Year 3 – Desktop publishing

Lesson	Brief overview	Learning objectives
1. Words and pictures	In this lesson, learners will become familiar with the terms 'text' and 'images' and understand that text and images need to be used carefully to communicate messages clearly. Learners will be able to give advantages and disadvantages of using text, images, emojis or both text. Images and emojis to communicate messages effectively online.	To recognise how text and images convey information • I can explain the difference between text and images • I can recognise that text and images can communicate messages clearly • I can identify the advantages and disadvantages of using text and images • I understand how to use emojis respectfully online
2. Can you edit it?	This lesson will build on last week's lesson, in which we looked at using images and text to communicate a message effectively. In this lesson we will look at desktop publishing. Learners 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 learners will be taught how to type age-appropriate punctuation marks. This will build on the typing skills learned in the Year 1 'Digital writing' unit. Learners will understand that once content has been added, it can be rearranged on the page.	To recognise that text and layout can be edited • I can change font style, size, and colours for a given purpose • I can edit text • I can explain that text can be changed to communicate more clearly

3. Great template!	In this lesson, pupils will look at the role of an editorial designer, being the person who is responsible for putting content together. Learners will be introduced to the terms 'templates', 'orientation', and 'placeholders' within desktop publishing software. The learners will create their own magazine template, which they will add content to during the next lesson. This lesson has been designed on a laptop using Canva and this is reflected in the slides. Teachers may decide to use Canva, or other software such as Microsoft Publisher.	To choose appropriate page settings • I can explain what 'page orientation' means • I can recognise placeholders and say why they are important • I can create a template for a particular purpose
4. Becoming a designer	In this lesson, learners will add their own content (text and images) to the magazine templates they created in lesson 3. They 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 Canva. Learners will recap the role of an editorial designer (introduced to them in lesson three) exploring elements of the job role in more detail.	To add content to a desktop publishing publication • I can choose the best locations for my content • I can paste text and images to create a magazine cover • I can make changes to content after I've added it
5. Lay it out	In this lesson, learners will think about the different ways information can be laid out on a page. They will look at a range of page layouts such as letters and newspapers, and begin to think about the purpose of each of these.	To consider how different layouts can suit different purposes • I can identify different layouts • I can match a layout to a purpose • I can choose a suitable layout for a given purpose
6. Why desktop publishing?	In this lesson, learners will explain what desktop publishing means in their own words. They will think about how desktop publishing is used in the wider world and consider the benefits of using desktop publishing applications.	To consider the benefits of desktop publishing • I can identify the uses of desktop publishing in the real world

		• I can say why desktop publishing might be helpful • I can compare work made on desktop publishing to work created by hand