Drawing and Desktop Publishing: Effective Layouts

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 writing, but it could relate to the current topic or the artist Kandinsky. The lesson focuses on the specific layout skills.

I can lay out objects effectively.

Success Criteria:

I can lay out objects appropriate to the required format.

I can lay out objects without leaving unnecessary spaces.

I can use font, size and colour appropriately.

Resources:

Lesson Pack

Desktop computers or laptops

Desktop publishing software

A visualiser or webcam to show the keyboard on screen.

Children's information text files created in the previous lesson.

Key/New Words:

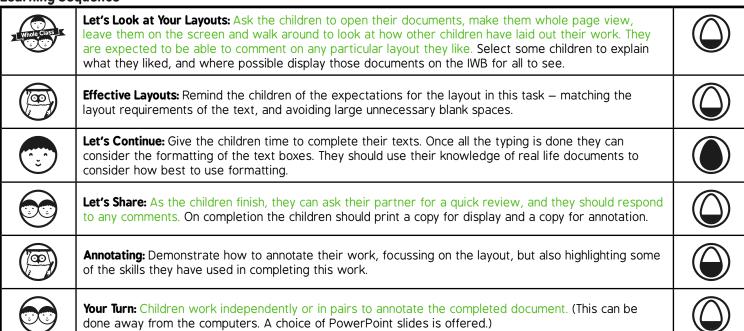
Text, text box, format, image, photo, photograph, picture, wrap text, square, aspect ratio, layout, background, outline, font, size, colour.

Preparation:

Ensure desktop publisher software is easily launched on the computers.

Prior Learning: Children should be able to insert images, audio and video if required. They also need to have finished their plans.

Learning Sequence



Taskit

Posterit: Ask the children to make a poster using the desktop publisher, with text and images. Consider how many different

fonts are needed.

Challengeit: Use the Challenge Cards for extension activities.