

## Introduction

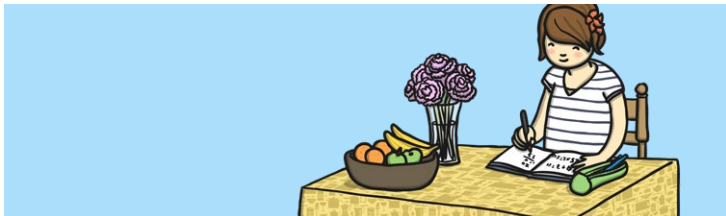
This unit is aimed at developing children's graphic and presentation skills by introducing drawing as opposed to painting. It also goes on to further children's understanding of layouts using a desktop publishing application. Children will learn to draw, order, group and manipulate objects to make a picture. They will also learn to evaluate and create effective layouts, combining text and images. The Lesson Pack contains six Lesson Plans, each with their own Lesson Presentation, alongside challenge cards, home learning tasks, posters and word cards.

There are a number of different drawing applications used in primary schools. 'Google Draw' comes with any gmail account. Word processors/presentation applications/desktop publishing packages have some of the features of drawing applications and can be used, but are not as good as a specific drawing application. It is worth researching what is available in your school and deciding on the best software to use, prior to starting this unit.



## Health & Safety

Children should be encouraged to have good posture and sit up to the computer.



## Home Learning

**View from the Window:** Children are encouraged to draw a picture of the view from their window on a drawing application. They should use the skills they have been taught in the lessons.

**Leaflet or Brochure:** Children are encouraged use any desktop publishing application they have access to and make a leaflet or brochure about somewhere they have visited using text boxes and images. They should use the skills they have been taught in the lessons. If there is no DTP application then use a word processor that allows text boxes.

## Assessment Statements

By the end of this unit...

**...all children should be able to:**

- Draw objects.
- Insert text boxes and images.

**...most children will be able to:**

- Order and group objects.
- Move, resize and arrange text boxes and images effectively.

**...some children will be able to:**

- Manipulate objects.
- Create a layout of objects with no unnecessary space using colour and font effectively.

## Lesson Breakdown

### 1. Objects

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.

Teachers may choose their own context for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.

- I can draw with different shapes and lines.

### 2. Ordering and Grouping

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.

Teachers may choose their own context for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.

- I can order and group objects.

### 3. Manipulating Objects

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.

Teachers may choose their own context for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.

- I can manipulate shapes and lines.

### 4. Posters

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Teachers may choose their own context for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.

- I can recognise effective layout.

### 5. Combining Text and Images

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.

Teachers may choose their own context for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.

- I can combine text and images.

### 6. Effective Layouts

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.

Teachers may choose their own context for the content of the drawing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on drawing different shapes and lines.

- I can lay out objects effectively.

## Resources

- Desktop computer, laptop or tablet with a simple painting application.

- Desktop computer, laptop or tablet with a simple painting application.

- Desktop computer, laptop or tablet with a simple painting application.

- A variety of posters, both physical and on screen. (Some Twinkl posters are provided as samples.)

- Desktop computers or laptops with desktop publishing software
- A visualiser or webcam (to show the keyboard on screen).

- Desktop computers or laptops with desktop publishing software
- A visualiser or webcam (to show the keyboard on screen).