










# Computing – Year 5



<b>Autumn 2</b>						
<b>Prior learning</b> 	This unit progresses learners' knowledge and understanding of digital painting and has some links to the <a href="#">Year 3 'Creating media – Desktop publishing'</a> unit, in which learners used digital images. In this Year 5 unit, learners create images that could be used in desktop publishing documents.					
<b>Lesson objective</b> 	To identify that drawing tools can be used to produce different outcomes	To create a vector drawing by combining shapes	To use tools to achieve a desired effect	To recognise that vector drawings consist of layers of objects	To group objects to make them easier to work with	To apply what I have learned about vector drawings
<b>Key vocabulary</b> 	Vector, drawing tools, object, toolbar	Vector drawing, object, move, resize, colour, rotate, duplicate/copy	Zoom, select, rotate, object, align, resize, modify	Layers, object, order	Copy, paste, group, ungroup, duplicate, object, vector drawing, reuse	Reflection, vector drawing
<b>Creative context</b> 	Job/Career Links: Graphic Designer ( Logo design and branding), Illustrator( Book or digital illustration), UI/UX Designer (Creating icons and app graphics).  Cross-curricular Links: Math (Shapes, symmetry, scaling), Art (Design, composition, colour theory).					
<b>Substantive knowledge</b> 	A vector drawing is made on a computer, made using lines and shapes which are put together to create shapes.	A vector drawing is made on a computer, made using lines and shapes which are put together to create shapes.	Using tools like the zoom and alignment ensure that images are detailed and consistent.	Objects within vector images are layered. Layering allows for depth within an image.	I know that multiple objects can be grouped to make them easier to move and edit. I know that grouping objects allows me to copy or manipulate them as a single unit. I know that changing grouped objects requires ungrouping.	I know that vector drawings are made of shapes and can be resized without losing quality. I know that logos and illustrations often use vector drawings for clarity. I know that vector drawings differ from freehand paint drawings, which are pixel-based.
<b>Disciplinary knowledge</b> 	How to add shapes and lines to a digital canvas. How to undo/redo on google drawings.	How to move, resize and rotate an object. How to duplicate an object.	How to use the zoom tool. How to use alignment grids and resize handles to improve consistency	How to layer images. How to send images forwards or backwards.	I can select, group, and ungroup multiple objects. I can duplicate objects efficiently to develop a drawing. I can modify grouped objects (size, color,	I can create a vector drawing for a specific purpose (logo, club, or product). I can reflect on the skills I have used and why.

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			How to modify objects to create a new image		orientation) to enhance a design.	I can compare vector drawings with freehand paint drawings
<b>Recorded learning</b> 	Create a building using shapes and lines on google drawing, and alter the colours (Save this).	Recreate an image using only shapes.	Use the Shape tool, Rotate and resize, Alignment and size guides, Fill tools, Border weight, border dash, and border colour and Zoom to create a parrot.	create a nature vector drawing using layering.	Pupils will practice grouping, copying, and modifying objects to create a creative vector image, then apply these skills to add backgrounds.	Pupils will create a vector drawing for a chosen purpose, reflect on their skills, and compare vector and paint drawings to understand the benefits of vector graphics.
<b>Outcome for unit</b> 	<p>The end product of this unit is a final vector art piece which should be saved to the children’s drives.</p> <p>End of unit evaluation – Please complete the teacher/self-evaluation slide for this unit (the slide is in the folder), by writing their names in the correct boxes.</p>					
<b>Future learning</b> 	This unit will provide children with the necessary learning for future media creation units in computing – whether that is webpage creation in year 6 or additional units in KS3.					