

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