

<b>Question: What is desktop publishing?</b> Desktop publishing			
<b>National Curriculum Link:</b> -Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content -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			
<b>International Baccalaureate Learner Profile Link:</b> <b>Communicators.</b> 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? <b>Reflective</b> Remaining open to continuous learning. Striving to be accurate and precise. Strive to not be complacent. <b>Balanced.</b> To understand the impact on my mind, body and emotions. Understanding the impact on others.			
<b>Prior Skills: Year 2</b>  To know what to press or tap to take a picture. To know how to hold a device safely and responsibly. To capture a digital image. To focus. To review photos taken. To zoom in and out. To delete poor-quality images. To edit a photo. To recolour a photo. To crop a photo.	<b>New Skills: Year 3</b>  To show that page orientation can be changed. To add text to a placeholder. To edit text in a placeholder. To choose fonts and apply effects to text. To organise text and image placeholders in a page layout. To add and remove images to and from placeholders. To move resize and rotate images. To review a document	<b>Future Skills: Year 4</b>  To recognise that digital images can be manipulated. To recognise that images can be changed for different purposes. To use the most appropriate tool for a particular purpose. To recognise that not all images are real. To consider the impact of changes made on the quality of the image.	

**Knowledge, Skills and Understanding**

To use different media and file types.

To know how to cut, copy and paste an image, text box, word art and clipart onto a document.

To learn how they can use a search engine to find answers and different types of media category e.g. images, book, videos.

To know how to use a range of presentation applications, using a range of digital devices.

To know how to log on/unlock a digital device.

**Challenge**

**Resources:**

Hardware: iPads,  
Computers  
Adobe  
Spark/Publisher.

Teach computing  
page.

**Websites or Apps:**

[https://kids.kiddle.co/Desktop\\_publishing](https://kids.kiddle.co/Desktop_publishing)

[https://academickids.com/encyclopedia/index.php/Desktop\\_publishing](https://academickids.com/encyclopedia/index.php/Desktop_publishing)

<https://www.twinkl.co.uk/resource/tp2-i-204-planit-computing-year-3-drawing-and-desktop-publishing-lesson-6-effective-layouts-lesson-pack>

**Extended Writing Opportunities:**

English- writing section for magazine using proof reading skills.

**Vocabulary:**

Text, images,  
communicate, edited,  
page orientation,  
template, publish,  
publication.

**Numeracy skills:**

Basic counting of features in magazine.

**Suggested Quality**

**Texts:**

See selection in library.

**WOW Experience:**

Visit local library to look at a range of magazines, discuss differences. Focus on layouts of pages.

**Cross Curricular Links:**

Art: Designing magazine front covers for effect.

History: Magazine cover about historical event.