

# Computing Planning Overview

## Year 1 Just Paint and Write Part 1 – All About Me

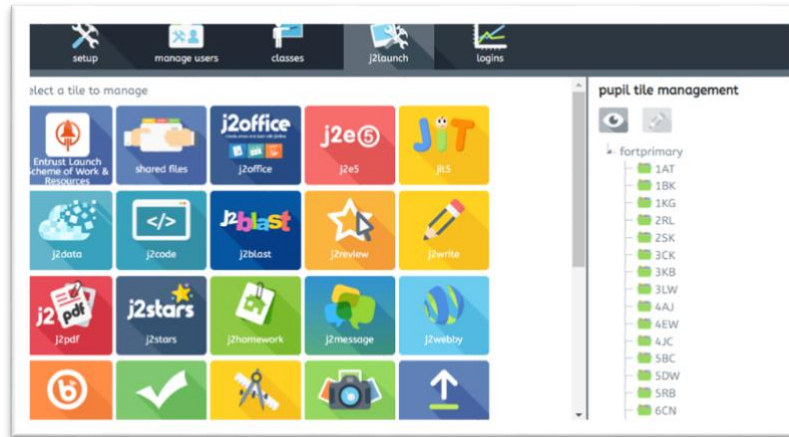
The Computing Curriculum in KS1 and KS2 can be split into 3 areas:

- Computer Science
- Information Technology
- Digital Literacy/Online Safety

<p><b>Resources:</b></p> <p>J2e login/Entrust Launch login</p>	<p><b>Information Technology.</b></p> <p><b>Task - Introduce J2e Tool Suite.</b></p> <p><b>Unit Overview:</b> Children will create a number of drawings and text files, save them and then use them in JiT5 'Write' and 'Paint' software to produce pieces of work entitled 'All about Me'.</p> <p><b>National Curriculum Subject Content:</b>  <b>Information Technology</b></p> <ul style="list-style-type: none"> <li>✓ Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul> <p><b>Digital Literacy</b></p> <ul style="list-style-type: none"> <li>✓ Use technology safely and respectfully</li> <li>✓ Keeping personal information private</li> </ul>		
	<p><b>Information Technology</b></p>	<p><b>Tasks</b></p>	<p><b>Pupil Outcomes</b></p>
<p>1</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><b>Skill: Use a range of tools within paint - change the brush size, colour and texture to draw pictures. Know how to clear a mistake. Save as a paint file, an image, and stamp.</b></p> <p><b>Create a self-portrait using the 'Paint' software in JiT5</b></p> <p>Introduce children to J2e online learning platform with lots of different tools built within it. When we save work, it will be stored online in a J2e My Files area. Discuss about the importance of keeping their login details safe and remind them about the school's AUA (acceptable use agreement) and discuss with the children the best course of action if they encounter inappropriate material when using the web - turn the screen off/turn the tablet over and tell an adult.</p>	<p>I can login to Je2/Entrust Launch with my own username and password</p> <p>I can create a JiT5 'Paint' page.</p> <p>I can use the drawing tools to</p>

## Teacher Preparation (optional)

Explain about the tiles on the Launchpad and that they will launch different pieces of software (as a teacher you may choose to limit the number of tiles available to year 1 and you do this via J2 Dashboard file then J2Launch tab



Introduce the JiT Tools. This lesson will focus on 'Paint' software to draw a picture of themselves.

- ✓ Select a blank template
- ✓ Show children how to use the paint brush, fill, rubber and texture tools and how to start again, how to change brush size, paint colour and to undo.
- ✓ Children should now draw a picture of themselves



resize my paint brush, use the fill tool and use the textures tool.

I can name and save my work.

I can save my drawing as both a Paint file and an Image file

- ✓ Show how to name and save their work as a **Paint file** and also as an **image** and a **stamp** (so that this can be re-used next lesson).

Add file name here and press save icon – this saves it as a paint file so that it can be re-opened and edited



Click on this icon to save the drawing as an image so that it can be used in other JiT applications

- ✓ Show how to close J2e (N.B. if working on an iPad the child will need to double tap the home button to close the j2e app – this automatically logs them out of the J2e app)
- ✓ Show children how you can now see their work in Pupil Files.

2

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

**Skill: Become familiar with typing on a keyboard and begin to use simple tools to change the appearance of the text. Upload an image as a background.**

**Write about themselves in 'Write' software in JiT5 by adding a simple sentence to a background picture**

Show an example of how the work might look at the end of the lesson, in JiT5.

I can add a background image to my JiT5 'Write' page and add some text.

		<p>Show this completed example:  <a href="https://www.i2e.com/jit5?fileId=2sWRGSHxVpuqDr3l">https://www.i2e.com/jit5?fileId=2sWRGSHxVpuqDr3l</a></p> <p>Recap login process (several times if required!).</p> <div style="display: flex; justify-content: space-between;"> <div data-bbox="555 355 1025 715">  </div> <div data-bbox="1041 323 1798 858"> <p style="text-align: center;"><b>Pupil Activity</b></p> <ul style="list-style-type: none"> <li>✓ Children will click on the Write Tab</li> <li>✓ Instead of using a 'Template' background, click on the 'Pictures' tab &gt; select the portrait pictures they saved last week.</li> <li>✓ Add a sentence or two to the picture.</li> <li>✓ Show children how to start again, change font size and colour.</li> <li>✓ Show children how the text can be read out to them by clicking in the speech bubble.</li> </ul> <ul style="list-style-type: none"> <li>✓ Name and save their work.</li> <li>✓ Plenary – share a few via the teacher's 'pupils files'.</li> </ul> </div> </div>	<p>I can name and save my work.</p>
<p>3 and 4</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><b>Skill: Independently use paint tools, including adding relevant stamps, to build up a picture.</b></p> <p><b>Create a family/friends picture using the 'Paint' software in JIT5.</b></p> <p>At the end of this unit the children will make a book of all their work each week. So, children could create multiple pictures about themselves/their family/their pets/hobbies etc</p> <p>Example completed JIT File: <a href="https://www.i2e.com/jit5?fileId=9JWfFOMEQxXJNfdR">https://www.i2e.com/jit5?fileId=9JWfFOMEQxXJNfdR</a></p> <ul style="list-style-type: none"> <li>✓ Recap login process.</li> </ul>	<p>I can use JIT5 'Paint' tools to create drawings and save as a <b>paint file</b>, an <b>image</b> and as a <b>stamp</b></p> <p>I can use stamps to create a picture</p> <p>I can add text to a speech bubble stamp.</p>

- ✓ Launch JIT5 tool suite and check everyone is on the 'Paint' tab.
- ✓ Recap on how to start again and learn how to change brush size, paint colour and to undo.
- ✓ Select the blank background to draw their pet/hobby/sibling etc
- ✓ Name and save their work as all 3:

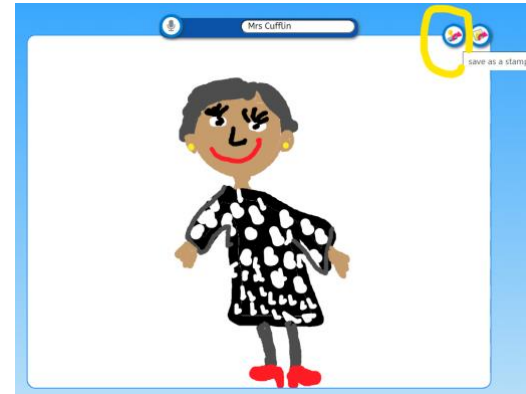
A paint file

An image file

A Stamp

### Pupil activity

- ✓ Load a new paint file
- ✓ Add a background from the selected template images – e.g park/jungle/beach
- ✓ Add stamps to build a picture, from the library of stamps (could be about their pet e.g. a dog stamp added to a park background).



I can name and save my work.



Add stamps here. Change the selection by clicking on the word e.g. in this example Animals is the topic selected.

You can see 'My Stamps' here, this is where all the stamps you have created can be found.

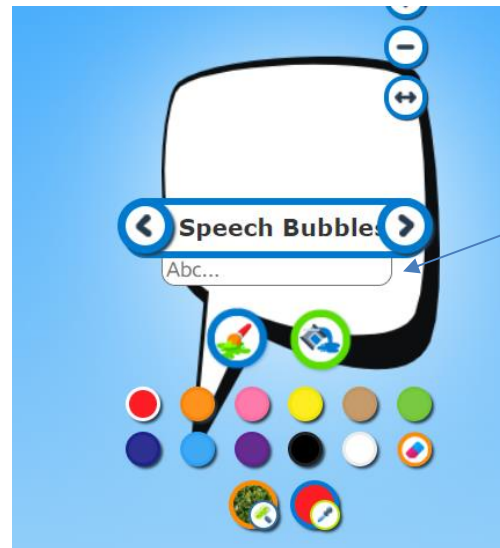
- ✓ Learn how to resize and flip the characters to face' the other way.
- ✓ Save each picture they created as a **Paint file**, an **Image** and a **Stamp**

**Skill: Know how to add a text stamp and customise the text before adding to the paint file.**

#### **Lesson 4**

### Pupil Activity

- ✓ Paint a picture of someone in their family or a friend. Save this image as a **Paint file**, an **Image** and a **Stamp**, repeat so children have a stamp for each character they want in their picture
- ✓ Add a new paint file and select a background e.g. park
- ✓ Make a picture of you and your friends/family in a park using My Stamps -
- ✓ Next add a stamp from their 'My Stamps' they can then select a stamp of themselves to add into their picture.
- ✓ Next go back to My Stamps and select the picture of their friend/family, add that to the picture
- ✓ Extension add speech bubble to the stamp of themselves.



Add text to a 'Stamp' speech bubble here

- ✓ Name and save their work.
- ✓ Plenary – share a few via the teacher's 'pupils files'.

<p>5</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><b>Skill: With increasing independence, type on the keyboard and begin to use simple tools to change the appearance of the text. Upload an image as a background.</b></p> <p><b>Create assets using JIT5 'Write' software adding photographs</b></p> <ul style="list-style-type: none"> <li>• Online Safety: Develop an awareness of being a responsible user of technology in the way they comment / feedback / review other people's work – establish a culture of positive, helpful comments.</li> <li>• Begin to develop an understanding that their pictures and text will only be seen by people who have access to their account – the teacher, the child, maybe their parents if they have access to the child's login.</li> </ul> <p><b>Teacher prep'</b> – Children will need a photograph of themselves uploaded to their 'My Files'. If using iPads and the J2e/Entrust Launch app &gt; login &gt; launch the camera from within the app (icon at the top of the screen) &gt; take the photo and it will automatically go to their My Files. If not, the teacher could take the photos &gt; upload them to their My Files &gt; share them individually with the children.</p> <ul style="list-style-type: none"> <li>• Launch JIT5 tool suite and check everyone is on the 'Write' tab.</li> <li>• Instead of using a 'Template' background, click on the 'Pictures' tab to find their photograph, which will appear amongst recent photos if the image was saved to their My Files, or will be under the 'shared images' (Orange people icon) if it was shared to them.</li> <li>• Add two or three sentences about themselves.</li> <li>• Recap on how to start again and learn how to change font size, font colour and to undo.</li> <li>• Name and save their work.</li> <li>• Allow time for peer to peer feedback.</li> <li>• Plenary – share a few via the teacher's 'pupils files'.</li> </ul>	<p>I can add a photograph and write some sentences about myself using JIT5 'Write' software.</p> <p>I can name and save my work.</p> <p>I can give responsible and respectful feedback to a partner.</p>
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