

Progression in Computing

Multimedia Unit

F2

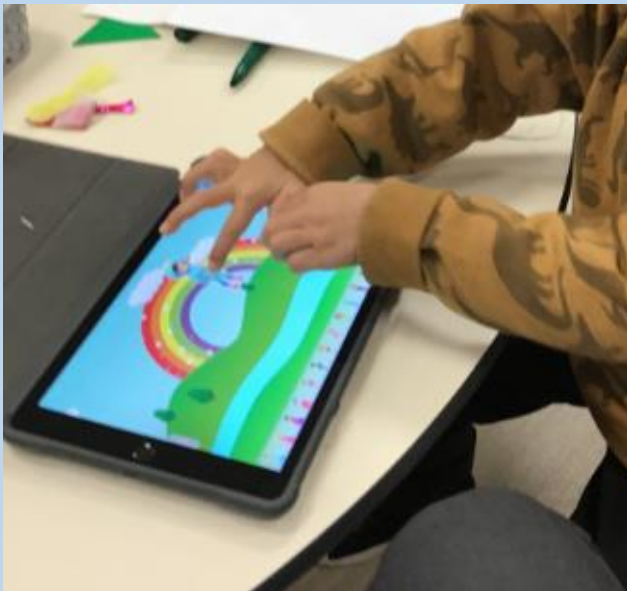
National Curriculum Statement - We introduce and build up concepts, knowledge and skills in F2 so the children are ready to start the Key Stage One National Curriculum in Y1. This statement then runs over Y1 and Y2 allowing the children to build upon their knowledge and skills from the previous year.

'Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 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.'



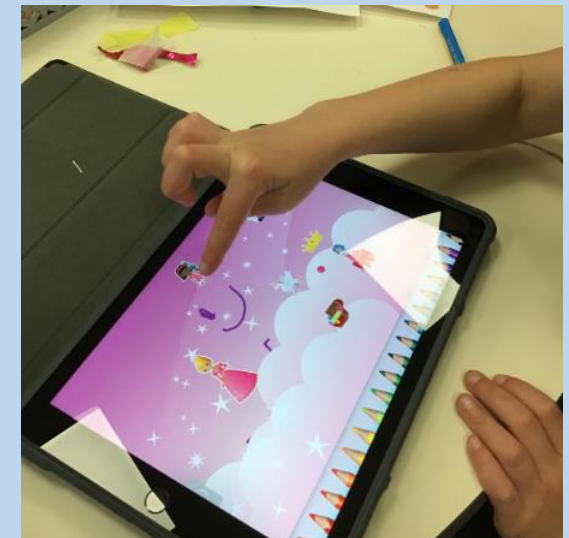
As a foundation to the multimedia unit in KS1 the children discuss what type of technology they have at home and what type of media can be produced on it. (Text, image, video, audio). They talk about different ways to take photos and record audio.

Using the Princess Fairy Tale Maker app, the children look at a background picture and how they can make changes. They discuss why using computers are good for picture editing.



Step by step using Princess Fairy Tale Maker:

- Talk about fairy tale characters.
- How to select a background. What would make a suitable scene?
- How to add characters and select appropriate ones for their story.
- How to record sound and combine media.
- Add effects by recording their voices and save changes.
- Play back their animation.

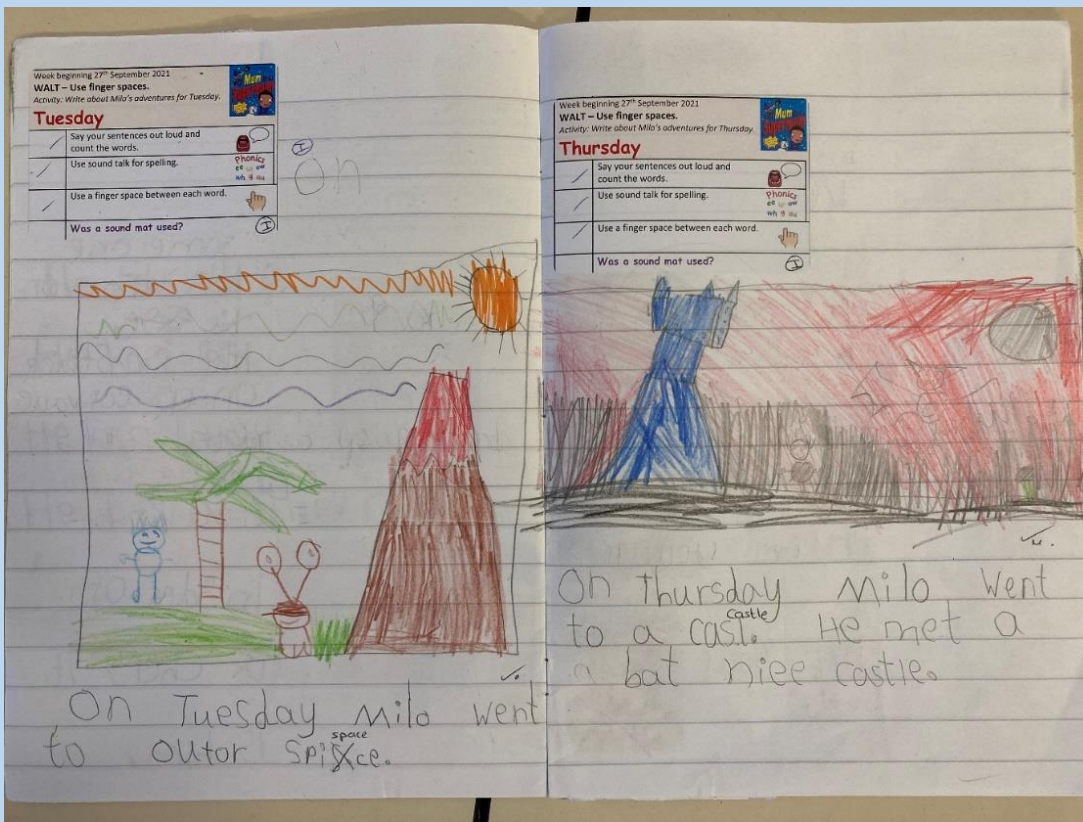


Y1

This is the first computing lesson in Y1 so the children recap what type of technology they have at home and what type of media can be produced on it. They listen to and discuss different sounds, thinking about how they can make their own digital sounds and play them back. Using the super vegetables that they have made in a design technology lesson, the children take a photo of them on the Chatterpix app. They record their own voices and make the super vegetables talk by combining the images and sound.



In the second lesson the children take a closer look at images. They explore different effects that can be created in photos. Thinking about unusual angles and distances, the children take their own photos making the subjects appear to do something they are not.

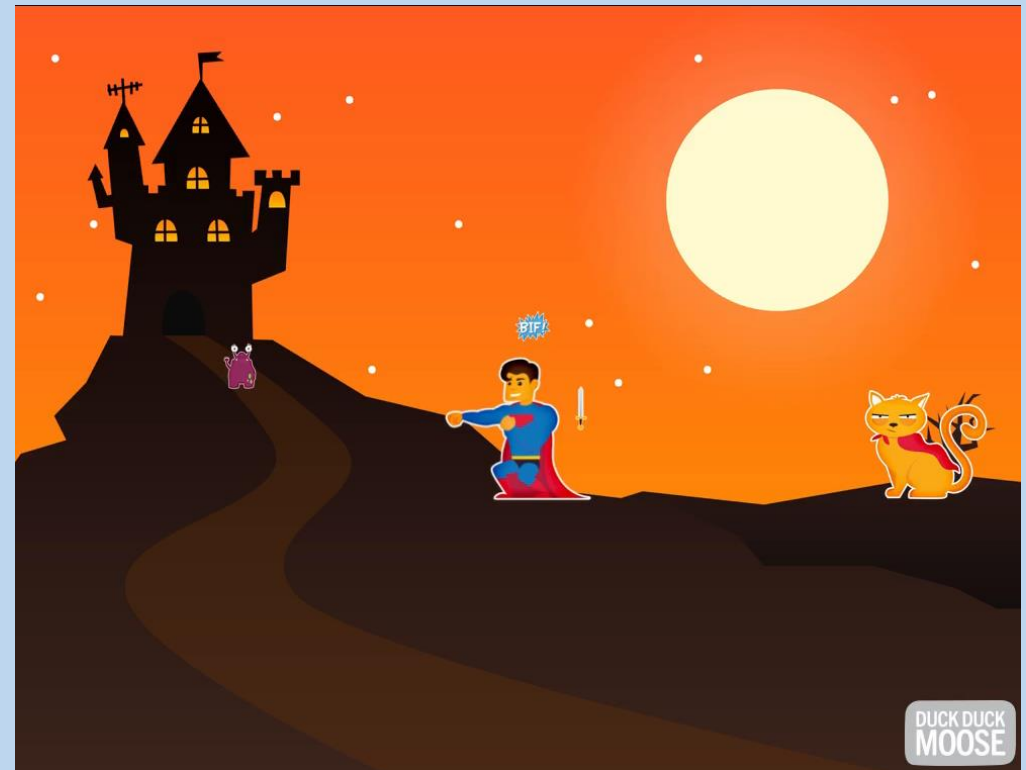


[Link to English](#)

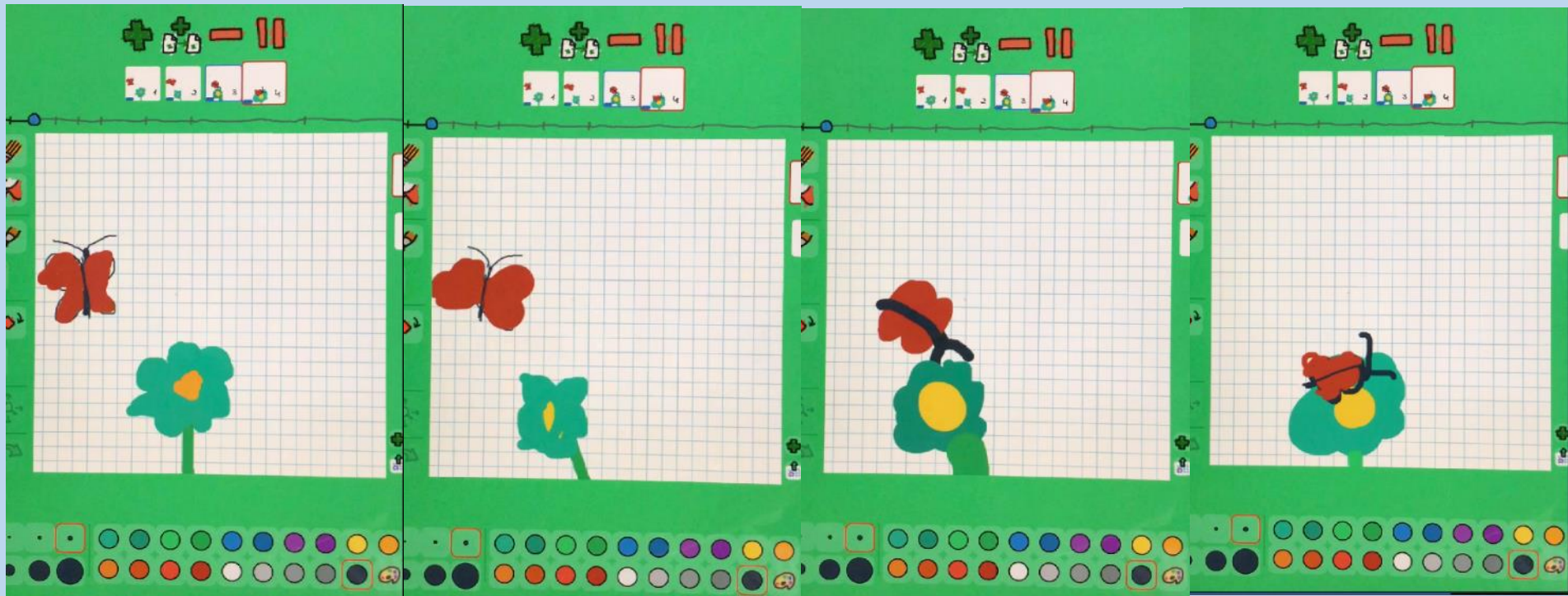
Book - My Mum Has X-ray Vision by Angela McAllister

The children plan out 2 more days of Milo's adventures in English lessons.

Using their planned ideas, the Y1s create a digital comic strip of Milo's adventures using the Superhero Comic Book Maker app. They select the backgrounds, characters and record their voices. The media is combined to create a video. Finally, they merge two files together so that the animated scenes follow on from each other automatically.



Y2



Progressing on from the media work in F2 and Y1, where the children select premade images, the Y2 children create their own pictures and learn about animation techniques. They look at the history of animation and how it has evolved over time, looking specifically at the stop motion technique. The children learn how to use overlays to build up their still pictures and how these are turned into moving animations. Above you can see some of the still frames from a Y2 child using a website called Flipanim. The children also create miniature paper based flip books, flipping between images to create the effect that they are moving.



The children learn how to use an app called Stop Motion. They plan out a storyboard with a beginning, middle and end for some simple dragon stories. Then, using the Stop Motion app to take photos of the toys, and moving them a tiny bit at a time, they create movies of their ideas. Here you can see a few of the photos from one of their animations.

The children learn about ownership of digital content online. As we have made these animations we own them. If Mr Bromage wants to put them on the school website, he needs to ask our permission first.