




# What I Need to Know: Y3 Computing: Creating Media - Desktop Publishing

*We nurture the curiosity to learn, the courage to lead and the compassion to care.*

In this unit we are learning to use desktop publishing software. We will add text and images to our work and consider font size and colour. We will also learn about how desktop publishing is used in the real world.

 <b>Create, Communicate &amp; Evaluate</b>	
Create a poster/newspaper page about a trip to Celtic Harmony	
 <b>Question, Reason, Discuss &amp; Explain</b>	
Identify and discuss the advantages and disadvantages of using text and images	
Explain that text can be changed to communicate more clearly	
Explain what 'page orientation' means	
I can identify and discuss the uses of desktop publishing in the real world	
 <b>Know &amp; Do</b>	
Know that text and images can communicate messages clearly	
Know that font style, size and colour can be changed and edited	
Use placeholders and say why they are important	
I can paste text and images to create a magazine cover	
I can make changes to content after I have added it	
I can identify different layouts and choose a suitable layout for a given purpose	
<b>Vocabulary I need to know...</b>	
text, images, advantages, disadvantages, communicate, font, style, template, desktop publishing, copy, paste, layout, purpose, benefits	
<b>Opportunities to support English and maths</b>	
Publish work from English lessons Create a set of steps to success of "How to ..." for maths	
<b>Curriculum Links and Enrichment Activities</b>	
<ul style="list-style-type: none"> <li>• Work collaboratively with others to create brochure, magazine, newspaper</li> <li>• Look at commercial and school use of desktop publishing e.g. worksheets etc</li> <li>• Include pupil photography from trip/Stone Age Day in their work</li> </ul>	