



Jerry Clay Academy Subject Unit Overview

Subject: Computing Year Group: 4 Term: Summer 1

Core Learning of This Unit: We are artists

- develop an appreciation of the links between geometry and art
- Become familiar with the tools and techniques of a vector graphics package
- Develop an understanding of turtle graphics
- Experiment with the tools available, refining and developing their work as they apply their own criteria to evaluate it, and receive feedback from their peers
- Develop some awareness of computer-generated art.

Prior Learning:

Pupils create digital art in Unit 1.3: We are digital artists.

They program in Scratch in Unit 2.1: We are astronauts.

Pupils program in Scratch in Unit 3.1: We are programmers.

National Curriculum Statements:

- Use sequence, selection and repetition in programs; work with variables and various forms of output.
- Select, use and combine a variety of software (including Internet services) on a range of digital devices to design and create a range of content that accomplish given goals.

Key Vocabulary:

- Abstraction
- Bitmap
- Fractal
- Pixel
- Repetition
- Sprite
- Tessellation
- Transform
- Turtle
- Vector graphics

Significant People

- Link to Artist focus?