













# Using and Applying: Text and Images

<b>Aim:</b> Use technology purposefully to create, organise, store, manipulate and retrieve digital content in the context of combining text and pictures about a shared theme.  I can create text and pictures about a shared theme.	<b>Success Criteria:</b> I can use my computer skills to create a new piece of work.  I can draw a picture and add text at the side.  I can link my writing to my drawing.	<b>Resources:</b> <a href="#">Lesson Pack</a>  Computers with MS Word and MS Paint or similar software
	<b>Key/New Words:</b> Paint, draw, picture, image, type, text, copy, paste, select.	<b>Preparation:</b> <a href="#">Monster Text and Pictures Activity Sheets</a> as required.

**Prior Learning:** Children will have studied painting skills in an earlier unit and had a recap of paint software in the previous lesson.

## Learning Sequence

	<b>Text and Pictures Together:</b> Explain that the final task of this unit is to bring all of our computer skills together in creating pictures and typing text. We want to combine text and pictures, a bit like a page in a book! Explain that we're doing this in Paint, but it could be done in Word using a drawing tool or by combining both pieces of software.		
	<b>Start with a Picture:</b> First a picture is required in Paint software. This could be one that children have already created in a previous lesson; it could be edited or amended; or a new picture could be created depending on time available. Demonstrate the process ahead by opening up an existing picture. Remind children how to add text, as covered in lesson 5 the Painting unit.		
	<b>Big Book of Monsters:</b> We could create our own big book of monsters, if everyone begins by drawing their monster using the paint tools, then writes about them at the side (What is their name? What do they look like? What makes them scary?).		
	<b>Draw and Write:</b> Children can be given an alternative topic to draw and write about, linked with a current topic, or given the Big Book of Monsters task using the <a href="#">Monster Text and Pictures Activity Sheets</a> for other prompts.  Can children use their computer skills to create a new piece of work?		
	 Draw picture using paint, then add text at the side linked with the picture.	 Draw picture using paint, then add text at the side linked with the picture.  Children could also use skills in word to write more and use formatting and presentation skills.	
	<b>Skills Challenge:</b> Children work in pairs to challenge each other to remember and demonstrate a skill used during this unit. Share examples such as 'Can you draw a blue rectangle?' 'Can you type your name and underline it?' 'Can you make your writing a bigger size?'.		

## Taskit

**Explainit:** Can you explain to someone else the instructions on how to link text and pictures together?

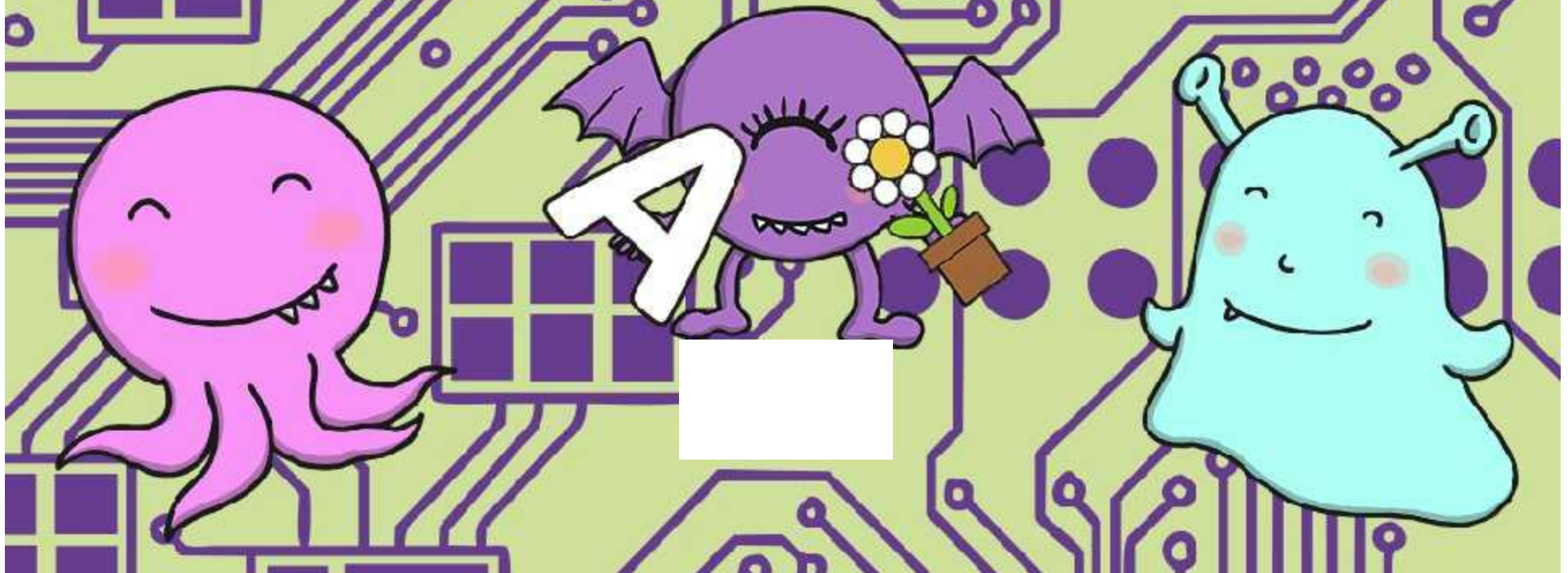
**Writeit:** Can you create your own storybook by combining words and pictures to tell a tale?



# Computing

Using and Applying

# Text and Images



# Aim

- I can create text and pictures about a shared theme.

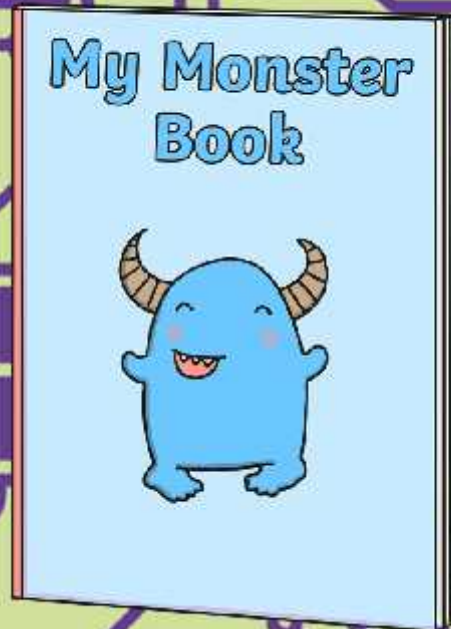
# Success Criteria

- I can use my computer skills to create a new piece of work.
- I can draw a picture and add text at the side.
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# Text and Pictures Together

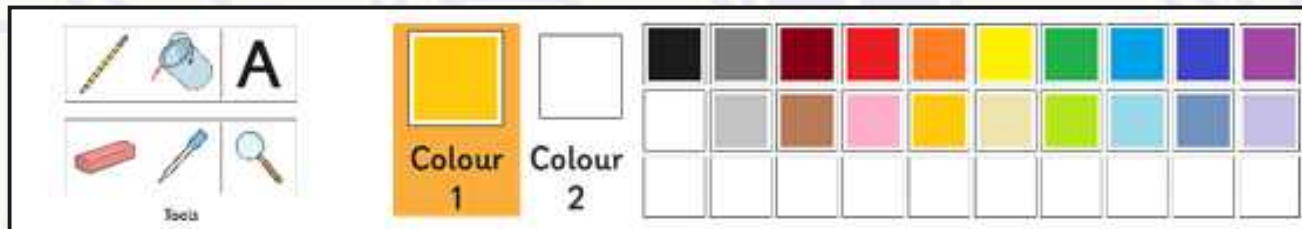
The final task of this unit is to bring all of our computer skills together in creating pictures and typing text.

We want to combine text and pictures, a bit like a page in a book!



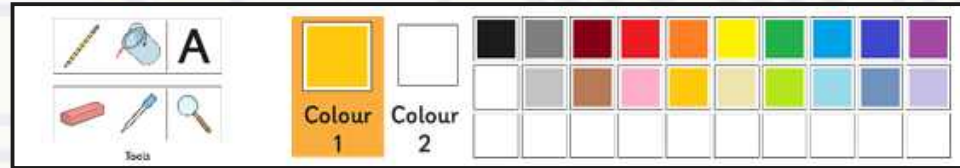
# Start with a Picture

First, we need to create a picture in paint software.



# Big Book of Monsters

We could create our own big book of monsters, if everyone begins by drawing their monster using the paint tools, then writes about them at the side.



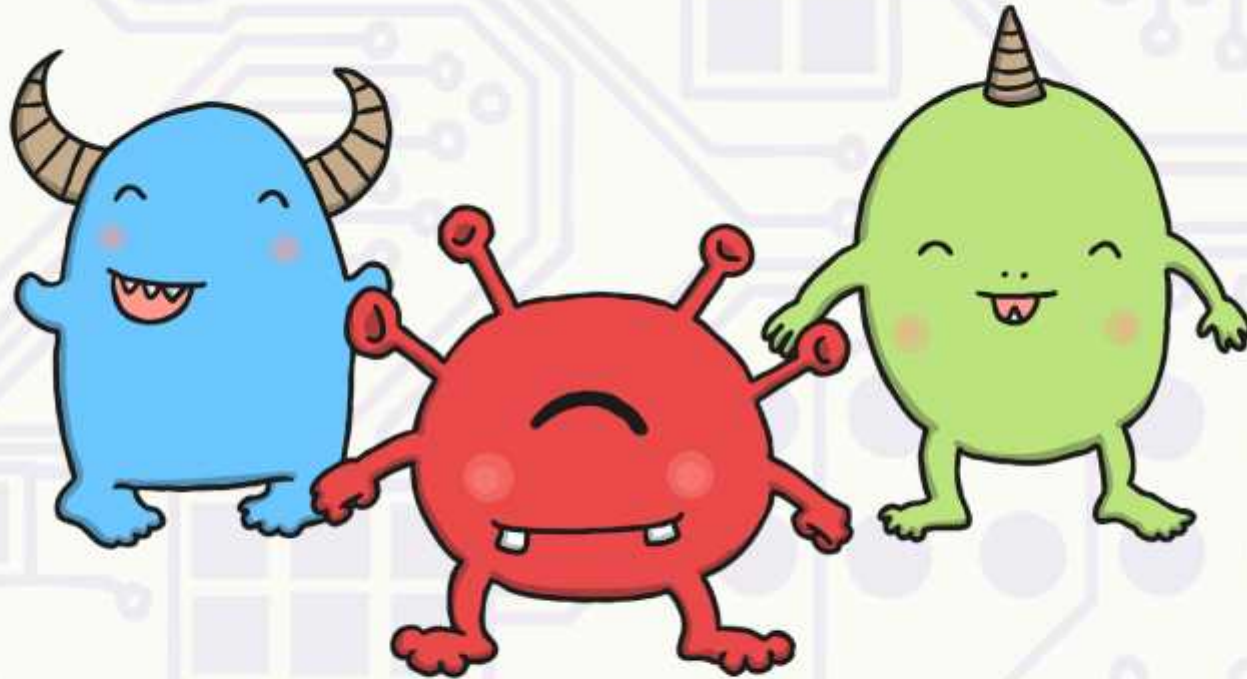
What is their name?  
What do they look like?  
What makes them scary?



My monster is called Spike.  
He is blue with two horns.  
He smiles a lot.

## Draw and Write

Now, it's your turn to draw and write, adding text and images together about the same theme.





## Skills Challenge

Work in pairs to challenge each other to remember and demonstrate a skill used during this unit.

You could say:

'Can you draw a green rectangle?'



'Can you type your name and underline it?'

'Can you make your writing a bigger size?'

Take turns to challenge each other and then demonstrate!

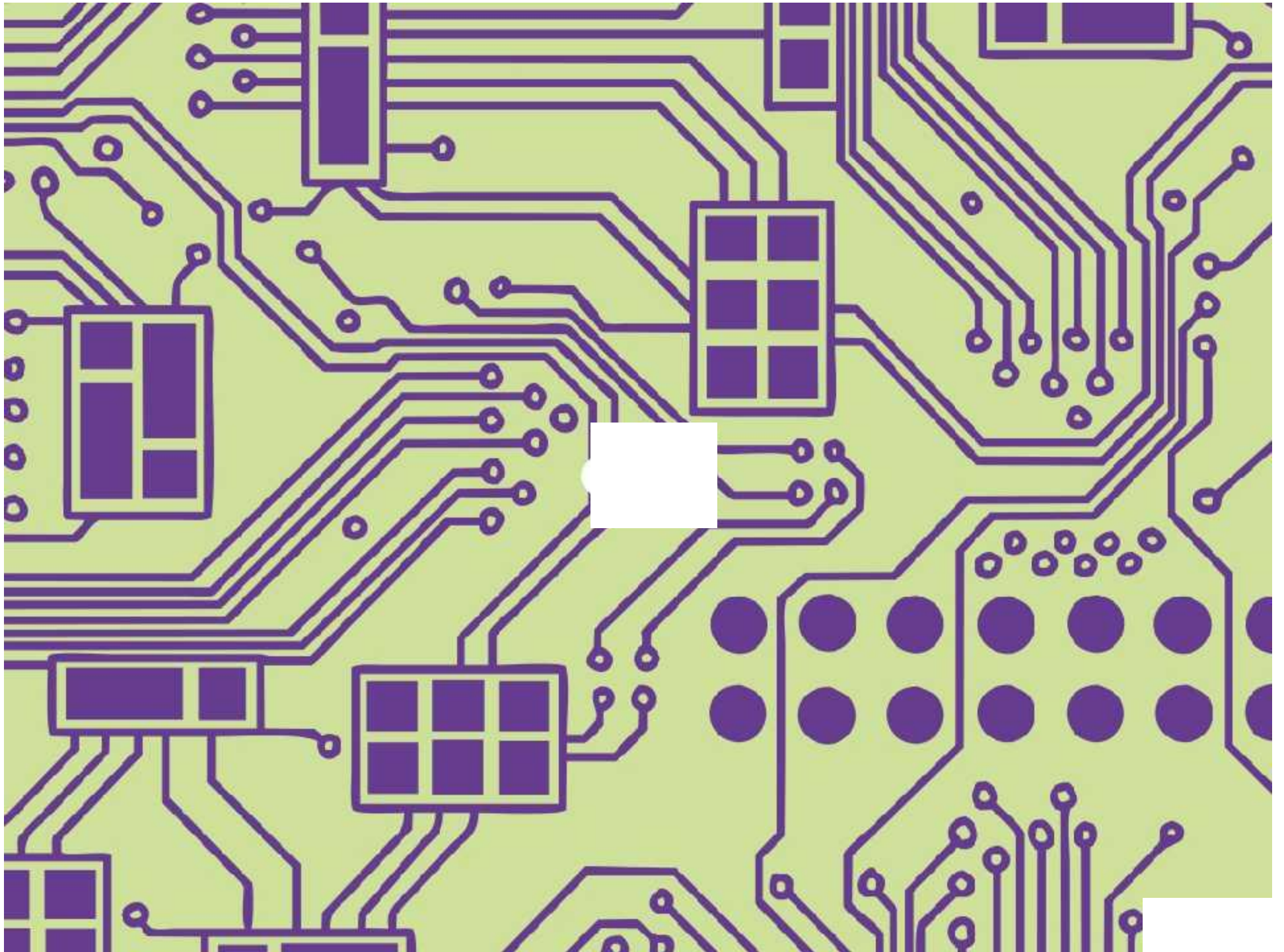


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# Monster Text and Pictures

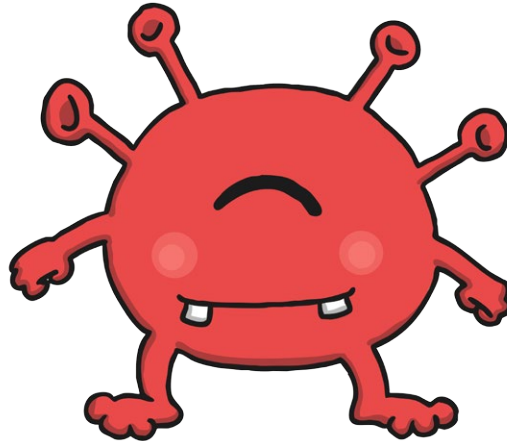
I can create text and pictures about a shared theme.



Choose a monster to copy onto your computer.

You can change the colour, shape or other features.

Give it a name and write about what it looks like or what it does.



Some of these words may help:

blue

red

yellow

green

orange

purple

scary

happy

small

round

big

tall

short

arms

legs

horns

tail

teeth

wings



# Monster Text and Pictures

I can create text and pictures about a shared theme.



Copy this monster on your computer or make up one of your own.

You can change the colour, shape or other features.

Write some sentences at the side about your monster.

	Colour 1	Colour 2	
Tools			



My monster is called Spike.  
He is blue with two horns.  
He smiles a lot.

You can write more about your monster or what it gets up to using Word.



# Monster Text and Pictures

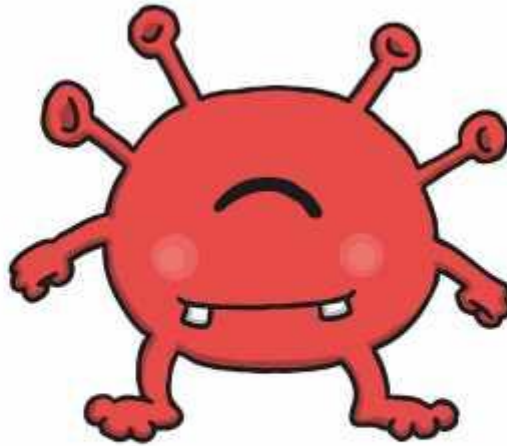
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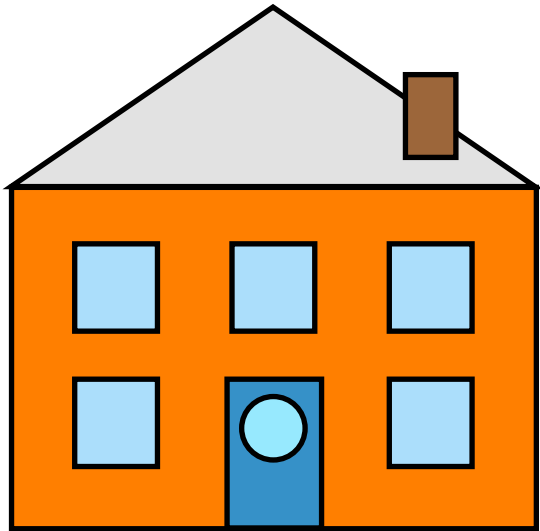
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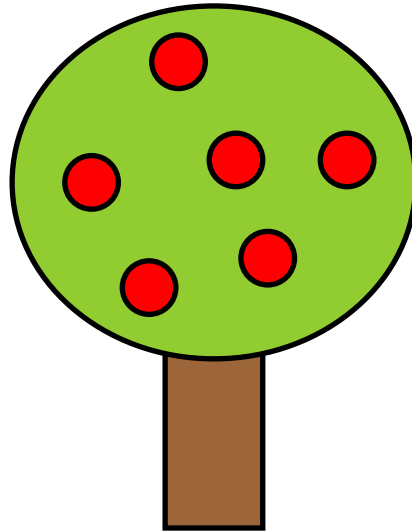




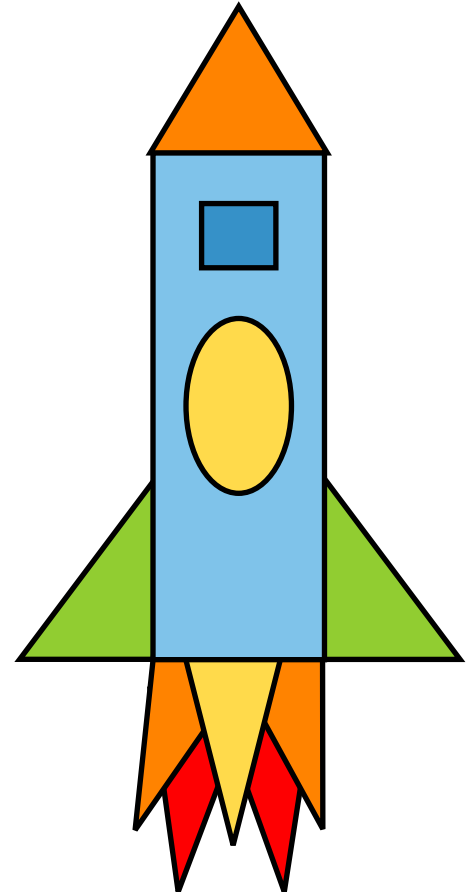
House



Apple Tree

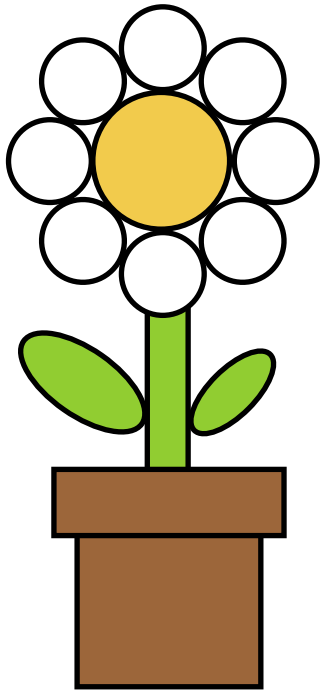


Rocket

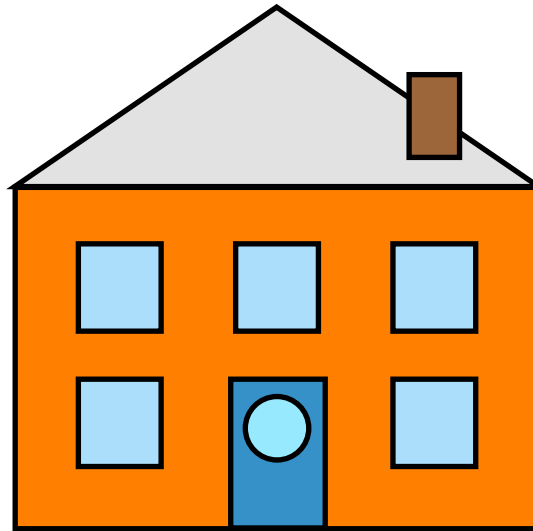




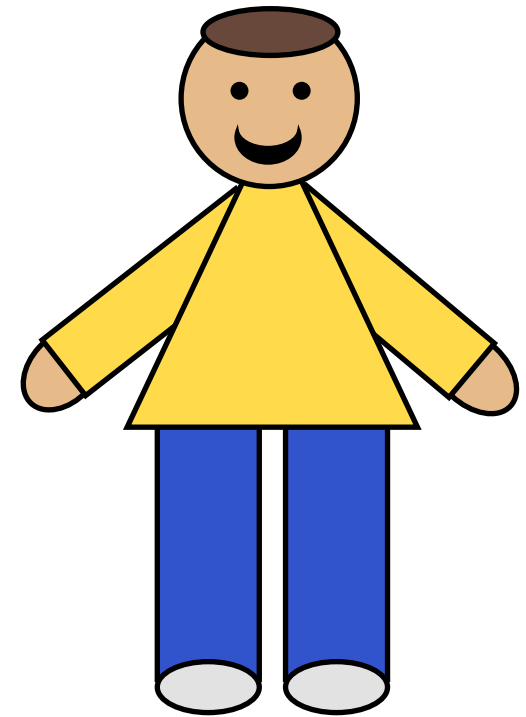
Flower



House

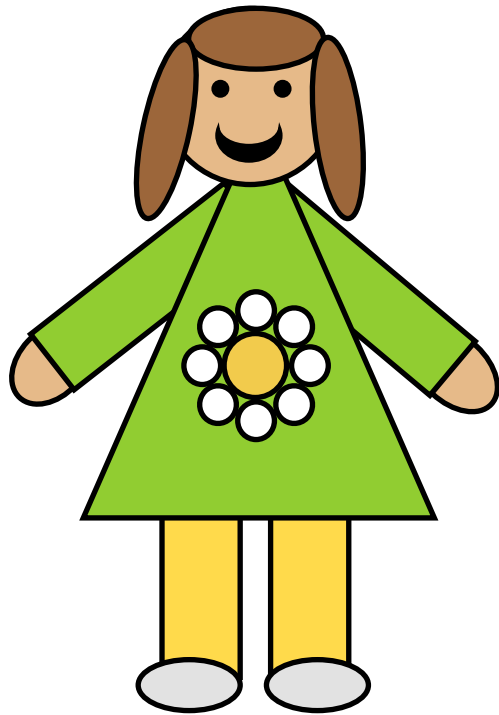


Boy

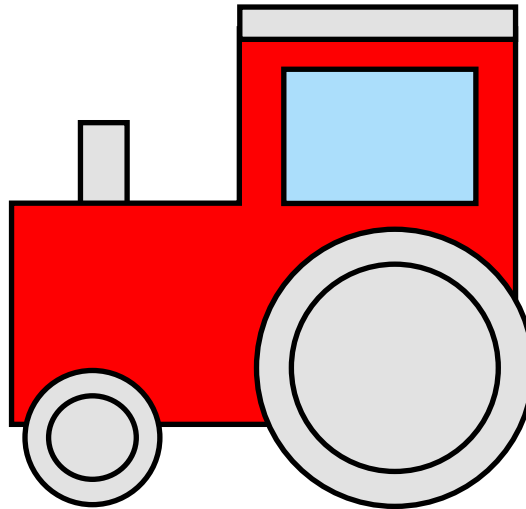




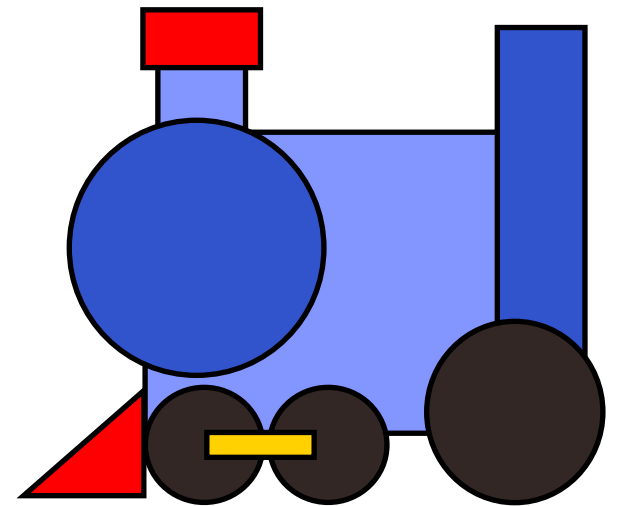
Girl



Tractor



Train



# Using and Applying Skills

The purpose of the Using and Applying Skills unit is for children to review and recap learning from prior units in the year. It provides a chance to reinforce the skills and apply them in a new context.

The format of the unit at KS1 is the same as other PlanIt Computing units with 6 lessons. However, there is an assumption that the Using and Applying unit will be done after some/all of the previous units.

Some Using and Applying lessons will only rely on the prior teaching of one previous unit or a particular lesson.

In this case, Lesson 6 brings together some skills in word processing and painting from earlier units, combining the work of previous Using and Applying lessons.

This gives Year 1 children a chance to combine and demonstrate all their skills in using text and images about the same theme.

An example theme is provided with the 'Big Book of Monsters', enabling children to draw and write about their own fictional monster. If each page is printed, they can be combined to make a book. Alternatively, children may be given a theme to write about, linked to a current topic or foundation subject.