





Subject: Computing		Year group: 4 Term: Spring 1		Title: Text and Images							
<p>What should I know?</p> <ul style="list-style-type: none">• That some tasks and problems require a variety of software tools to accomplish them• That evaluation and improvement are vital parts of the design process and that ICT allows changes to be made quickly and efficiently• That presentations and projects need to be analysed and evaluated and suitable changes suggested to improve it• To begin to understand how images from different sources are used to enhance a presentation or communicate an idea• Know a range of ways to report concerns about content and content• To know how to create new slides on Microsoft Powerpoint and add content to them.		<p>Facts I will learn ...</p> <ul style="list-style-type: none">• That IT can automate manual processes e.g. find and replace and understand the advantages and disadvantages of this• That images, 3D representations, sounds and text can be subject to copyright and abide by copyright rules when creating a presentation• That a presentation can be linear or non-linear and how to create hyperlinks between slides.• How to add sound to a powerpoint to be able to play when the slide comes on.• Recognise healthy and unhealthy online behaviours• Recognise how to interact with people online respectfully 		<p>Key questions ...</p> <ul style="list-style-type: none">• What is a hyperlink and how can I add one into my presentation?• How can your online and offline identity be different?• How can we be respectful online and what are healthy or unhealthy online behaviours?• • What are the rules of copyright and how can I abide by these in my presentation? 							
<p>Key Skills...</p> <ul style="list-style-type: none">• To use different font sizes, colours and effects to communicate meaning for a given audience		<p>Experiences that school may provide:</p> <ul style="list-style-type: none">• To create a presentation about the life of an artist		<table><tr><th>Key vocab</th><th>Definition</th></tr><tr><td>Interactive</td><td>Allowing a two-way flow of information between a computer and a computer-user; responding to a</td></tr><tr><td></td><td></td></tr></table>		Key vocab	Definition	Interactive	Allowing a two-way flow of information between a computer and a computer-user; responding to a		
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- To use page setup to select different page sizes and orientations
- To use cut, copy and paste to refine and re-order content
- To use appropriate editing tools to ensure their work is clear and error free, e.g. spell checker, thesaurus, find and replace
- To select and import sounds and graphics from other sources
- To use and combine internet services such as those that provide images, sounds, 3-D representations and graphic software
- To recognise and use key layout and design features, e.g. text boxes, columns and borders
- To insert and edit simple tables
- To create a range of hyperlinks and produce a non-linear, interactive presentation



Web links

<https://www.connectsafely.org/cyberbullying/>

Experiences that could be provided at home...

- Practise creating simple presentations and posters on a device using some of the key skills

	user's input.
Automated Manual Processes	An action that can be completed automatically saving time.
Non-Linear	Non-linear presentations allow you to navigate through material without having to follow a strict order.
Hyperlink	A link from a hypertext document to another location, activated by clicking on a highlighted word or image.
AUP	Acceptable Use Policy