Year 4 Graphic Design Knowledge Organiser

❓ What are we learning about graphic design?

Graphic designers make the artwork for all sorts of publications, including magazines, websites, posters, packaging and much more. One use of graphic design that you see regularly is icons on computers and mobile devices, that people click or tap. Icons have to be designed so that they stand out from the other icons and graphics but should be simple because they are small. We can use different skills on a computer to make our graphic designs accurate but also speed up the process.

📝 National Curriculum Content

Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.

📖 Key knowledge

1. Create an icon using different shapes and fill tools.
2. Combine shapes and lines, then arrange them in front/behind each other.
3. Combine shapes, colour and text to re-create an icon.
4. Change the colour, size and style of text to match an icon, then arrange images and use masking and opacity tools.

💡 Quick tips

- If you make a mistake then use the undo tool to go back.
- Hold down the Shift key on your keyboard while resizing a circle or square, to make the shape perfect.
- Use guide lines to centre your shape in the middle of your icon.

🔤 Important Vocabulary

Shapes	We can combine different shapes together to make one icon or graphic.
Arrange	Use software to place shapes or objects in front or behind each other.
Fill	Use the software to quickly fill a shape a colour.
Text	Add letters or numbers to a graphic and change the size, colour or style of the text, this is called formatting text.
Masking	Use different software tools to remove the background from an image.
Transparency/ opacity	We can use tools to adjust how see through the object is; the more transparent the more you can see what is behind it.

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