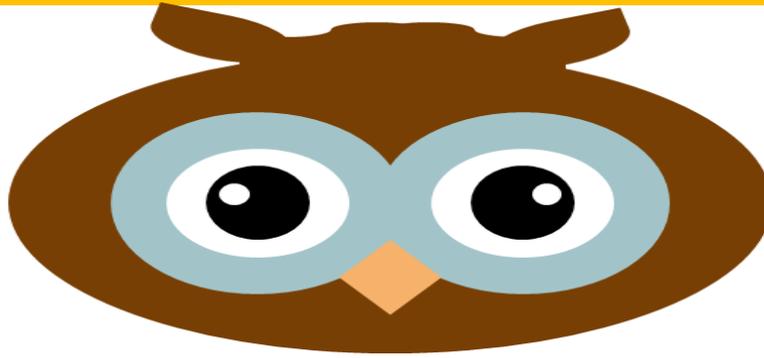


# Vector Drawing

## Innovation



### Prior Knowledge

**Reception** - recognise the range of technology and how they're used.

**Year 1** - creating media through digital painting.

**Year 2** - use photography to create differing media.

**Year 3** - select, use and combine a variety of software.

**Year 4** - using audible equipment alongside editing choices.

### Future Learning

**Year 6** - creating 3D models.

### My Component Knowledge:

**Lesson 1:** I can recognise that vector drawings are made using shapes.

**Lesson 2:** I can identify the shapes used to make a vector drawing.

**Lesson 3:** I can modify objects to create different effects.

**Lesson 4:** I can change the order of layers in a drawing.

**Lesson 5:** I can group to create a single object.

**Lesson 6:** I can evaluate alternatives of vector drawings.

### My Composite Knowledge:

I can Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information.

### My Powerful Knowledge:

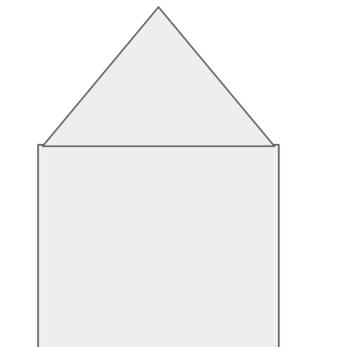
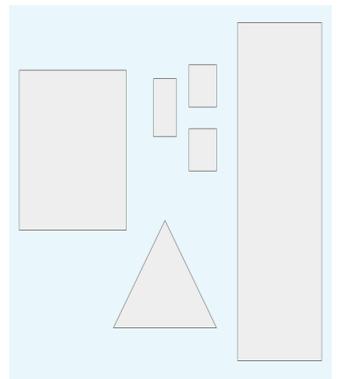
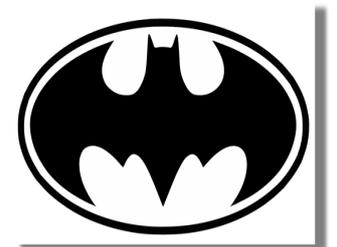
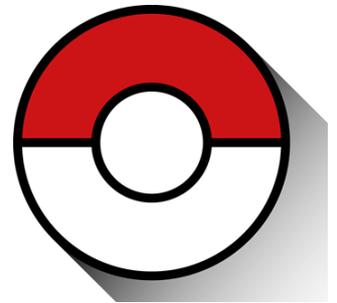
I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

### Key Vocabulary

**Tier 1:** drawing tools, shapes, object, evaluate

**Tier 2:** vector, toolbar, improvement

**Tier 3:** icons, alternatives



What is vector?

What are layers?

What do you recognise about the layers of shapes?