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| **EYFS** | **Exchanging and Sharing Information – Digital imagery** | | | | | **Term 3** | |
| **ICT Skills** | | | | **ICT Knowledge and Understanding** | | | |
| **Graphics Packages**   * Use the tools in a simple painting program (eg brush, fill tool, colour selection, stamp) perhaps on a whiteboard or interactive screen. * Use an object based graphics program to create a scene by dragging objects into place on a background   **Digital photographs**   * Use a digital camera (both real and in role play) * With help download images from a camera to computer * Experiment with light and images using OHPs, torches, fairy lights etc. Use digital camera to record the result.   **Video**   * Capture simple short video clips. | | | | * Understand that computers are good for still and moving images (video) * Understand there are a variety of tools in a graphics package and they each have a different purpose * Understand digital still or video cameras can capture an image. * Talk about their use of a paint package and their choice of tools | | | |
| **Assessment opportunities** | | | **ICT Outcome** | | | | |
| ▪ Take digital images and videos  ▪ Describe and talk about their work when using  ICT and their choice of tools | | | EYFS: With support where appropriate: take and use digital pictures, control and respond to video, use simple tools in a painting program.  L1: Use a range of simple tools in a paint package / image manipulation software to create / modify a picture.  L2: Use a range of tools in a paint package / image manipulation software to create / modify a picture so that it communicates a specific idea. Create a simple animation to tell a story. | | | | |
| **Suggested software/ hardware** | | | | | **Vocabulary** | | |
| ▪ 2Paint  ▪ 2Design and make  ▪ 2Publish+ | | ▪ Smartboard  ▪ Ipad  ▪ Digital camera  ▪ Flipcam | | | ▪ brush  ▪ stamp  ▪ fill  ▪ video | |  |