

Spring 1 Year 5 – Vector Graphics

Computing Concepts



Presentation

Presentation
Expressing ideas



Systems

Systems
Knowing how to create and use programmes



Digital world

Digital World
Knowing how to use a range of technology

Curriculum Objectives

- 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.

Learning Overview

In this unit, learners start to create vector drawings. They learn how to use different drawing tools to help them create images. Learners recognise that images in vector drawings are created using shapes and lines, and each individual element in the drawing is called an object. Learners layer their objects and begin grouping and duplicating them to support the creation of more complex pieces of work.

Lessons will cover:

- The drawing tools
- Creating images
- Making effective images
- Layers and objects
- Manipulating objects
- Create a vector drawing