



Learning Journey – Computing Using Computer Creatively

Computing KS3		Year Group	Baseline Position									
Topic	ELEMENT		Step									
			1	2	3	4	5	6	7	8	9	
Using Computers Creatively	I can use a digital camera to take a picture	7	■									
	I can select an appropriate application to use when creating a digital project	7		■								
	I can use image manipulation software to optimize an image	7			■							
	I can apply an effect to an image to improve its suitability for audience	7				■						
	I can create a simple collage using digital tools	7					■					
	I can combine multiple sources to create a new image that look effective	7						■				
	I can demonstrate a number of different uses of digital tools	7							■			
	I can evaluate my work, suggesting improvements	7								■		
	I can justify my choices of software, effects and editing and its effect on the image as a whole	7									■	

Lesson	Learning Focus	Assessment
1	What makes a good Photo and how do we optimise them?	Peer Assessment
2	How do you make Photo's look better?	Self-Assessment
3	How to Use Fireworks / Photoshop	
4	Create your own image	
5	How to improve your image	Peer Assessment
6	Assessment	Teacher Assessment