



Coleman Primary School

**Key Knowledge Organiser: Year 5- Spring 1**

**Computing: WE ARE ARCHITECTS**

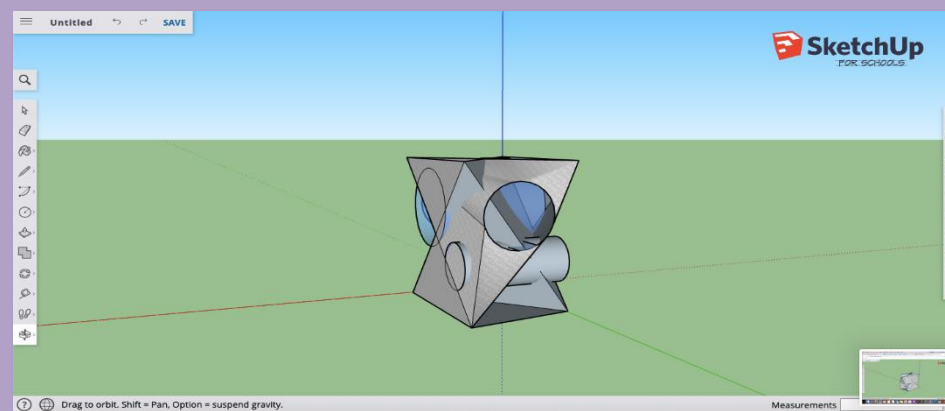
In this unit, pupils research examples of art gallery architecture, before using Trimble SketchUp to create their own virtual gallery. Finally, they use the gallery to exhibit their own artwork. In:

- Session 1 they explore existing art galleries, before sketching ideas for their own
- Session 2 they build their virtual gallery
- Session 3 they create a 3-D sculpture for their virtual gallery
- Session 4 they create furniture and fixtures for their virtual gallery
- Session 5 they hang artwork in their virtual gallery space
- Session 6 they create a virtual tour of their gallery.

**Key Vocabulary**

<b>Computer-aided design (CAD)</b>	Using computer software to help design real-world artefacts, from engineering components to buildings
<b>Creative commons</b>	Copyright licensing scheme where the creator of an original work allows others to use it without seeking further permission
<b>Photorealistic</b>	An image indistinguishable (or nearly indistinguishable) from a digital photograph
<b>Render</b>	To create a 2D image from a 3D virtual scene

**Images:**



<p>Key skills learnt prior to this unit</p> <p><u>Year one</u></p> <ul style="list-style-type: none"> <li>● use technology to create, store and retrieve digital content.</li> </ul> <p><u>Year two</u></p> <ul style="list-style-type: none"> <li>● use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul> <p><u>Year three</u></p> <ul style="list-style-type: none"> <li>● use a variety of software (including internet services) on a range of digital devices to design and create a range of content, including collecting and presenting information.</li> <li>● begin to use search technologies and understand how search results are selected</li> </ul>	<p><u>Year four</u></p> <ul style="list-style-type: none"> <li>● 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 search technologies and understand how search results are ranked.</li> </ul> <p><b>Key skills learnt in this unit</b></p> <ul style="list-style-type: none"> <li>● understand the work of architects, designers and engineers working in 3-D</li> <li>● develop familiarity with a simple CAD tool</li> <li>● develop spatial awareness by exploring and experimenting with a 3-D virtual environment</li> <li>● develop greater aesthetic awareness.</li> </ul>
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