Year 5 – Vector drawing

Lesson	Brief overview	Learning objectives
1 The drawing tools	Learners are introduced to vector drawings and begin to understand that they are made up of simple shapes and lines. They use the shape tools in the chosen software to create their own vector drawings. Learners discuss how vector drawings differ from paper-based drawings.	To identify that drawing tools can be used to produce different outcomes • I can recognise that vector drawings are made using shapes • I can experiment with the shape and line tools • I can discuss how vector drawings are different from paper-based drawings
2 Creating images	Learners begin to identify the shapes that are used to make vector drawings. They are able to explain that each element of a vector drawing is called an object. Learners create their own vector drawing by moving, resizing, rotating, and changing the colours of a selection of objects. They also learn how to duplicate the objects to save time.	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
3 Making effective drawings	Learners increase the complexity of their vector drawings and use the zoom tool to add detail to their work. They are shown how grids and resize handles can improve the consistency of their drawings. Learners also use tools to modify objects to create a new image.	To use tools to achieve a desired effect • 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 a new image
4 Layers and objects	Learners gain an understanding of layers and how they are used in vector drawings. They discover that each object is built on a new layer and that these layers can be moved forwards and backwards to create effective vector drawings.	To recognise that vector drawings consist of layers • I can identify that each added object creates a new layer in the drawing • I can change the order of layers in a vector drawing • I can use layering to create an image
5 Manipulating objects	Learners find out how to select and duplicate multiple objects at a single time. They develop this skill further by learning how to group multiple objects to make them easier to work with. Learners then use this knowledge to group and ungroup objects, in order to make changes to and develop their vector drawings.	To group objects to make them easier to work with • I can copy part of a drawing by duplicating several objects • I can recognise when I need to group and ungroup objects • I can reuse a group of objects to further develop my vector drawing
6 Becoming a graphic designer	Learners use the skills they have gained in this unit to create a vector drawing for a specific purpose. They reflect on the skills they have used to create the vector drawing and think about why they used the skills they did. Pupils will learn about the role of a graphic designer and take this on to create logo	To apply what I have learned about vector drawings • I can create a vector drawing for a specific purpose

	designs of their own. Learners then begin to compare vector drawings to freehand paint program drawings.	• I can reflect on the skills I have used and why I have used them • I can compare vector drawings to freehand paint drawings