Question: How is a vector drawing made?
Creating media- vector drawing.

National Curriculum Link:

-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.

International Baccalaureate Learner Profile Link:
Communicators.
How do we express and present ourselves to others?
How can we communicate with others?
We can be clear in both written and oral form?
Principled.
To take my time and think before acting.
To remain calm, thoughtful and deliberate in my actions.
Caring
What does it mean to be caring?
What people, actions and ideas do I care most about?
How do I show that I care through my actions and words?

Prior Skills: Year 4	New Skills: Year 5	Future Skills: Year 6
To explain that programs start because of an input. To explain what a sequence is. To identify that a program includes sequences of commands. To identify that the sequence of a program is a process. To build a sequence of commands. To combine commands in a program. To order commands in a program. To explain that the order of commands can affect a program's output. To identify that different sequences can achieve the same output. To identify that different sequences can achieve different outputs. To create a sequence of commands to produce a given outcome	To create graphical objects on a computer screen. To select a shape type to add to a drawing. To select a line type to add to a drawing. To add text to a drawing. To drag out an object on the page. To duplicate an object. To select an object. To delete an object. To reposition objects. To rotate objects. To resize an object. To alter object proportions. To recolour an object. To select multiple objects. To group objects. To modify multiple objects. To change the layers of an object.	To create 3D graphical objects on a computer screen. To alter the view of the 3D space. To place a 3D object in a 3D space. To select, duplicate and delete and object. To recognise that blank objects must be used as placeholders to create holes. To reposition, rotate, resize and recolour an object. To select multiple objects. To group objects. To modify multiple objects.

Knowledge, Skills and Understanding
To combine text and images in a document that showcases learning or tells a story. To learn how they can use a search engine to find answers and different types of media category e.g. images, book, videos. To create a presentation or basic digital book that is well designed, contains formatted text, images and presents information. To source, store and combine copyright free images from the internet. To know what represents an online identity E.g. images, username, information shared and digital footprint

Resources: Hardware: iPads, Computers. Microsoft PP, Publisher	Websites or Apps: Apps: Book creator. https://www.tes.com/teaching-resource/clipart-farm-creating-vector-graphics-ks2-ks3-digital-literacy-11514748

Teach computing resources.	https://teachinglondoncomputing.org/vector-drawing-puzzles/
	Extended Writing Opportunities: Data report- recommended improvements for vector drawings.
Vocabulary: Vector drawing, tools, software, paper-based, resize, rotate, zoom tool, modify objects, images, shapes, pixels.	**Numeracy skills:** Data handling.
Suggested Quality Texts: See selection in library.	**WOW Experience:** Member of NCCE to come into school.
Cross Curricular Links: Art/DT: Use of 2D and 3D shapes. x	