



Linked learning theme: Year 3 – Summer 1

Computing – Creating media – 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.

Core knowledge

Learners will become familiar with the terms 'text' and 'images' and understand that they can be used to communicate messages. They will use desktop publishing software and consider careful choices of font size, colour and type to edit and improve premade documents. Learners will be introduced to the terms 'templates', 'orientation', and 'placeholders' and begin to understand how these can support them in making their own template for a magazine front cover. They will start to add text and images to create their own pieces of work using desktop publishing software. Learners will look at a range of page layouts thinking carefully about the purpose of these and evaluate how and why desktop publishing is used in the real world.

Key skills

- Evaluate the effectiveness of communicating using a range of forms.
- Edit presentation of information for a purpose.
- Create a template that can be edited.
- Assess the purpose of different layouts.
- Summarise ideas using knowledge of technology and application.

Vocabulary

Backspace
Copy
Font
Images
Orientation
Paste
Placeholder
Return
Shift
Template
Text

Learning Outcomes

- To recognise how text and images convey information.
- To recognise that text and layout can be edited.
- To choose appropriate page settings.
- To add content to a desktop publishing publication.
- To consider how different layouts can suit different purposes.
- To consider the benefits of desktop publishing.

