St Augustine's Catholic Academy
Computing Intent Lent 2

Year 1/2 Cycle A Topic	Digital painting 1A Creating Media
National Curriculum	• Use technology purposefully to **create**, organise, **store, manipulate and retrieve digital content.** • Use technology safely and respectfully.
Core Knowledge	1. Know what different freehand tools do on paint. Know how to click on a tool and draw a line. Know how to create multiple lines using different tools. 2. Know how to use shape and line tools. Know how to use a mouse to drag a shape. Know how using drag can change the size of a shape. 3. Know how to choose the correct tool for a desired effect. Know how to use multiple tools on one piece of work. Know how to combine tools to create different effects. 4. Know how to give reasons for my choices in a digital picture. Know how to use the eraser tool. Know how to use the undo for a previous action. 5. Know how to create a picture using a range of different tools. Know how to change the colour of a tool. Know how to change the size of a tool. 6. Know how digital art differs from art on paper. Know how digital art is used today.
Wider Knowledge	• Know the name of a range of tools: shape, fill, pencil, brush. • Know what these tools do. • Know which tools are best for a certain job e.g. fill to colour in large spaces. • Know how save my work once completed. • Know how to retrieve saved work. • Know to save my work under a memorable name.
Skills	• Create a picture using freehand tool. • Use shape and line tools when precision is needed. • Use a range of paint colours. • Use the fill tool to colour an enclosed area. • Use the undo button to correct a mistake. • Combine a range of tools to create a piece of artwork.
Diversity Links	
Vocabulary	Tool, select, dot, line, shape, colour.
Evidence	Save paintings from lessons 3, 4 and 5 onto class server.

St Augustine's Catholic Academy
Computing Intent Lent 2

Year 3/4 Cycle A Topic	Creating Media 3A Stop Frame Animation
National Curriculum	• **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.
Core Knowledge	1. Know that an animation is a sequence of drawings or photographs. Know a flip book is a type of animation. Know that there needs to only be a small change in each image. 2. Know that animated movement is a sequence of images. Know that an animated movement is a sequence of images play one after the other. Know why little changes are needed for each frame. 3. Know how to plan an animation. Know how to break a story into smaller parts. Know breaking a story into smaller parts is called decomposing. 4. Know that when taking images on a digital device for animation the device needs to be in a fixed position. Know how to use onion framing in stop motion. Know why onion skinning is effective in animation. 5. Know how to use feedback to improve an animation. Know how to use feedback to make changes to my animation. Know how using the correct vocabulary will back feedback given more valuable. 6. Know how to add other media and effects to create a final film. Know how to use transitions to create a smoother animation.
Wider Knowledge	• Know that animations can be created on and off screen. • Know how animations have changed over time. • Know how to capture an image on a digital device. • Know why a clear background is important. • Know how to create a storyboard. • Know how to review a sequence of frame. • Know how to explain how adding different media has improved my animation.
Skills	• Set up the work area with an awareness of what will be captured. • Plan an animation using a storyboard. • Capture an image on a digital device. • Use the onion skinning tool to review subject position. • Move a subject between captures. • Review a captured sequence of frames as an animation. • Remove frames to improve an animation. • Add media to enhance an animation. • Review a completed project.
Diversity Links	Handel Euguene- helped with the animation on Spider-man Homecoming, and Black Panther.

Vocabulary	Animation, stop frame animation, frame, onion skinning, sequence, consistent, character, event, setting.
Evidence	iMotion video on ipads

Knowledge in red aimed at Y5, Knowledge in green aimed at Y6, Knowledge in black aimed at both Y5 and Y6.

Y5/6 Cycle A Topic	Creating Media Vector Drawing 5A
National Curriculum	• 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.
Core Knowledge	1. Know that vector drawing is a computer graphic made from shapes and lines. Know a range of tools used in vector drawings. Know how a vector drawing differs from a paper drawing. 2. Know how to create a vector drawing. Know shapes and lines used in a vector drawing are called objects. Know how to move, resize, rotate and change the colour of objects used. Know how to use multiple tools at the same time. 3. Know tools e.g. zoom can be used to increase the complexity of a vector drawing. Know how to use the zoom and alignment grid tools. Know how using these tools improve consistency in a vector drawing. 4. Know that vector drawings consist of layers. Know how to identify the layers within a vector drawing. Know how to use multiple layers to create an image. 5. Know how to use the select and duplicate tools. Know how to duplicate objects. Know how to reuse a group of objects. 6. Know how to create a vector drawing for a specific purpose. Know how to combine tools previously used. Know how to compare a vector drawing to a freehand paint drawing.
Wider Knowledge	• Know how to use the main drawing tools within a drawing application. • Know how duplicating can save time. • Know how to use tools to achieve a desired effect. • Know how to use tools to develop a vector. • Know how to explain how feedback has improved a program.
Skills	• Add an object to a vector drawing. • Select one object or multiple objects. • Delete objects. • Group and ungroup selected objects. • Move objects between the layers of a drawing. • Duplicate objects using copy and paste.

	• Modify objects • Reposition objects. • Combine options to achieve a desired effect.
Diversity Links	**Katherine Johnson** Her work as a mathematician and "human computer" was critical to the success of the NASA US Space Programme in the 1950s and 60s. She was keen to learn quickly and asked lots of questions in her role at NASA, which led to her working on the project to get people into space. She researched using geometry for space travel and ultimately her analyses were used to send people to the Moon.
Vocabulary	Vector, drawing tool, object (each element of a vector drawing) resize, rotate, alignment grid, resize handle.
Evidence	Saved vector drawing/annotations.