

# iCompute

#### Overview

In this unit, children will explore and develop skills using digital tools to create and edit graphical art.



- understand what algorithms are, how they are implemented as programs on digital devices. and that programs execute by following precise and unambiguous instructions
- ★ create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create. organise. store. manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- use technology safely and respectfully.
   keeping personal information private:
   identify where to go for help and
   support when they have concerns

## idraw





### **Curriculum Links**

- ★ Art/Design
- ★ English

### Objectives

Lesson	Title	National Curriculum Links	Objectives	Vocabulary	Success Criteria
1.6.1	iMark	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	* To investigate simple digital mark-making tools	Line; fill undo; brush; tools	* The children create a simple self portrait
1.6.2	iShape Up	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<ul> <li>To explore shape and fill tools</li> </ul>	Paint; line; fill; shape; undo; colour	<ul> <li>The children use shapes and colours in a digital image</li> </ul>
1.6.3	іСору	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<ul> <li>The children draw shapes and fill them in to re- create a vector image</li> </ul>	Shape; fill; undo	<ul> <li>The use appropriate shapes and colours in re-creating the work of Sonia Delaunay</li> </ul>
1.6.4	i∏lustrate	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<ul> <li>To explore a range of digital drawing tools</li> </ul>	Tools; line; shape; fill; undo	<ul> <li>The children use software to create an image of a character from a nursery rhyme</li> </ul>
1.6.5	iCompile	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information technology beyond school</li> </ul>	<ul> <li>To import images and create an eBook</li> </ul>	eBook; import; upload; edit	<ul> <li>The children combine their work into an eBook</li> </ul>