


**Computer Science Department - Year 8: Digital Literacy**

 <b>Shirley High Curriculum Map</b>	<b>A Year 8 student will be introduced to desktop publishing and graphics applications. The student will explore the functions and capabilities of both packages. It will encourage students' to appreciate the enormous capabilities of each package and how they can be used not only in school life and throughout a person's career.</b>	
	<b>Term</b> <b>Digital Literacy is taught in a termly carousel</b>	
	Theme/Topic/Skill:	Theme/Topic/Skill:
	Desktop Publishing	Graphic software & Animation
<b>Why Now?</b>	Developing on from their understanding and use of presentations and in year 7, the learners will be introduced to the skills required to use DTP. This involves using the computer to create visual displays of ideas and information by combining images and text to produce attractive layouts and designs to effectively communicate a message.	The learners will be introduced and develop their skills in the design and development types of images. They will undertake creative projects that involve selecting, using, and combining multiple applications.
<b>Fundamental Concepts</b>	Drawing tools, Orientation, fonts, sizes and styles, formatting, Templates,	Vector, Bitmap, Shapes, cutting, use of text, colours, grouping, Paint brush
<b>Students will...</b>	Learn about: Desktop publishing <ul style="list-style-type: none"> <li>Understand why DTP (Microsoft Publisher) is used.</li> <li>Familiarise with some of the main features</li> <li>Know how to use the drawing tools.</li> <li>Set up page orientation portrait / tall</li> <li>Learners will be able to plan and create an effective publication for a specific audience and purpose.</li> <li>be able to set up and understand templates</li> <li>Know how to apply templates.</li> <li>Be able to format publications</li> <li>Use templates</li> <li>Know how to find suitable fonts, sizes and styles.</li> <li>Be able to use the given the approximate positioning of the text and image</li> </ul>	Learn about: Graphics <ul style="list-style-type: none"> <li>The types of graphics(vector &amp; Bitmap)</li> <li>What is the difference between the two types of graphics?</li> <li>The main features of Vector's tools</li> <li>Cut a shape up using the knife tool</li> <li>Make shapes appear to be inside another shape</li> <li>Smash an object into small pieces</li> <li>Understand how Shapes and Lines can be used.</li> <li>Know how to apply the basic graphic tools such as...</li> <li>Text</li> <li>Add Colours</li> <li>Arrange and Group objects</li> <li>Paint Brush</li> <li>Animation Frames</li> <li>Apply animation to shapes created with the application.</li> </ul>
<b>Language for Life (Key terms/Vocabulary)</b>	<ul style="list-style-type: none"> <li>Publication</li> <li>Orientation</li> <li>Template</li> <li>Features</li> </ul>	<ul style="list-style-type: none"> <li>Vector</li> <li>Bitmap</li> <li>Objects</li> <li>Frames</li> <li>Frames Rate</li> </ul>
<b>Extended writing Opportunities</b>	Every topic has the opportunity to be extended through further assessments and activities	
<b>Maths Across the Curriculum</b>	Measure lengths and heights	Geometry and Measures interpret scale factors for enlargements
<b>Links to careers/aspirations</b>	Newsletter Designer Graphic Designer Web designer Operation Coordinator Administrative Assistant Communications Officer	Graphic designer. Graphic designers Production artist Marketing specialist Creative assistant Production artist
<b>Cultural Capital</b>	Looking at marketing websites, retail magazines , trade magazines Reading news articles, magazine articles looking at the presentation of the graphics and layout.	
<b>Practical Application of Skills</b>	Write newspapers articles Creating Calendar Use Brochure templates and explore the different tools.	Apply the skills learnt into the project assigned. Create animations to promote a business.