

TSS Primary Computing MTP 2023-2024 Year 5 Block 3 – Vector Drawings



Week	Key Targets and Learning Objectives	Key Activities	Key Vocabulary
1	 To identify that drawing tools can be used to produce different outcomes I can recognise that vector drawings are made using shapes I can identify the main drawing tools I can discuss how a vector drawing is different from paper-based drawings 	 In this lesson learners will be introduced to vector drawings and begin to have an understanding that they are made up of simple shapes and lines. Learners will use the main drawing tools within a software package. Learners will discuss how vector drawings differ from paper-based drawings. 	 Vector, drawing tools, shapes, object, icons, toolbar
2	 To create a vector drawing by combining shapes I can identify the shapes used to make a vector drawing I can explain that each element added to a vector drawing is an object I can move, resize, and rotate objects I have duplicated 	 During this lesson learners will begin to identify the shapes that are used to make vector drawings. They will be able to explain that each element of a vector drawing is called an object. Learners will create their own vector drawing by moving, resizing, rotating, and changing the colours of a selection of objects. They will also learn how to duplicate the objects to save time. 	Vector drawing, object, move, resize, colour, rotate, duplicate/copy
3	 I can use the zoom tool to help me add detail to my drawings I can explain how alignment grids and resize handles can be used to improve consistency I can modify objects to create different effects 	 During this lesson learners will continue to increase the complexity of their vector drawings by using the zoom tool to help them add detail. Learners will begin to understand how grids and resize handles can be used to improve consistency in their drawings and use tools to modify objects, creating different effects. 	Organise, zoom, select, rotate, object, alignment grid, resize, handles, consistency, modify
4	 To recognise that vector drawings consist of layers I can identify that each added object creates a new layer in the drawing I can identify which objects are in the front layer or in the back layer of a drawing I can change the order of layers in a vector drawing 	During this lesson learners will gain an understanding of layers and how they are used in vector drawings. They will learn that each object is built on a new layer and that these layers can be moved forward and backward to create effective vector drawings.	Layers, object, front, back, order



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5	To group objects to make them easier to work with I can copy part of a drawing by duplicating several objects I can group to create a single object I can reuse a group of objects to further develop my vector drawing	During this lesson learners will be taught how to duplicate multiple objects. They will learn how to group objects to make them easier to work with, how to copy and paste these images, and then make simple alterations.	Copy, paste, group, ungroup, duplicate, object, vector drawing, reuse
6	 I create alternatives to vector drawings I can suggest improvements to a vector drawing I can apply what I have learned about vector drawings 	During this lesson learners will understand how digital images can be made from shapes or pixels. They will suggest and implement improvements to vector drawings and complete the unit by creating their own labels for the classroom using the skills they have learned.	Improvement, evaluate, alternatives, vector drawing
7		 During this final lesson learners will have the opportunity to consolidate and complete the work they have done in this unit. Learners will also check progress in code.org 	