

# Computing Planning Overview

## Year 2 Ways to Present Information

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

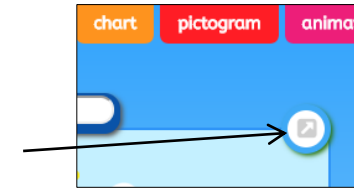
- Computer Science
- Information Technology
- Digital Literacy

<p><b>Resources:</b></p> <p>J2e/Entrust Launch account details.</p> <p>JIT5 software</p>	<p><b>Information Technology.</b></p> <p><b>Task – Ways to present Information</b></p> <p><b>Unit Overview:</b> Design assets using JIT5 ‘Paint’, ‘Write’, and ‘Animate’ tools to present information clearly and effectively.</p> <p><b>National Curriculum Subject Content:</b></p> <p><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/Online-Safety</b></p> <ul style="list-style-type: none"> <li>✓ Use technology safely and respectfully</li> <li>✓ Keeping personal information private</li> <li>✓ Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</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: Search for appropriate images online and use paint tools to create additional features to design a digital picture that tells/explains a specific story or process.</b></p> <p><b>Create a painting that can be used as a background to my JIT5 ‘Write’ work later.</b></p> <p><b>Online Safety:</b> Reinforce online safety guidelines of using cloud based software – Who can see your work? What impression does it give? Don't give away personal information? Remind the children about the school's AUA (acceptable use agreement). Know the importance of keeping their password and username safe.</p> <p>The topic or theme of the eBook can be changed to suit your curriculum. The example below is based on a theme of Plants.</p>	<p>I can create a painting using JiT5 ‘Paint’ software.</p> <p>I can save my painting as a picture to use later.</p> <p>I can name and save my work.</p>

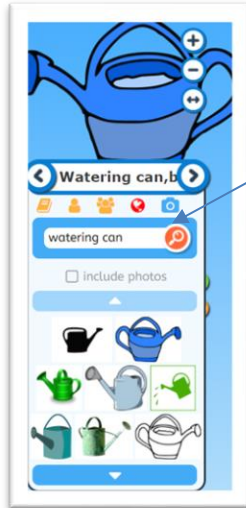
- ✓ What do plants need to grow? Watch this short video <http://www.bbc.co.uk/guides/zxxsyrd>. Make a note of the key things a plant needs.

Pupil activity:

- ✓ Launch JIT5 > 'Paint' and recap on – start again, open a template, undo, change brush size, paint, 'jug fill'.
- ✓ Use the 'Park' template and draw a picture with a plant being watered and a clock. Use the 'action' button (top right) to save the painting as a picture.




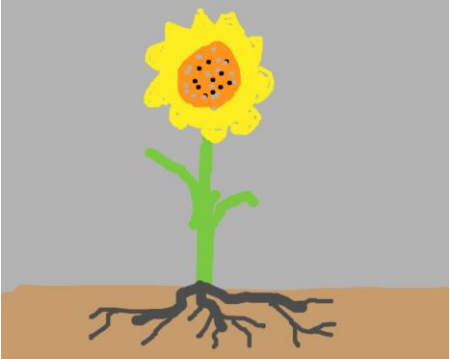

- ✓ Children add an image shared with them by the teacher (e.g. save and share a clock image, make sure it is a transparent image without a white background)
- ✓ Children add an image from an internet search



Show children how to search for and add images for the internet

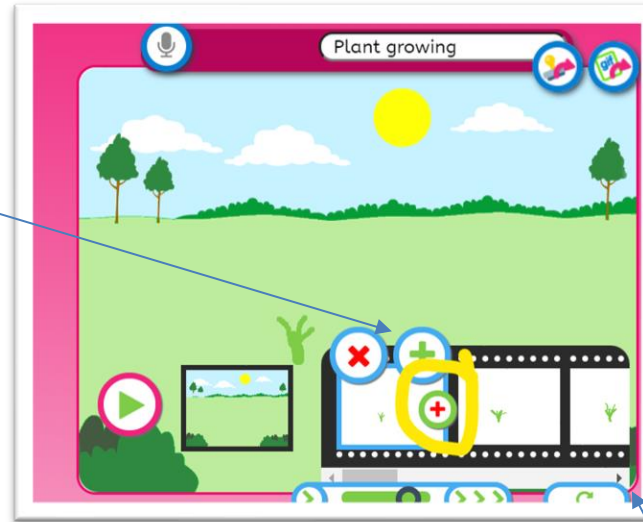
I can search for online pictures in Paint

		<ul style="list-style-type: none"> <li>✓ The painting should have the sun, a plant, some water and a clock (time) to represent all the things a plant needs to grow – warmth, light, air, water, time.</li> <li>✓ Name and save their work as a Paint File and as an image.</li> </ul>		
<p>2 and 3</p>	<p>use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p><b>Skill: Use digital pictures created as backgrounds for writing. Use the mouse cursor to select text then use text editing tools to change the appearance of the text.</b></p> <p><b>Create a JIT5 'Write' using my own painted background and add some text.</b></p> <p><b>Part 1</b></p> <p><b>Pupil activity:</b></p> <ul style="list-style-type: none"> <li>✓ Login to J2e &gt; JIT5 &gt; Write software</li> <li>✓ The 'Paint' saved from last lesson should have been 'saved as an image', if so it will be available via the 'Pictures' tab on opening a new 'Write'.</li> <li>✓ Demonstrate how to launch 'Write' and add the 'Paint' image as a background. <a href="https://www.j2e.com/jit5?fileId=HxvZWuCUbii4rWtY">https://www.j2e.com/jit5?fileId=HxvZWuCUbii4rWtY</a> and add the appropriate text.</li> <li>✓ Children create their version.</li> <li>✓ Name and save their work.</li> </ul> <p><b>Part 2</b></p> <p><b>Pupil activity:</b></p> <ul style="list-style-type: none"> <li>✓ Launch JIT5 'Paint' use the 'blank' template and create pictures of plants such as sunflowers, poppies, daisies. <b>Paint image &gt; name and save &gt; 'save</b></li> </ul>		<p>I can name and save my work.</p> <p>I can create several paintings and save them as pictures to use later.</p> <p>I can use my paintings as backgrounds for my writing.</p> <p>I can give responsible and respectful feedback to a partner.</p>

		<p><b>as image' (action button top right) &gt; close JIT5 Paint tab &gt; launch JIT 5 Paint and then paint the next image to avoid overwriting your previous work.</b></p> <p>✓ Now start a new Write and add your flower picture, write about it.</p> <div style="display: flex; justify-content: space-around;">  <div style="border: 1px solid gray; padding: 5px; width: 150px;"> <p>These are poppies. They have a red flower with a black middle. They don't last long but have lots of seeds and spread so you have more plants next year.</p>  </div> </div> <p>✓ Use the Paintings as a picture background in JIT5 Write and add a brief description about the sunflower picture, the poppy picture and the daisy picture. <b>As above, name and save &gt; close the JIT5 Write tab &gt; Re-open JIT5 Write to avoid overwriting previous work.</b></p> <p>✓ Allow time for peer to peer sharing / checking each other's work.</p> <p>✓ Plenary – share a few via the teacher's 'pupils files'.</p>	
<p>4 and 5</p>	<p>use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p><b>Skill: Know that animation is another method to present information. Create multiple frames that contain images with each image being slightly different from the previous one.</b></p> <p><b>Create an animation using JIT5 'Animate'</b></p> <p><b>This may take 2 lessons – a good animation has multiple frames.</b></p> <p>✓ Demonstrate how to use JIT5 'Animate' to show a plant growing.</p>	<p>I can create JIT5 'animate' on my own.</p> <p>I can name and save my work.</p>

- ✓ Learn how to add a new frame that is a copy of the previous frame, click on the **RED +** to copy the same frame, add more detail to the picture to show the plant growing. Repeat this until the animation shows the plant growing (about 10 frames is ideal).

Add a copy of each frame by clicking on the red +



Add additional frames by clicking here

**Pupil activity:**

- ✓ Create an animation using JIT5 'Animate' showing how a plant grows.
- ✓ Name and save their work.

Example here:

<https://www.j2e.com/jit5?fileId=ExQzlc6oA7pBd4N1#animate>