

Image Editing Basics: Crop, Brightness and Text Overlay

60 minutes

ICT2: Introduction to other software packages and applications

Outcome M2.U2.3

Outcome M1.U2.4

Outcome M2.U2.2

WHAT THIS LESSON DOES

Use Canva to improve a project photo with crop, brightness and a short text overlay. Choose JPG or PNG for the job, then save the improved file as 08_edited_image.jpg (or .png if needed) beside the original in 08_promo as prep for the promotional document.

CURRICULUM OUTCOMES

Outcome	What the specification asks for
M2.U2.3	Demonstrate an ability to edit, enhance and present a variety of information graphically.
M1.U2.4	Identify files and folders and recognise common file types. Understand what a file and folder is and know where files, folders and programmes are normally stored.
M2.U2.2	Investigate image editing software.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Crop a project photo and adjust brightness so the subject is clearer
- Add a short text overlay for a promo-style graphic in Canva
- Choose JPG for ordinary photos and PNG when transparency or sharp logos matter
- Save an improved image as 08_edited_image.jpg (or .png only if transparency is needed) beside the original in 08_promo

BEFORE THE BELL

- As students enter, run a standing check that every student has identified one real project image and can open or create 08_promo.
- Place practice_product_shot.jpg in the class cloud folder for the guided task.
- Confirm Canva access on the school network; bookmark Photopea as a teacher-led fallback only.
- Prepare one projected before/after pair for the Key concepts worked example.
- Standing photo/folder check as students enter; confirm browser access to Canva; place practice_product_shot.jpg in the class cloud folder; support phone-to-cloud transfer before the intro starts.
- Mandatory: one projected before/after pair showing crop, brightness and short text on a product-style photo
- Browser access to Canva; practice_product_shot.jpg in class folder; Photopea bookmark ready as fallback only; demo sign-in + square canvas before students start the clock
- Students need one project image available; support phone-to-cloud transfer for anyone still stuck on device storage; checkpoint exact filename 08_edited_image.jpg or .png

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HOW THE LESSON RUNS

5 min	introduction	Introduction
5 min	content	Key concepts
15 min	activity	Step-by-step task
4 min	content	Common issues
20 min	activity	Portfolio Build
5 min	content	Reflection
6 min	summary	Lesson summary

TEACHING MOVES

- Keep the on-screen intro short; finish phone-to-cloud transfers before teaching starts.
- Model Canva once: demo sign-in and square canvas first, then hold the class on that single path, do not run a second full app walkthrough.
- Use whole-class discussion to reinforce JPG vs PNG: JPG keeps the photo detail in a smaller file; PNG keeps the see-through bits.
- Before reflection, pause for the KA checkpoint: student points to original vs 08_edited_image.jpg (or .png) and names one edit.

WHAT TO WATCH FOR

- Students struggle with downloading from Canva: remind them to sign in and use Share then Download for their own upload.
- Confusion over file formats: emphasise that photos use JPG while transparency needs PNG.
- Submitting practice_*, extensionless 08_edited_image, or random phone filenames as the only KA evidence: require 08_edited_image.jpg (or .png only when needed) from the real project photo.
- Over-editing one image: encourage students to finish the main task before optional stretch (second surface or background remove).

DIFFERENTIATION

- Support: Stay on crop + brightness only; skip text overlay if needed, still save 08_edited_image.jpg.
- Support: Pair students for the first Canva walkthrough if they are less confident with browsers.
- Extension: Second surface export (08_edited_image_social.jpg) or Remove.bg transparent PNG stretch.