

3	5	Creating media – Desktop publishing	1	-To recognise how text and images convey information	<ul style="list-style-type: none"> <li>-I can explain the difference between text and images</li> <li>- I can identify the advantages and disadvantages of using text and images</li> <li>- I can recognise that text and images can communicate messages clearly</li> </ul>
3	5	Creating media – Desktop publishing	2	-To recognise that text and layout can be edited	<ul style="list-style-type: none"> <li>-I can change font style, size, and colours for a given purpose</li> <li>- I can edit text</li> <li>- I can explain that text can be changed to communicate more clearly</li> </ul>
3	5	Creating media – Desktop publishing	3	-To choose appropriate page settings	<ul style="list-style-type: none"> <li>-I can create a template for a particular purpose</li> <li>- I can define the term 'page orientation'</li> <li>- I can recognise placeholders and say why they are important</li> </ul>
3	5	Creating media – Desktop publishing	4	-To add content to a desktop publishing publication	<ul style="list-style-type: none"> <li>-I can choose the best locations for my content</li> <li>- I can make changes to content after I've added it</li> <li>- I can paste text and images to create a magazine cover</li> </ul>
3	5	Creating media – Desktop publishing	5	-To consider how different layouts can suit different purposes	<ul style="list-style-type: none"> <li>-I can choose a suitable layout for a given purpose</li> <li>- I can identify different layouts</li> <li>- I can match a layout to a purpose</li> </ul>
3	5	Creating media – Desktop publishing	6	-To consider the benefits of desktop publishing	<ul style="list-style-type: none"> <li>-I can compare work made on desktop publishing to work created by hand</li> <li>- I can identify the uses of desktop publishing in the real world</li> <li>- I can say why desktop publishing might be helpful</li> </ul>