YEAR 5

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Creating media 1 Vector Drawing	The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon. No Specific ELG links.	To develop understanding of a range of tools for digital painting and use this to create their own digital painting.	To recognise that different devices can be used to capture, edit and improve photographs.	To use a range of techniques to create stop frame animation using tablets and apply skills to create a story-based animation.	To identify input and output devices required to work with sound digitally. To record audio themselves and understand ownership and copyright implications.	To create vector drawings by learning how to use different drawing tools to produce images.	To develop knowledge and understanding of using a computer to produce 3D models.

Creating media 1
Vector Drawing
COMPOSITES

Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information.

COMPONENTS

	1	2	3	4	5	6	End Point
	What drawing tools can be used to produce different outcomes?	How can I create a vector drawing by combining shapes?	Can I use tools to achieve a desired effect?	Can I create vector drawings that consist of layers of objects?	How do I group objects to make them easier to work with?	Can I apply what I have learned about vector drawings?	This unit progresses learners' knowledge and understanding of digital painting and has some links to the Year 3 'Creating media – Desktop publishing' unit, in which learners used digital images. Pupils will create their own vector, incorporating taught skills from this unit.
CONCEPTS Link to concept map	Creating Media Information Technology	Creating Media Information Technology	Creating Media Information Technology	Creating Media Information Technology	Creating Media Information Technology	Creating Media Information Technology	
SKILLS	Experiment with the shape and line tools	Identify the shapes used to make a vector drawing Move, resize, and rotate objects I have duplicated	Use the zoom tool to help me add detail to my drawings Modify objects to create a new image	Identify that each added object creates a new layer in the drawing Change the order of layers in a vector drawing	Copy part of a drawing by duplicating several objects Recognise when I need to group and ungroup objects Reuse a group of objects to further	Create a vector drawing for a specific purpose Reflect on the skills I have used and why I have used them Compare vector drawings to freehand paint program drawings	

				Use layering to create an image	develop my vector drawing		
KNOWLEDGE	Discuss how vector drawings are different from paper-based drawings Know that vector drawings are made using shapes	Explain that each element added to a vector drawing is an object	Explain how alignment grids and resize handles can be used to improve consistency Know that you can zoom in on a smaller section to make more precise adjustments	Know that you can use layering to create a desired image	Know that you can copy part of a drawing by duplicating several objects Know that you can group and ungroup parts of a drawing	Understand that the previously taught skills in this unit can be used to create a unique vector drawing	Understand that the previously taught skills in this unit can be used to create a unique vector drawing
LESSON LINK	..\..\..\..\..\Hubs\Computing\NCCE Teach Computing\Year 5\2 - Creating Media - Vector Drawing	..\..\..\..\..\Hubs\Computing\NCCE Teach Computing\Year 5\2 - Creating Media - Vector Drawing	..\..\..\..\..\Hubs\Computing\NCCE Teach Computing\Year 5\2 - Creating Media - Vector Drawing	..\..\..\..\Hubs\Computing\NCCE Teach Computing\Year 5\2 - Creating Media - Vector Drawing	..\..\..\..\..\Hubs\Computing\NCCE Teach Computing\Year 5\2 - Creating Media - Vector Drawing	..\..\..\..\..\Hubs\Computing\NCCE Teach Computing\Year 5\2 - Creating Media - Vector Drawing	
PROGRESSIVE VOCABULARY	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	Children will be able to understand, articulate and use the vocabulary
CURRICULUM EXPERIENCES						Design and create a vector drawing.	
END POINT	In this lesson, the children are introduced to vector drawings and begin to understand that they are made up of simple shapes and lines. They use the main drawing tools within the Google Drawings application to create their own vector drawings. The children discuss how vector drawings differ from paper-based drawings.	In this lesson, children begin to identify the shapes that are used to make vector drawings. They are able to explain that each element of a vector drawing is called an object. Pupils create their own vector drawing by moving, resizing, rotating, and changing the colours of a selection of objects. They also learn how to duplicate the objects to save time.	The children increase the complexity of their vector drawings and use the zoom tool to add detail to their work. They are shown how grids and resize handles can improve the consistency of their drawings. Children also use tools to modify objects to create a new image.	Children gain an understanding of layers and how they are used in vector drawings. They discover that each object is built on a new layer and that these layers can be moved forwards and backwards to create effective vector drawings.	Pupils find out how to select and duplicate multiple objects at a single time. They develop this skill further by learning how to group multiple objects together to make them easier to work with. The children then use this knowledge to group and ungroup objects, in order to make changes to and develop their vector drawings.	The children use the skills they have gained in this unit to create a vector drawing for a specific purpose. They reflect on the skills they have used to create the vector drawing and think about why they used the skills they did. Pupils then begin to compare vector drawings to freehand paint program drawings.	The children use the skills they have gained in this unit to create a vector drawing for a specific purpose. They reflect on the skills they have used to create the vector drawing and think about why they used the skills they did. Pupils then begin to compare vector drawings to freehand paint program drawings.