# Computing-Year 3- Spring Term- Desktop Publishing

Prior Learning: This unit progresses our knowledge and understanding of using digital devices to combine text and images building on work from the following units; Digital painting Year 1, and Digital Photography Year 2.
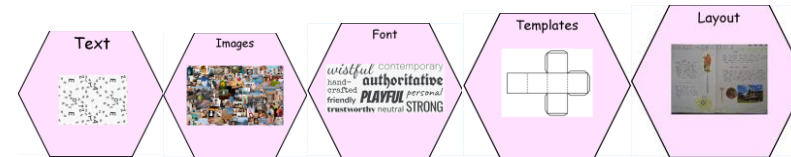
Theme: Desktop Publishing

Concept: Creating Media

Hardware: Laptops

Software: Microsoft Word or Google Docs, Adove Spark (https://express.adobe.com/sp/), http://www.pixabay.com (L4 for images)

## Words we will know!


Text | Images | Font | Templates | Layout

## 1. Words and pictures

In this lesson, we will become familiar with the terms 'text' and 'images' and understand that text and images need to be used carefully to communicate messages clearly. We will be able to give advantages and disadvantages of using text, images, or both text and images to communicate messages effectively.

## 4. Can you add content?

We will add our own content (text and images) to the magazine templates we created in lesson 3. We will copy the information for the front of their magazine from a prewritten document and paste it into the chosen place on their magazine cover. Images will be added from within the search facility in Adobe Spark.



## 2. Can you edit it?

In this lesson we will look at desktop publishing. We will think about how to make careful choices regarding font size, colour, and type in an invitation. The use of the Return, Backspace, and Shift keys will be explored and we will be taught how to type punctuation marks.

Content can be edited once created.

## 5. Lay it out

We will think about the different ways information can be laid out on a page. We will look at a range of page layouts such as letters and newspapers, and begin to think about the purpose of each of these.

## 3. Great template!

We will be introduced to the terms 'templates', 'orientation', and 'placeholders' within desktop publishing software. Then create our own magazine template, which we will add content to during the next lesson. We will use Adobe Spark to help create this.



## 6. Why desktop publishing?

We will explain what desktop publishing means in our own words. We will think about how desktop publishing is used in the wider world and consider the benefits of using desktop publishing applications.