



Linked learning theme: Year 5 – Summer 1

Computing – Creating media - Introduction to vector graphics

Prior Learning

- The children will use their prior knowledge of creating repeating lines, shapes and patterns to produce drawings. The skills they developed in their Year 4 programming modules will be used and developed and they will further develop their ability to edit and adapt a digital product.

Core knowledge

In this unit, learners start to create vector drawings. They learn how to use different drawing tools to help them create images. Learners recognise that images in vector drawings are created using shapes and lines, and each individual element in the drawing is called an object. Learners layer their objects and begin grouping and duplicating them to support the creation of more complex pieces of work.

Key skills

- Identify shapes and lines within vector drawings.
- Move, resize, reshape and duplicate objects to efficiently create vectors.
- Enhance details of a drawing using specific tools.
- Organise layers to create vector drawings.
- Group and ungroup objects to efficiently change shapes.
- Compare and evaluate digital and non-digital drawings.

Vocabulary

Vector drawings
Shapes
Lines
Move
Resize
Reshape
Duplicate
Zoom
Layers
Group

Learning Outcomes

- 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.
- To group objects to make them easier to work with.
- To apply what I have learned about vector drawings.