

## Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing: Using Technology to Create Digital Paintings and Texts	Year: KS1 – Year 1 – Spring
NC/PoS: <ul style="list-style-type: none"><li>• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li><li>• Use technology safely and respectfully, keeping personal information private; identify where to go to for help and support when they have concerns about the content or contact on the internet or other online technologies.</li></ul>	
Prior Learning (what pupils already know and can do) Digital devices need power to turn on, there are controls to turn devices on and off, can use simple tools on an interactive whiteboard (software and pen tools).	
End Points (what pupils MUST know and remember) <ul style="list-style-type: none"><li>• To identify technology</li><li>• To use a keyboards to type on a computer and edit</li><li>• To use the freehand, shape and line tools to create a digital painting</li><li>• To combine text and digital paintings effectively</li></ul>	
Key Vocabulary mouse, trackpad/mouse, keyboard, log on/off, application/program, screen/monitor, resizing, minimise and maximise, computer/laptop, technology	
Recommended Resources: <a href="https://tinyurl.com/KS1-UsingTechnology-1">https://tinyurl.com/KS1-UsingTechnology-1</a> <a href="https://tinyurl.com/KS1-UsingTechnology-2">https://tinyurl.com/KS1-UsingTechnology-2</a> <a href="https://tinyurl.com/KS1-UsingTechnology-3">https://tinyurl.com/KS1-UsingTechnology-3</a>	
Session 1: What is technology?  What is and what is not technology in their classroom and its purpose? Does technology need to be digital or an electronic? How does technology help us?  Vocabulary: technology, computer, device, laptop	
Session 2: How do we use a laptop?  What are the parts of a laptop including screen/monitor? How do we turn laptop on? What are trackpad and keyboard used for? How can we turn the device off safely?  Vocabulary: computer, laptop, device, mouse, trackpad, keyboard, application, program, screen, icon, minimise, typing	
Session 3: How can we paint using a computer?  How can we create images on a laptop? How can we draw freehand? How can we create lines and shapes? How can colour in our drawing? What can we do if we make a mistake?  Vocabulary: images, paint, tools, drawing, lines, shape, fill, brush, pencil, rubber, undo	
Session 4: How can we write using a computer?  How we create text on a laptop? What are the different keys on a keyboard: how do we delete, make finger spaces and start a new line, how do we add capital letters? How can we change the style of the text: font size/colour/style/justification? What can we do if we make a mistake?  Vocabulary: text, keyboard, type, keys, delete, backspace, spacebar, shift, enter/return, font, justification,	

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Session 5: How can we combine paintings and texts?

How can a piece of text be enhanced using paint or vice versa? How can we import an image from one program into another: save and insert file, copy and paste? How do we ensure the content is fit for our purpose: style of painting, style of font? How can we share our final piece? How could we have changed our final piece, could we have done something better?

Vocabulary: text, paint, import, copy, paste, save, insert, file, audience, purpose

Future learning this content supports:

The content of this unit will support other units on computer systems and networks, using computers/laptops to create digital media.