

## Y9 STEAM: Photoshop

### STEAM SKILLS

Creativity  
Understanding of tools

#### You will learn about:

- How to create simple graphical drawings.
- Vector images and bitmap images.
- The process of creating a graphical image using different objects and resources.
- The different parts of a magazine front cover.

#### **Lesson 1 + 2 – Basic Skills**

How: Draw your own Moshi Monster using vector tools.

#### **Lesson 3 – Text**

How: Copying various 'cool' text examples using Photoshop.

#### **Lesson 4 – Cutting out and cropping images**

How: create a modified 'fake news' image by combining several different bitmaps together.

#### **Lesson 5 + 6 – Create a Magazine Cover**

How: Combine your skills to replicate a magazine cover of your choice.

#### **Lesson 7 – Your own Magazine!**

How: modify your cover created in lessons 5 and 6 to suit your own subject\title.

#### Key Words

- **Bitmap** – a photo style image that is made up of hundreds of small dots called pixels.
- **Vector** – a shape\set of shapes created from a set of points ie a rectangle or a line
- **Selection tools (Lasso, Magic Wand and Quick)** – method of selecting areas of a bitmap image.
- **Tolerance** – the sensitivity with which a selection tool such as the magic-wand tool works.
- **Object** – any individual shape, picture, text that you can select.
- **Layer** – a 'transparent' sheet containing an object, they are stacked up to allow you to modify objects without affecting other layers\objects. Changing the order of them allows you to place one object over or below another.
- **Group** – several layers\objects combined together to make copying and moving easier.
- **Pixel** – an individual dot on a screen or in a bitmap.
- **Path** – a line consisting of two or more points that will form a line or shape.
- **Mask** – 'masking off', blanking out parts of a layer leaving only the bits you want to see.
- **FX** – special effects that can be added to objects ie a drop shadow.
- **Canvas** – the area where you draw\manipulate your image ie the page.
- **Scale** – change the size of an object.
- **Skew** – stretch an object in two opposite directions at the same time.
- **Crop** – cut out part of an object.
- **Eye-dropper** – used to pick up\select a colour simply by sampling the colour.

#### **Cross curricular links**

SMSC: to think creatively to design products for a potential audience. Work with other people to include their thoughts and ideas.

Literacy: use correct SPAG to analyse how purpose and audience influence design, using key media terminology within the magazine.

Numeracy: problem solving, breaking down problems into smaller parts



## SUCCESS CRITERIA

Highlight your starting point for each skill in **PINK**, at the end of the project highlight where you think you got to in **BLUE**.

Grade Range	Creativity	Understanding of tools	
<b>0</b>	I presented no work.	I presented no work.	
<b>1</b>	<p>WWW: I can develop some ideas using existing examples and try to make my own changes to them.</p> <p>EBI: I need to make my designs my more my own and try to bring something new into them.</p>	<p>WWW: I know which tools or software to select and can use them for basic tasks safely (with hand tools or computer software).</p> <p>EBI: I need to be able to choose the correct tools (hand tools or software) and understand the risks.</p>	
<b>4</b>	<p>WWW: I can develop and show some fresh ideas and my examples are mostly developed by myself.</p> <p>EBI: I need to use other peoples examples and ideas more for inspiration than copying and develop my own style.</p>	<p>WWW: I can select the correct tools (hand tools or software) and know the risks of that tool.</p> <p>EBI: I need to expand my knowledge and features of different tools (hand and software).</p>	
<b>6</b>	<p>WWW: I use examples only as a start point and can develop numerous different options from there. My final ideas clearly show my own personality and style.</p> <p>EBI: I need to try and produce alternative unique ideas that accurately meet the design requirements.</p>	<p>WWW: I can make good choices in my selection of tools (hand tools and software) for safe and efficient use. I have a good understanding of their purpose.</p> <p>EBI: I need to expand my knowledge and purpose of a wider range of tools and equipment so I can work more effectively.</p>	
<b>8</b>	<p>WWW: I can develop multiple new ideas and options that accurately meet the design requirements. My solutions are highly innovative, unique and purposeful.</p>	<p>WWW: I know the pros and cons of different tools (hand tools and software) and can make clear decisions on which to use for safety and efficiency. I have an excellent understanding of how they work and their capabilities.</p> <p>EBI: I can expand my knowledge and understanding of tools (hand\machine and software tools) that are used in the real world.</p>	

