

Year 6 3D modelling

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

Vocabulary		
Сору	Drawing tools	Images
Alter	Object	Vector
Desktop	Duplicate	Drawing
publishing		
Digital images	Re-size	Layers
Grouping	Rotate	
Editing tools	Move	
Iteration	Zoom	
Pixels	Effect	



National Curriculum links :

 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.

Education for a Connected World links

Copyright and ownership

 I can explain why copying someone else's work from the internet without permission can cause problems.



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Key learning assessment statements:

Recognise that vector drawings are made using shapes.

Identify the main drawing tools.

Evaluate the difference between paper based drawings and vector drawings.

Duplicate shapes, rotate and re-size and combine to create a vector drawing.

Use tools to achieve a desired effect, including zoom, alignment grids and grouping objects.

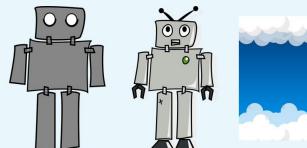
Experiment with ordering layers to achieve different effects

Evaluate and suggest improvements to own vector drawings for a given purpose

Spiritual Development

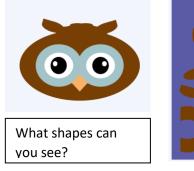
Computing allows children to reflect on the awe and wonder of the achievements and possibilities of ICT in a modern world. They think about the limitless opportunities that could be achieved thus promoting their sense of self and motivation. Exodus 15:11: And amazement seized them all, and they glorified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

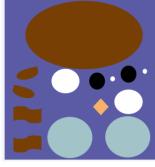


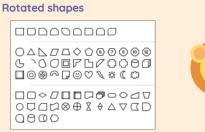




Question: Could you add more detail? Could you add a background image? What would you add?









Can you spot where the rotate tool has been used? Look closely!

Publishing software can include Microsoft Powerpoint, Publisher, or Google Drawings App .

There is an NCCE unit to use a resource.

Ideas for vector drawings outcome:

Labels in classrooms/cloakroom/sketch book/trays

Poster -Welcome to 5O2

Christmas cards