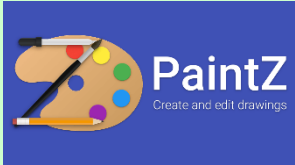





Year 1 – Autumn 2

Creating Media – Digital Painting

Previous Knowledge and Skills	Future Learning on this skill
<ul style="list-style-type: none"> Barefoot Computing Scheme – children have created patterns and looked at logical patterns within nature. 	<p>Year 3 - To add media to enhance an animation.</p>

Key Technology we will use	Links to the National Curriculum
 	<p>1.) Use technology purposefully to create, organise, store, manipulate, and retrieve digital content</p>

Key Vocabulary

We want you to remember these words.

tool – an object that is used to help perform a specific task	brush size – the thickness of the brush that you are using
erase – to delete from a computer storage	paint – a software on a computer to help paint digital pictures
fill – changing a portion of an image to a colour or pattern	pictures – images created on a computer
undo – to reverse the last action performed on a computer	computers – a device for working with information

Key knowledge and skills

The 'stuff' we want you to remember.

To create a picture using freehand tools.	To use shape and line tools when precision is needed.
To use a range of paint colours.	To use the fill tool to colour an enclosed area.
To use the undo button to correct a mistake.	To combine a range of tools to create a piece of artwork.

Focus question: Can you paint pictures with technology?



Year 2 – Autumn 2

Creating Media – Digital Photography

Previous Knowledge and Skills	Future Learning on this skill
	<p>Year 4 - To record sound using a computer.</p> <p>Year 4 - To play recorded audio.</p> <p>Year 5 - To use different camera angles and pan, tilt and zoom.</p> <p>Year 5 - To combine filming techniques for a given purpose.</p>

Key Technology we will use	Links to the National Curriculum
	<ol style="list-style-type: none"> 1. Use technology purposefully to create, organise, store, manipulate, and retrieve digital content 2. Recognise common uses of information technology beyond school 3. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Key Vocabulary
We want you to remember these words.

device – objects or systems that have a specific purpose	camera – an instrument used to take or record pictures of people or objects
image – a visual representation of something	capture – take something (an image)
landscape – where the camera is held horizontally	portrait – where the camera is held vertically
framing – what will appear in your image or video	subject – the person or object that is to be captured on an image

Key knowledge and skills
The 'stuff' we want you to remember.

To be able to capture a digital image and take a photograph in both landscape and portrait mode.	To view photographs on a digital device and then decide which ones to keep.
To hold the camera still to be able to take a clear photograph.	To use the zoom tool to change the composition of a photograph.




Focus question: What makes a good photograph?



Year 3 – Autumn 2

Stop-frame animation

Previous Knowledge and Skills	Future Learning on this skill
<ul style="list-style-type: none"> Year 2 – key word subject and framing 	<p>Year 4 - To import audio into a project and delete sections where needed.</p> <p>Year 4 - To record sound using a computer.</p> <p>Year 5 - To use different camera angles and pan, tilt and zoom.</p>

Key Technology we will use	Links to the National Curriculum
   <p>iMotion and Stop Motion studio</p>	<ol style="list-style-type: none"> select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Key Vocabulary

We want you to remember these words.

animation – making pictures or images appear to move	import – to bring something in
stop frame – moving objects in small steps between frames/ images	transition – to move between something or somewhere
sequence – a series of scenes or images that build up to make a story	frame – a series of still images that when viewed together, appear to move
onion skinning – where you are able to see several scenes at once	flip book – a booklet with a series of images that very gradually change from one page to the next

Key knowledge and skills

The 'stuff' we want you to remember.


To plan an animation using a storyboard.	To move a subject between captures.
To capture an image and use the onion skinning tool to review the subject's position.	To review a captured sequence of frames as an animation.
To add media to enhance an animation.	To review a completed project.

Focus question: Are you an animation expert?



Year 4 – Autumn 2

Creating media – digital production

Previous Knowledge and Skills	Future Learning on this skill
<ul style="list-style-type: none"> • Year 3 - To plan an animation using a storyboard. • Year 3 - To review a captured sequence of frames as an animation. • Year 4 – Key word – audio, import and export 	<p>Year 5 - To use different camera angles and pan, tilt and zoom.</p> <p>Year 5 - To combine filming techniques for a given purpose.</p> <p>Year 5 To decide what changes to make when editing a video.</p> <p>Year 6 - To embed media into a web page and insert hyperlinks between pages.</p>
Key Technology we will use	Links to the National Curriculum
	<ol style="list-style-type: none"> 1. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 2. Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information 3. Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
<p align="center">Key Vocabulary <i>We want you to remember these words.</i></p>	
audio – the transmission of sound	microphone – used to make sounds louder
speaker – an electronic device that produces sound	Headphones – electronic audio devices that people wear over their ears
podcast – an audio file that users can stream or download and listen to	playback – when you have recorded something, playing this back to watch it is called playback

import - to bring something in

export – to send something out

Key knowledge and skills

The 'stuff' we want you to remember.

To record sound using a computer.

To play recorded audio.

To import audio into a project and delete sections where needed.




To change the volume of tracks in a project.

Focus question: Can you create an entire digital production?



Year 5 – Autumn 2

Creating Media – Video Production

Previous Knowledge and Skills	Future Learning on this skill
<ul style="list-style-type: none"> • Year 2 - To be able to capture a digital image and take a photograph in both landscape and portrait mode. • Year 2 - To hold the camera still to be able to take a clear photograph. • Year 2 - To view photographs on a digital device and then decide which ones to keep. • Year 2 – key word subject and framing • Year 3 – Key word – storyboarding • Year 4 – Key word – audio 	<p>Year 3 - To plan an animation using a storyboard.</p> <p>Year 4 - To record sound using a computer.</p> <p>Year 4 - To play recorded audio.</p> <p>Year 6 - To create a new blank web page, adding text and setting the style of this text.</p>
Key Technology we will use	Links to the National Curriculum
<div style="display: flex; justify-content: space-around; align-items: center;">    </div> <p>iMovie and recording equipment</p>	<ol style="list-style-type: none"> 1.) Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 2.) Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information 3.) Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
Key Vocabulary <i>We want you to remember these words.</i>	
<p>video – a recording of an image or of moving images</p>	<p>framing - a series of still images that when viewed together, appear to move</p>

filming technique – different ways to film subjects	static – something that is still and does not move
zoom – to make something appear to be bigger	pan – to move the camera from side to side
trim – to cut something down	reshoot – to film something again

Key knowledge and skills
The 'stuff' we want you to remember.

To use different camera angles and pan, tilt and zoom.	To identify features of a video recording device or application.
To combine filming techniques for a given purpose.	To reshoot a scene or improve it when editing work.
To use split, trim and crop to edit a video.	To decide what changes to make when editing a video.

Focus question: Can you make a video masterpiece?

“Every child is a unique child of God.”

WHINMOOR



ST. PAUL'S
C of E Primary School

Year 6 – Autumn 2

Webpage Creation

Previous Knowledge and Skills

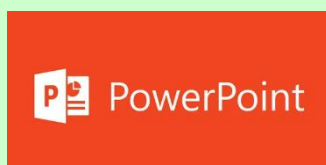
Year 1 - To use the undo button to correct a mistake.

Year 2 - To be able to capture a digital image and take a photograph in both landscape and portrait mode.

Year 4 - To import audio into a project and delete sections where needed.

Year 4 – Key word – embed

Key Technology we will use



Links to the National Curriculum

1. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
2. Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information.
3. Use technology safely, respectfully, and responsibly; recognise acceptable/ unacceptable behaviour

Key Vocabulary

We want you to remember these words.

website – a group of World Wide Web pages that contain links to each other	Hypertext Markup Language (HTML) – a programming language used to create webpages
Copyright – exclusive rights to publish, copy, distribute and sell their creations	fair use – allows limited copying of copyrighted work
preview – an opportunity to see something before it is published	breadcrumb trail – a way of identifying who has visited pages and the 'trail'
Hyperlink – hidden bits of code that take you from one location to the other	embed – adding a form of media into another

Key knowledge and skills

The 'stuff' we want you to remember.

To create a new blank web page, adding text and setting the style of this text.

To change the appearance of text on a web page.

To embed media into a web page and insert hyperlinks between pages.

To add web pages to a website.

Focus question: Can you create a webpage?