# Year 8 ICT
# Learning Programme 3

**Reading texts that pupils will study during the learning programme**

Loric for LP3 is Resilience

**The values we are learning about are respect and justice**

Respect - a feeling of deep admiration for someone or something elicited by their abilities, qualities or achievements
Justice - fair behaviour or treatment

Step by Step Guides

**What will I be learning about in this Learning Programme?**
Students will learn to design graphics using vector graphic editing software. By the end of the unit learners will have produced an illustration, a logo, or some icons using vector graphics.

**Where have I seen this learning before?**
You will use knowledge from your year 7 presentation unit and KS2

**What could I use it for?**
You will use this again in year 9 in LP3 and LP4

| In LP3.1, I will know : 06/01/2025 - (WK 2) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to know the difference between a raster graphic and vector graphic; how to create a raster graphic how to create a vector graphic using appropriate software. | I will show respect by actively listening to others | Homework tasks are located in the Knowledge Organisers |

| In LP3.2, I will know : 13/01/2025 - (WK 1) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to know what is meant by a canvas and how objects can be placed on them; how to understand the purpose of layers in digital graphics; how to use the basics in Photoshop and demonstrate how to manipulate a digital graphic. | I will show justice by speaking up when something is not right | Homework tasks are located in the Knowledge Organisers |

| In LP3.3, I will know : 20/01/2025 - (WK 2) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to know how to use the marquee tools and understand their purpose; how to know how to use the lasso tools and understand their purpose; how to create a digital graphic using a range of selection tools. Extended Task | I will show respect by being punctual and not wasting the time of others | Homework tasks are located in the Knowledge Organisers |

**PRT Task 1**

| In LP3.4, I will know : 27/01/2025 - (WK 1) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to know why retouching is used in digital graphics; how to learn how to use different tools to retouch images in Photoshop; how to edit/enhance the appearance of an existing digital graphic using retouching tools. | I will show justice by being inclusive and accepting everyone regardless of our differences | Homework tasks are located in the Knowledge Organisers |

| In LP3.5, I will know : 03/02/2025 - (WK 2) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to know why painting is used in digital graphics; how to learn how to use different tools to painting images in Photoshop; how to edit the appearance of an existing digital graphic using painting tools. | I will show respect by taking care of the school property | Homework tasks are located in the Knowledge Organisers |

| In LP3.6, I will know : 10/02/2025 - (WK 1) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to understand the requirements for the final project; how to create a digital graphic for a video game cover. Extended Task | I will show justice by supporting others of seeking help when required | Homework tasks are located in the Knowledge Organisers |

| LP3 RLW, I will: 24/02/2025 - (WK 2) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| review my learning, recalling and applying key knowledge, focus on closing any gaps in my knowledge and prepare effectively for the upcoming assessments. | I will show respect by actively listening to others | Homework tasks are located in the Knowledge Organisers |

**PRT Task 2**

| In LP3.7, I will know : 03/03/2025 - (WK 1) | Behaviour to support the values: STEPS/SLANT | Homework |
|---|---|---|
| how to create a digital graphic for a video game cover; how to export the video game cover into a file format suitable for print use. | I will show respect by recognising and celebrating the achievements of myself and others | Homework tasks are located in the Knowledge Organisers |

**Resources to support learning:**

Teams, step by step guides, knowledge organiser

**FFET Award Challenge for this Learning Programme:**
Create a diagram showing the different components of a computer. If you are artistic you could draw different components yourself or print a picture of a computer and label the components.