

## Computing Progression Document - Creating Media

EYFS and KS1			
FS1	FS2	Year 1	Year 2
<b>Data Handling</b> -Introduction to data (Adult Supported)	<b>Data Handling</b> -Introduction to data (Adult Supported)	<b>Creating Media</b> Digital Imagery - Microsoft Office 365	<b>Creating Media</b> Stop Motion
	<b>Autumn 2 -</b> To photography a piece of work in class e.g. Photograph a modal we have made	<b>1. Planning a Photo Story - To understand and create a sequence of pictures</b> - To explain what is happening in a pictorial story -To recognise the importance of sequencing -To know that sequencing is important in Computing -To plan my own pictorial story	<b>1. What is animation?</b> - To understand what animation is -To understand and explain what animation means -To understand how to create a short animation using a flip book -To talk about how animation began
		<b>2. Taking Photos - To take clear photos</b> - To get down to the level of my character -To look at the screen and check what is in frame -To press the button carefully to ensure nothing changes -To understand that moving can create a blurred image -To ensure that my surroundings are bright enough	<b>2. What is stop motion? - To understand what stop motion animation is</b> -To explain what 'stop motion' means -To understand how to create a short animation using animation software -To understand what 'onion skinning' is and how animators use it -To use onion skinning to make small changes to my object to make my animation smooth
		<b>3.Editing Photos - To edit photos</b> -To explain that photos can be changed after they have been taken -To identify ways to improve my photo -To crop, resize and add a colour filter to my photo	<b>3. My first animation - To create a stop motion animation</b> -To understand how to create a short animation using Stop Motion Studio -To use onion skinning to make small changes to my object to make my animation smoother
		<b>4.Searching for images - To search for and import images</b> -To know images can be found online -To think of a keyword to search with -To what to do if I find something uncomfortable	<b>4. Planning my project - To plan my stop motion animation</b> -To work collaboratively with others to plan an animation -To think carefully about keeping my idea simple and easy to animate -To decompose my story into smaller parts
		<b>5. Photo Collage - To create a photo collage</b> -To download the photos I want -To organise them on to the page -To resize and change the orientation of my images -To add numbers to show their order	<b>5. Creating my project- To create my stop motion animation</b> -To use my planning sheet to structure my animation -To work collaboratively -To create an animation of at least 10 frames

## Computing Progression Document - Creating Media

KS2			
Year 3	Year 4	Year 5	Year 6
<p><b>Creating Media</b></p> <p>Video Trailers – Using iPads</p>	<p><b>Creating Media</b></p> <p>Website Design - Microsoft Office 365</p>	<p><b>Creating Media</b></p> <p>Stop motion animation</p>	<p><b>Creating Media</b></p> <p>History of Computers - Microsoft Office 365</p>
<p><b>1. Planning a Book Trailer - To Plan a Book Trailer</b></p> <ul style="list-style-type: none"> <li>-To describe the purpose of a book trailer</li> <li>-To pick out the key events in a story</li> <li>-To plan a book trailer</li> </ul>	<p><b>1. Getting to know Microsoft Sway - To explore the features of Microsoft Sway to learn how to create content for a web page</b></p> <ul style="list-style-type: none"> <li>-To evaluate websites</li> <li>-To create a web page using Microsoft Sway</li> </ul>	<p><b>1. Animation explored - To understand what animation is</b></p> <ul style="list-style-type: none"> <li>-To understand and can explain what 'animation' means</li> <li>-To explain the history of animation</li> <li>-To create my own 19th century animation toy</li> </ul>	<p><b>1. Playing with sound - To tinker with sound</b></p> <ul style="list-style-type: none"> <li>-To identify the key features of a radio play</li> <li>-To record sounds to sound recording software</li> <li>-To add tracks in order to include sound effects into my recording</li> </ul>
<p><b>2. Filming - To take photos or videos to tell a story</b></p> <ul style="list-style-type: none"> <li>-To frame shots differently to create the effect I want</li> <li>-To use digital devices to record video or take photos</li> </ul>	<p><b>2. Book review web page - To plan content for a web page as a collaborative online piece of work</b></p> <ul style="list-style-type: none"> <li>-To plan the content for my web page</li> <li>-To understand the features of Microsoft Sway</li> <li>-To work collaboratively</li> </ul>	<p><b>2. Exploring stop motion - To understand what stop motion animation is</b></p> <ul style="list-style-type: none"> <li>-To understand and can explain what 'stop motion' means</li> <li>-To understand how to create a short animation</li> <li>-To understand what onion skinning is</li> <li>-To can make small changes to my object to make my animation smoother</li> </ul>	<p><b>2. Radio plays - To record, edit and add sound effects to a radio play</b></p> <ul style="list-style-type: none"> <li>-To plan and record a radio play</li> <li>-To edit my radio play to remove any mistakes</li> <li>-To add sound effects to my radio play to make it more interesting</li> </ul>
<p><b>3. Editing the Trailer - To edit a video</b></p> <ul style="list-style-type: none"> <li>-To import videos and photos into film editing software</li> <li>- To tinker with film editing software on a tablet</li> <li>-To include important written information to my video</li> </ul>	<p><b>3. Adding features - To create an engaging web page</b></p> <ul style="list-style-type: none"> <li>-To transform a Microsoft Word document</li> <li>-To add additional content such as videos and links</li> <li>-To make my page informative and interactive</li> </ul>	<p><b>3. Planning my stop motion project - To plan my stop motion video, thinking about the characters I want to use</b></p> <ul style="list-style-type: none"> <li>-To work collaboratively with others to plan a storyboard for an animation</li> <li>-To keep my animation idea simple</li> <li>-To design and create a character that can be used in my animation</li> <li>-To decompose my story into smaller parts</li> </ul>	<p><b>3. The Internet of Things - To identify how data analysis can improve city life</b></p> <ul style="list-style-type: none"> <li>-To identify the meaning of the term 'Internet of Things'</li> <li>-To recall how devices can be connected to the 'Internet of Things' – via WiFi or mobile data</li> <li>-To recognise how the IoT has led to Big Data</li> <li>-To link data analytics to improvement in town planning</li> </ul>
<p><b>4. Transitions &amp; Text - To add text and transitions to a video</b></p> <ul style="list-style-type: none"> <li>-To add text to my video</li> <li>- To understand what transitions are in film</li> <li>-To incorporate different transitions in my video</li> </ul>	<p><b>4. Planning my website - To plan and create a website</b></p> <ul style="list-style-type: none"> <li>-To plan a website in detail, considering the Microsoft Sway features that I will include</li> <li>-To start to build a website based on my designs</li> <li>-To consider information that other people would find useful and interesting</li> </ul>	<p><b>4. Stop motion creation - To create a stop motion animation</b></p> <ul style="list-style-type: none"> <li>-To create a simple animation following my storyboard plan</li> <li>-To change my plan to recognise when something is too difficult to animate</li> </ul>	<p><b>4. Computers that changed the world - To research one of the computers that changed the world and present information about it to the class</b></p> <ul style="list-style-type: none"> <li>-To present information about one device that changed the world</li> </ul>

## Computing Progression Document - Creating Media

		-To understand the importance of keeping the camera still and making small movements between shots	-To research information carefully and recognise whether information is reliable -To know how to correctly cite and record sources for information found on the Internet
<b>5. Video Reviews - To evaluate video editing</b> -To explain what makes a successful video - To explain what makes a successful book trailer -To think about how I share book recommendations	<b>5.Creating my website - To create a website and evaluate its success</b> -To build a website with relevant headings about a specific topic -To use a range of features on Microsoft Sway -To evaluate my work and others	<b>5. Editing my stop motion project - To edit and assess my stop motion animation</b> -To make small changes to my models to make my animation smoother -To delete frames -To assess my animation	<b>5. Future computer - To design a computer of the future</b> -To understand how computers work To recognise components of a computer and why they are important To know how computers evolved over time To use my understanding of historic computers in order to design a computer of the future