

## Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Advertising a New Logo	Year: UKS2 – Year A – Spring
NC/PoS: <ul style="list-style-type: none"><li>• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li><li>• Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li><li>• 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</li><li>• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li></ul>	
Prior Learning (what pupils already know and can do) How computers are technology and what they can be used for individually, how to use the keyboard and mouse to create digital paint and text and how they can be combined for a purpose. How devices can be connected to form a network, how the internet and world wide web work, to use photographs to create a stop-motion animation and how video can be enhanced using text, the benefits of using a storyboard to plan a video, that a video can be improved through editing	
End Points (what pupils MUST know and remember) <ul style="list-style-type: none"><li>• To understand what is meant by a computer system</li><li>• To recognise the benefits and implications of sharing information online</li><li>• To design and create a vector drawing</li><li>• To use a digital device to record, capture and edit a video using a range of technique</li><li>• To plan, create and evaluate an advert for a new logo</li></ul>	
Key Vocabulary System, network, internet, device, process, collaboration, data, IP address, url, system, vector drawing, video production, logo, advertise	
Recommended Resources: <a href="https://tinyurl.com/UKS2-AdvertiseALogo-1">https://tinyurl.com/UKS2-AdvertiseALogo-1</a> <a href="https://tinyurl.com/UKS2-AdvertiseALogo-2-OA">https://tinyurl.com/UKS2-AdvertiseALogo-2-OA</a> <a href="https://tinyurl.com/UKS2-AdvertiseALogo-3">https://tinyurl.com/UKS2-AdvertiseALogo-3</a> <a href="https://tinyurl.com/UKS2-AdvertiseALogo-4-OA">https://tinyurl.com/UKS2-AdvertiseALogo-4-OA</a> <a href="https://tinyurl.com/UKS2-AdvertiseALogo-5">https://tinyurl.com/UKS2-AdvertiseALogo-5</a> <a href="https://tinyurl.com/UKS2-AdvertiseALogo-6-OA">https://tinyurl.com/UKS2-AdvertiseALogo-6-OA</a>	
Session 1: What is a system?  How can components work together to form a system? How are devices and processors connected? How can computer systems help us?  Vocabulary: system, device, process, connect, internet, Wi-Fi, input, output,	
Session 2: Sharing information  How can systems use the internet? Why do devices have unique addresses? How can people work together in different locations? How can files be shared online?  Vocabulary: internet, connect, system, online, unique resource location, collaboration, share, device, network	
Session 3: Vector Drawing  How are vector drawings made? How can we change shapes to create a new image? How can duplicating shapes save time? How can drawings become more complex and how can we make it easier to see? How	

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can we modify the objects in our drawing? How can layering improve our drawing? What impact does changing the order of layers have? How can we move multiple objects at the same time?

Vocabulary: vector drawing, layer, shapes, modify, group, manipulate, order, object, combine

### Session 4: Video Production

What devices can be used to create videos? Why do videographers use different camera angles? What techniques can be used to improve our video? How can we edit our video? What software can be used to edit? Can we trim our video and add additional footage?

Vocabulary: video, production, camera, camera angles, footage, edit, software, trim,

### Session 5: Designing a logo

How can we create a new logo for a company: Chester Zoo? What shapes can be included? What techniques can be used to develop an interesting design? How can we make our design stand out? How will we ensure our logo fits the purpose?

Vocabulary: vector drawing, logo, design, purpose,

### Session 6: Advertising a logo

How can a storyboard be used to help when creating videos? How can we plan each scene? Could we use a script to support? How can we display our logo? Where will be best to film our advert? How can we share our final piece? How could we have changed our final piece? Would we have done something better?

Vocabulary: storyboard, advertise, video, logo, film, software, scene

Future learning this content supports:

The content of this unit will support other units on understanding of computing systems and online collaborative working, creating media and programming.