Create objects and change their properties

Manipulate groups of objects

Combine paths by applying operations

Draw paths

Convert objects to paths

Outline differences between vectors and bitmaps

Use tools and techniques to create a vector graphic for a given purpose

Explain the use of nodes in a path

Review and improve a vector graphic

Change the form of an object by moving nodes

Outline the different ways of working with multiple objects

Align and distribute objects

Recognise an image can be created by combining shapes

Explain that z-order describes the layer an object is in

Create objects and change their properties

Explain that 2-order describes the layer an object is in

Identify situations where using vector graphics would be appropriate

Explain why vectors can be scaled without impacting quality

Describe the data used in a vector file format

Outline the different ways of working with multiple objects

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