








Computing – Year 3



Autumn 2	Desktop publishing					
Prior learning 	This unit progresses learners' knowledge and understanding of using digital devices to combine text and images building on work from the following units; Digital Writing Year 1, Digital painting Year 1, and Digital Photography Year 2.					
Lesson objective 	To recognise how text and images communicate information.	To recognise that text and layout can be edited	To choose appropriate page settings	To add content to a desktop publishing document	To consider how different layouts can suit different purposes	To consider the benefits of desktop publishing
Key vocabulary 	Text, images, advantages, disadvantages, communicate	Font, font style, communicate, template	Landscape, portrait, orientation, placeholder, template, layout, content	Desktop publishing, copy, paste	Layout, purpose	Desktop publishing, benefits
Creative context 	Link to signs they see in and around school.				Link to texts they have looked at in other subjects (English or reading).	
Substantive knowledge 	Understand the meanings of text and images, and how they are used to communicate.	Understand the meaning of desktop publishing and that it can be used for printed pages or online content.	Understand what a template, Page orientation and placeholder means. Understand what an Editorial designer does.	Understand that a magazine will have a reporter, photographer and editor.	Understand that the layout of a document will depend on the type and purpose of the document.	Understand that the benefits of desktop publishing include increased productivity and time keeping, reduced costs, sharing the job and improving appearance of documents.
Disciplinary knowledge 	Using the clues on a sign/image to understand the meaning.	How to change the font size, colour and style on the chosen software (Canva).		Adding text and images to a template, copy text and images onto a template.		
Recorded learning 	Children will complete activity 2 where they will explain what a sign means and how confident they are identifying the meaning.	Using the invitation template, children will change the font size, colour and style and change the text.	Children will create their own magazine template on chosen software (to use in following lessons).	Children will add text and images to their magazine template (from lesson 3).	Children will be given some scenarios and asked to discuss what layout they would use and why.	Race to create a poster - Children will create a poster on paper while the teacher creates one on Canva.



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Future learning

Similar skills will be used in year 6 for website creation.

