5	5	Creating media – Introduction to vector graphics	1	-To identify that drawing tools can be used to produce different outcomes	-I can discuss how vector drawings are different from paper-based drawings - I can experiment with the shape and line tools - I can recognise that vector drawings are made using shapes
5	5	Creating media – Introduction to vector graphics	2	-To create a vector drawing by combining shapes	-I can explain that each element added to a vector drawing is an object - I can identify the shapes used to make a vector drawing - I can move, resize, and rotate objects I have duplicated
5	5	Creating media – Introduction to vector graphics	3	-To use tools to achieve a desired effect	-I can explain how alignment grids and resize handles can be used to improve consistency - I can modify objects to create a new image - I can use the zoom tool to help me add detail to my drawings
5	5	Creating media – Introduction to vector graphics	4	-To recognise that vector drawings consist of layers	-I can change the order of layers in a vector drawing - I can identify that each added object creates a new layer in the drawing - I can use layering to create an image
5	5	Creating media – Introduction to vector graphics	5	-To group objects to make them easier to work with	-I can copy part of a drawing by duplicating several objects - I can recognise when I need to group and ungroup objects - I can reuse a group of objects to further develop my vector drawing
5	5	Creating media – Introduction to vector graphics	6	-To apply what I have learned about vector drawings	-I can compare vector drawings to freehand paint drawings - I can create a vector drawing for a specific purpose - I can reflect on the skills I have used and why I have used them