



# Lyng Primary School Knowledge Organiser

## Information Technology



Topic: IT

Drawing and publishing

Year 3

Spring 1

### Aims of this unit

- Select, use and combine a variety of software 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.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Demonstrating a variety of publishing skills such as:
  - Draw with different shapes and lines.
  - Order and group objects.
  - Manipulate shapes and lines.
  - Recognise an effective layout.
  - Combine text and images.
  - Lay out objects effectively



### What Goldilocks and Step On words will I use?



Spelling	Defintion
Text box	A section or object on a page that allows a user to enter text.
Format	The way in which text or pictures are set out.
Wrap text	A feature that shows all of the information in a cell, even if the cell overflows the cell boundary.
Aspect ratio	The ration of the width to the height of an image or screen.
Layout	The way in which text or pictures are set out on a page.
Font	Style of text on the screen.

### Outcomes

#### All children

- Draw objects
- Insert text boxes and images

#### Most children

- Order and group objects
- Move, resize and arrange text boxes and images effectively.

#### Some children

- Manipulate objects.
- Create a layout of objects with no unnecessary space using colour and font effectively.

Spring Term 1

Drawing and publishing

### Agreed outcome:

Children will create a Topic web poster linked to the Romans.

### In this unit...

Children will develop their graphic and presentation skills by introducing drawing as opposed to painting. It also helps to further their children's understanding of layouts using a desktop publishing application. Children will learn to draw, order, group and manipulate objects to make a picture.

