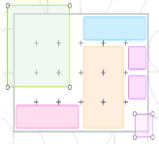
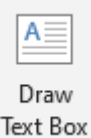
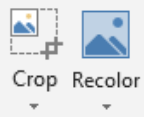
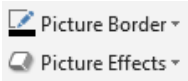
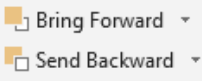


Year 3 Computing: Communicating Text and Images						
Crucial Knowledge & Skills					Key Concepts	Other Key Vocabulary
Font 10 Font 16 Font 22 Font 28 Font 34 Font 40					Creating Media 	Image – A picture of something you can see, like a photo, drawing, or painting. Graphic – A picture, design, or shape made on a computer to help show ideas. Copyright – A rule that says only the person who made something (like a story, picture, or song) has the right to decide how others can use it. Design – A plan or drawing that shows how something should look or be made. Recall vocabulary Login – A way to get into a computer, website, or game by typing your name and secret code. Password – A secret word or numbers you use to keep your computer or account safe. Folder – A place on a computer where you can keep and organize your files, like a digital school folder. File – A single thing saved on a computer, like a picture, song, story, or game.
Size	Colours	Images	Layout	Fonts	Design and Development 	
 Publisher New program – Publisher is used for designing professional-looking publications.		Background Colour  Page design then			Computing Systems & Networks 	
Word Art  Insert then		Text Boxes  Draw Text Box Insert then			Impact of Technology 	
Insert image 'From File'  Insert then then find where your picture is saved. Alternatively, find the file the picture is saved in, then drag it into the Publisher document.		Picture Editing  Picture Tools then  			Safety and Security 	