Drawing and Desktop Publishing: Ordering and Grouping

Aim: 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.	**Success Criteria:** I can change the order of objects. I can group or ungroup objects.	**Resources:** **Lesson Pack** Desktop computer, laptop or tablet with a drawing application. A selection of pictures (from magazines) that the children can use to create layered collages.
	Key/New Words: Draw, objects, shape, line, line colour, fill colour, forward, backward, front, back, group, ungroup.	**Preparation:** Collect a selection of pictures (from magazines) that the children can use to create layered collages in advance or ask children to bring them from home.

Prior Learning:	Children need to have good mouse or trackpad control if using desktop or laptop; experience of using a painting application including painting shapes and lines.

Learning Sequence

	Computer Drawing: Briefly recap what children were doing in previous lesson. Ask the children to discuss how they felt creating their pictures last lesson. Could they move them?	
	Collage: Talk about collage with the children. Children may have made a paper collage before. On the next slide, ask children to create a picture using shapes/pictures from magazines etc. At this stage, they should simply place their images but not stick them down. Encourage the children to place objects on top of other objects and to think about which way round they should go. Use the next slide to introduce some more shapes/pictures part way through the activity and ask the children to place some of the new objects behind ones they have already used.	
	Share: Children share their pictures, explaining how they have ordered objects and how they placed the objects introduced later behind other objects.	
	Ordering: Explain that in drawing applications you order objects by putting one on top of another. In a painting application each pixel is a colour and there is nothing hidden, in a drawing application, some objects behind remain intact but can be hidden behind another.	
	Grouping: Demonstrate how to move objects forwards and backwards in the Drawing area of the drawing application they are using, how to group objects so they can behave as if they are one object, and then how to ungroup again.	
	Order and Group: Children continue their drawing from last week or start a new one, perhaps of a building associated with their topic or a picture inspired by Kandinsky. Encourage them to group objects where necessary, for example a repeating pattern. Can they group objects? Part way through, ask them to add some objects that go behind ones they have already drawn. For example ask them to add a hedge or fence behind the buildings. Can they ungroup objects? Can they change the order of objects?	
	Explain: Children leave their saved drawings on the screen and go round to look at other children's drawings. They should specifically look for the order of objects. Ask them to choose one drawing they can talk about, explaining how the objects are ordered or grouped. Children discuss their ideas with those around them. Ask one or two children to explain their ideas to the whole class. Ask the children if any have changed their shapes or lines.	

Task*it*

Order*it:* Children to take 4 different objets and order them in 4 different ways and then choosing which is the most effective.

Group*it:* Using appropriate software, children produce a complex image or at least 10 grouped objects and see if they can copy it into a new program or window.

Create*it:* Children to group a selection of shapes and create a repeating pattern.