Unit 4.5 iCommunicate -iPublish

Year: Four (Level 2)
Term: Summer

Background information for teachers

Pupils will learn the fundamentals of photography and editing before moving on to the uses for their photography. They will design and produce a magazine around a theme chosen by the pupils. To finish off the half term pupils will look at different ways of publishing their magazine in our digital age.

Learning Outcomes for the Unit

Pupils will learn photography practice such as, having a focal point, making sure you photo is in focus, as well as more advanced techniques like perspective and rule of thirds. Pupils will use these techniques and new knowledge gained from this course by analysing existing print media to create a magazine about their school. Pupils will learn how to use advanced features of Strip Designer to create their final product. Throughout the course the pupils will also learn about the roles people have within this field and how collaboration is key within this industry.

Key vocabulary

Focal point	A focal point is the part of an image that draws the eye of a viewer to the most important part of the image
Focus	Focus in photography is the process of adjusting the lens to find maximum detail and sharpness in an image.
Rule of thirds	The Rule of Thirds is the process of dividing an image into thirds, using two horizontal and two vertical lines. ... When you position the most important elements of your image at these intersection points, you produce a much more natural image
Perspective	Makes a two-dimensional photograph feel like a three-dimensional scene.
Print media	A text or graphics document that has been prepared for the printer.
Medium	In art, "medium" refers to the substance the artist uses to create a piece of artwork.
Collaboration	The action of working with someone to produce something.
Publishing	Publishing means making information available to the public.
Distribution	The way in which something is shared out among a group or spread over an area.
Background	The part of a picture, scene, or design that forms a setting for the main figures or objects, or appears furthest from the viewer.
Foreground	The part of a view that is nearest to the observer, especially in a picture or photograph.
Saturation	Color saturation is the intensity and purity of a color as displayed in an image.
Filters	Filter, in photography, device used to selectively modify the component wavelengths of mixed (e.g., white) light before it strikes the film
Sharpening	Image sharpening is an effect applied to digital images to give them a sharper appearance.
Cropping	In the printing, graphic design and photography industries, cropping is the removal of unwanted areas from the periphery of a photographic or illustrated image.
Overlays	In photography, overlays are basically an image or texture that is added as an additional layer to your photograph using an editing program
Rotation	The action of rotating about an axis or centre.
Raw photos	A camera raw image file contains minimally processed data from the image sensor
Editing	Photo editing is when you alter an image.

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Learning Session 1	During Learning Session 1 pupils will look at correct practices when taking photos. They will learn keywords surrounding photography and look at how these methods improve your photos. Pupils will be tasked with taking photos of their school to add to their project later on in the course. During this time pupils will be encouraged to take as many photos as they choose, testing different methods so see which yields the best results. At the end of the lesson pupils will go through their photos, create a folder to house them in, delete any with people in, and delete any they think don't follow the key concepts spoken about at the beginning of the lesson.
Learning Session 2	After locating their work in the folder they created last week, pupils will begin to edit their photographs. They will use the app PS Express to crop, rotate, place overlays and add filters. Upper Keystage 2 will be taught about corrections such as sharpening and saturation. The edited photos will be placed alongside the raw stills within their folder. If there is extra time within the lesson pupils can create a Strip Designer project showing an edited and raw photo alongside each other to show the interpretation.
Learning Session 3	Learning Session 3 will look at a use for their photos in the form of a magazine. They will look at different existing magazines and analyse what each of them have that makes them appealing. Once the class has compiled a list of their desired features, they will begin planning and creating their own front cover. Pupils can choose to use their raw or edited photos on their cover, and what headlines will be on the cover detailing what audiences will find inside.
Learning Session 4	The first few pages of a magazine set the tone for what is expected inside. Pupils will use this lesson to create a 'Letter from the Editor' section. This will be something they have to write in their pairs and will feature in their magazine. Pupils can use facts about themselves such as hobbies and interests, as well as including fictitious content such as how many years they have been within publishing/editing magazines. Some pupils may have time to create an avatar to use on this page as their 'Editors' photo.
Learning Session 5	During this learning session pupils will learn about the importance of a contents page. This is a crucial part of the magazine where you plan the layout of your content. Pupils will create a contents page for their magazine thinking about how they would proceed if they were to have time to finish a full one. Upper Keystage 2 will be encouraged to use columns within Strip Designer which is a hard feature to master within this program. Pupils will move on to creating a double-page spread for inside their magazine within the final parts of this lesson.
Learning Session 6	Pupils will learn about the different roles within a publishing company and how collaboration is key within different departments. Pupils will learn that one person is responsible for taking photos, another for adding them, one person complies the front cover and someone else writes the content. With all this in mind, pupils will discuss the pitfalls that may occur if someone doesn't meet a deadline. Pupils will take the rest of the lesson to complete their final page spread for the inside of their magazine
Learning Session 7	This session will run either as part of a longer half term or a contingency for pupils or classes who have exceeded the lesson plans for the half term. The lesson will start with the pupils learning about distribution of their magazine and how people will be able to purchase it. Upper Keystage 2 will see the cost of magazines being printed/distributed online and see how they would like to go ahead distributing it, weighing up the cost against their budget. The task for this lesson will be for the pupils to create a comic strip or puzzle page to use as their back page. This will involve using new page layouts on Strip Designer to achieve the best effect.