What I already know...

- Typing skills
- Opening and using a range of software
- How to use technology safely and respectfully

Key Vocabulary

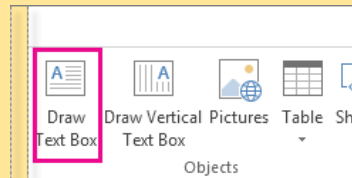| desktop publishing	Using computers to create adverts, magazines, newspapers etc
images	pictures in a document
layout	the way things are arranged on the page
content	information contained in a page
font	the style of writing used

What I will learn...

- Know how text and images convey information
- Know that text and layout can be edited
- Know and can choose appropriate page settings
- Can add content to a desktop publishing publication
- Know how different layouts can suit different purposes
- Know the benefits of desktop publishing

Arial	Tahoma
Times New Roman	Helvetica
	ONYX
Stylus	Ravie
Gothic	Nyala
Courier	broadway
Script	CASTELLAR

Draw Text Box   Draw Vertical Text Box   Pictures   Table   Sha

Objects

National Centre for Computing Education

Making a difference at The Merton

Children will become familiar with the 'text' and 'images' and understand that they can be used to communicate messages. They will use desktop publishing software and make careful choices of font size, colour and type to edit and improve premade documents.

Children will be introduced to 'templates', 'orientation', and 'placeholders' and understand how these can support them in making their own template for a magazine front cover. They will add text and images to create their own pieces of work using desktop publishing software.

Children will look at a range of page layouts thinking about the purpose of these and evaluate how and why desktop publishing is used in the real world.

Making a difference at home

Try using different publishing software at home with templates to create a range of different texts.

You could design and make your own templates or even try creating your own font.