



Year 9

Pathway 2/3/4

Computing - Term 3

Learning Intention: Computing

Project Titles:

- Faking it,
- Design an album cover
- E-waste

During this unit, students are introduced to a range of ways to use creative software effectively. Students will consider different techniques for customising and improving images. They will use graphics editing software to learn some of the more commonly used techniques in order to 'improve' the appearance of various images. Use creative solutions to design their own album cover. Be exposed to Electronic waste, which is becoming a world-wide problem as many gadgets, computers and mobile phones are discarded simply because they are not the latest model.

It is important that students have an awareness of ICT and technology in the real world. This project provides students with the opportunity to find out about such issues. They undertake their own research and then have to determine which of the information they find is relevant and accurate.

Key knowledge that should be learned during this SoW

All

Most

Some

Concept:

All students will: know about some of the different creative features used to manipulate images and have practised using them. Be able to state the cause of electronic waste and

Most students will: be able to give a couple of reasons why these creative features can cause problems whilst practising using them. To be able to list some of the health issues related to digital dumping.

Some students will have progressed further and will: able to give a balanced argument for the pros and cons of the techniques along with supporting examples through the practised activities. Be able to evaluate the long term effects of digital dumping on health and the environment.

Knowledge:	<ul style="list-style-type: none"> ● Try to find and select information that informs and clarifies the task. ● With support - Plan research ● Understand what is electronic waste 	<ul style="list-style-type: none"> ● Know about some of the different creative features used ● Identify questions to answer and problems to resolve ● With some support - Plan research ● Gain an understanding of how much e-waste is being generated around the world each year 	<ul style="list-style-type: none"> ● Analyse information visual/verbally ● Independently - Plan research ● Be able to state the cause of electronic waste ● Collaborate with others to work towards common goals
Key Skills:	<ul style="list-style-type: none"> ● To practise some of the image manipulation techniques using graphics editing software. 	<ul style="list-style-type: none"> ● To understand and remember some of the image manipulation techniques using graphics editing software. 	<ul style="list-style-type: none"> ● To independently use some of the image manipulation techniques using graphics editing software
Language and/or communication skills:	<ul style="list-style-type: none"> ● Images ● Electronic waste ● Digital dumping 	<ul style="list-style-type: none"> ● Health issues ● Manipulation techniques ● Graphics editing 	<ul style="list-style-type: none"> ● Editing ● Analyse ● Environment
Curricular Links	<p>Links to other learning within the subject are:</p> <p>English- Using the internet to effectively research a topic area and record this information in own words.writing down the software and non software changes made to the model in the Dove video. Finding and selecting the right information. Typing answers to questions.</p> <p>PSHCE- Knowing what to do if something they see online is inappropriate and having the confidence to report this to</p>		

	<p>an adult.</p> <p>Media, Graphic Design: Editing images using different techniques.</p>
--	--