



Coleman Primary School

**Key Knowledge Organiser:**

**Year 6- Summer 1**

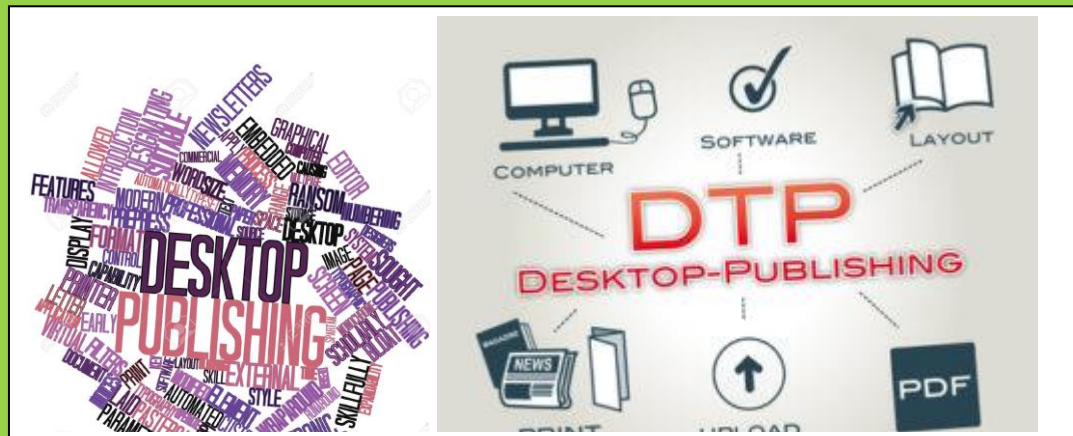
Computing: We are Publishers

In this unit, pupils produce a class yearbook or school magazine using desktop publishing tools. They source, write, edit and combine images and text from a range of sources.

**Key Vocabulary**

<b>Creative Commons</b>	licensing scheme where the creator of an original work allows others to use it without seeking further permission,
<b>e-book</b>	a book made available in digital form
<b>Desk Top Publishing (DTP)</b>	software and hardware system designed to produce high quality print (or equivalent digital) media by users without experience in publishing or printing
<b>e-pub</b>	eBook format supported by Apple Books and Google Play Books
<b>folder</b>	a collection of files in a device or network file system
<b>image</b>	picture, diagram, chart or photograph
<b>Portable Document Format (PDF)</b>	Adobe's open standard for digital versions of print media,
<b>text</b>	the written word

**Images:**



**Knowledge**

- \*To know that publishing software can be used to create a yearbook or magazine.
- \*To know how to write and review content.
- \*To know how to source digital media such as images online.
- \*To know how to demonstrate safe, respectful and responsible use of the Internet by respecting copyright.
- \*To know how to design and produce a high-quality print document.

**Skills learned prior to this unit:**

- use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of content that accomplishes given goals, including collecting and presenting data
- use technology safely, respectfully and responsibly, recognise acceptable/ unacceptable behaviour and know a range of ways to report concerns and inappropriate behaviour

**Skills learned this unit:**

- select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, **including analysing and evaluating data and information.**
- use technology safely, respectfully and responsibly, recognise acceptable/ unacceptable behaviour and know a

			range of ways to report concerns and inappropriate behaviour.
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