

## Prior Learning (Y3 Desktop Publishing):

Learners will become familiar with the terms 'text' and 'images' and understand that they can be used to communicate messages. They will consider careful choices of font size, colour and type to edit and improve premade documents. Learners will be introduced to the terms 'templates', 'orientation', and 'placeholders'. They will start to add text and images to create their own pieces of work using desktop publishing software. Learners will look at a range of page layouts thinking carefully about the purpose of these and evaluate how and why desktop publishing is used in the real world.

## Key Vocabulary

website
webpage
browser
media
HTML
logo
header
media
purpose
copyright
home page
preview
navigation
hyperlink
breadcrumb trail
subpage
embed
external link

## What is a website?

A website is a collection of information relating to a particular topic that can be accessed on a range of devices.



## What is a web page?

A web page is a document, commonly written in **Hypertext Mark-up Language (HTML)** for short), that is viewed in an Internet browser. These are often related and collectively make a website.

## Key Questions:

- What makes a good website?
- How would you layout your webpage?
- Why should I use copyright-free images?
- How to add content to webpage?
- What is a navigation path?
- What are the implications of linking content that is owned by others?

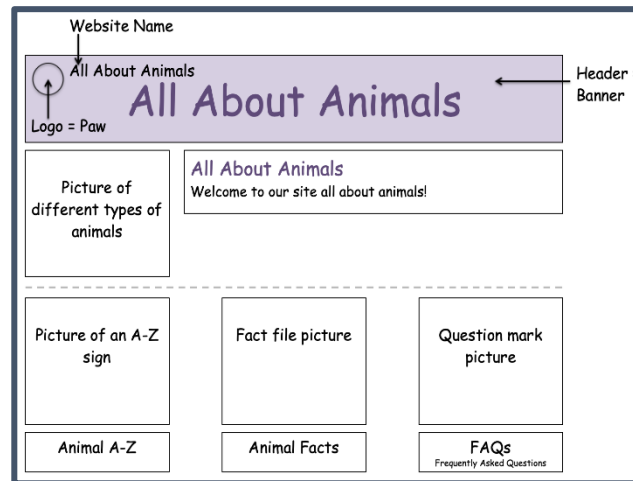
# Year 6

## Creating Media 2: Webpage Creation

## Current Learning (Y6):

Learners will be introduced to creating websites for a chosen purpose. Learners identify what makes a good web page and use this information to design and evaluate their own website using Google Sites. Throughout the process, learners pay specific attention to copyright and fair use of media, the aesthetics of the site, and navigation paths.

## Features of a web page



## All About Copyright

Copyright law protects the control you have over the things you create. It also protects the work of others.

If you want to use someone else's work, you should:

- Ask permission
- Give credit to the person who made it
- Buy it- if it has a cost attached

## Future Learning (Y7 Using Media):

Learners develop their understanding of information technology and digital literacy skills. They will use the skills learnt across the unit to create a blog post about a real-world cause that they would like to gain support for. Learners will develop software formatting skills and explore concerns surrounding the use of other people's work, including licensing and legal issues.

## Breadcrumb Trails

Breadcrumb trails (also known as navigation paths) are important when navigating a website.

When you use a website it is helpful to be able to get back to where you came from.

This is why breadcrumb trails are so important, they allow users to keep track of where they have been on the website or how it is structured.

When you are planning a website, you need to think carefully about which web pages' link together to help the user to move around the site easily.



## Think Before You Link!

When you link to someone else's website online, this is called an **external link**. There are some things you need to think about before you create external links:

- The website link may have changed or does not work
- The content might have changed
- The site might not be secure
- Is the site trustworthy?
- You should give credit to who you are linking to
- Sometimes it is hard to get back to your own website