BILSTON CHURCH OF ENGLAND PRIMARY

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing	Publishing	Year 3	Spring 1	6 hours

Software/App – laptops and i-pads – Microsoft word/publisher/canva

Vocabulary

- Text
- Images
- Advantages
- Disadvantages
- Communicate
- Font
- Font style
- Template
- Landscape
- Portrait
- Orientation
- Placeholder
- Layout
- Content
- Copy
- Paste
- Desktop publishing

Lesson Sequence	Time Allocation	Key Question/WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: recognise how text and image communicate different information	**Introduction**: To establish whether the learners understand the terms 'text' and 'images' and which they think would be best for communicating messages. **Activity 1**: To assess learners' understanding that text and images are used to communicate messages and that sometimes this is done more effectively than others. **Activity 2**: To assess learners' ability to understand different signs, assess which are easy or hard to understand, and consider why. **Activity 3**: To assess learners' understanding of the advantages and disadvantages of using text, images, or both text and images to convey messages clearly. **Plenary**: To assess learners' understanding that some signs are easier to understand than others due to the text or images used. To assess learners' understanding of the advantages and disadvantages of using images to communicate messages.	Teach computing unit – desktop publishing Laptops/i-pads Different design apps (publisher/canva etc)
Lesson 2	1 hour	WALT: recognise that text and layout can be edited	**Introduction:** To assess learners' current awareness of the term 'desktop publishing' and what this means. **Activity 1:** To assess learners' understanding of the tools used for changing font size, colour, and type. **Activity 2:** To assess learners' ability to change font sizes, types, and colours. **Activity 3:** To assess learners' understanding of the Shift, Backspace, and Return keys and their ability to type age-appropriate punctuation, edit and rearrange content on the page. **Plenary:** To assess learners' understanding of the keyboard when adding text.	Teach computing unit – desktop publishing Laptops/i-pads Different design apps (publisher/canva etc)

Lesson 3	1 hour	WALT: choose appropriate page settings	Introduction: To assess learners' understanding of the term 'template'. Activity 1: To assess learners' understanding of the terms 'page orientation', 'landscape', and 'portrait'. Activity 2: To assess learners' knowledge of magazine cover layouts. Activity 3: To assess learners' understanding of placeholders. Activity 3: To assess learners' ability to create their own template for a magazine using placeholders to create a template. Plenary: To assess learners' understanding of placeholders.	Teach computing unit – desktop publishing Laptops/i-pads Different design apps (publisher/canva etc)
Lesson 4	1 hour	WALT: add content to a desktop publishing document	Introduction: To assess learners' understanding of the benefits of creating templates using placeholders. Activity 1: To assess learners' ability to find and open work created previously. Activity 2: To assess learners' ability to copy and paste from one file to another and delete content when needed. Activity 3: To assess learners' ability to add and delete images. Plenary: To assess what learners have learnt independently during the lesson.	Teach computing unit – desktop publishing Laptops/i-pads Different design apps (publisher/canva etc)
Lesson 5	1 hour	WALT: identify different layout	Introduction: To assess learners' ability to name the type of text based on the layout of the page. Activity 1: To assess learners' ability to name different types of layout. Activity 2: To assess learners' ability to match the layout of text to its purpose.	Teach computing unit – desktop publishing Laptops/i-pads

			Activity 3: To assess learners' ability to choose a layout suitable for a given purpose and give reasons for their choices.	Different design apps (publisher/canva etc)
			Plenary: To assess learners' ability to name the benefits of a certain type of layout.	
Lesson 6	1 hour	WALT: identify the uses of desktop publishing in the real world	**Introduction:** To assess learners' understanding of the term 'desktop publishing'.	Teach computing unit – desktop publishing
			Activity 1: To assess learners' understanding of the benefits of desktop publishing to people in a range of jobs.	
			Activity 2: To assess learners' understanding of how desktop publishing compares to handwritten methods.	Laptops/i-pads
			Plenary: To assess learners' understanding of the advantages of producing content using desktop publishing, compared to a handwritten approach.	Different design apps (publisher/canva etc)