



Village Primary School- Computer Curriculum
Creating Media

EYFS		
Learning		
<p>In Nursery... Nursery will have had the opportunity to see adults create media on the interactive boards and may have used simple tools like the pen on the screen to circle amounts during maths etc. Nursery will also have had a range of real creating with media experiences and used an ipad to take photographs.</p>	<p>In Reception... In reception the children will use a range of technology to create with including ColourMagic to write their names and draw, ipads to take photographs, photocopiers to make copies of their work and the printer to print out pictures for use in collages. Children will also use ChatterPix to record sound clips and to animate objects as part of cross curricular work I.e., drawing a Gruffalo and recording something the character said. They will also use the visualiser to view their creations and as another way of recording work I.e. a junk model they make showing it under the visualiser then using that camera to record it or take a picture.</p>	<p>In Year 1... Children will have their first understanding that a computer screen image is made of lots of pixels and that by changing each pixel they can create an image such as a cartoon character. There will be opportunities to do unplugged learning with children provided with grids to be able to compare if technology is more efficient than paper-based art. Later in the year the children will then start their journey into creating with words and images. Here they will start creating by making changes, adding labels, recording and producing a labelled picture and simple comic.</p>
<p>Key vocabulary- Paint, pen, paper, photograph, picture, pencil, rubber, paintbrush, collage, printer, photocopier, sound, record, animate,</p>		
Progression/End Points		
<p>Reception Can create content such as a video recording, stories and/or draw a picture on screen.</p>		

Year 1
Learning

<p>Prior knowledge</p> <p>In reception the children will use a range of technology to create with including ColourMagic to write their names and draw, ipads to take photographs, photocopiers to make copies of their work and the printer to print out pictures for use in collages. Children will also use ChatterPix to record sound clips and to animate objects as part of cross curricular work I.e., drawing a Gruffalo and recording something the character said. They will also use the visualiser to view their creations and as another way of recording work I.e. a junk model they make showing it under the visualiser then using that camera to record it or take a picture.</p>	<p>In Year 1...</p> <p>Children will have their first understanding that a computer screen image is made of lots of pixels and that by changing each pixel they can create an image such as a cartoon character. There will be opportunities to do unplugged learning with children provided with grids to be able to compare if technology is more efficient than paper-based art. Later in the year the children will then start their journey into creating with words and images. Here they will start creating by making changes, adding labels, recording and producing a labelled picture and simple comic.</p>	<p>In Year 2...</p> <p>The children will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.</p> <p>Later in the year the children will build on existing text skills to create an ebook. This can be linked with the children's interest or relevant topic to ensure the purpose is meaningful.</p>
<p>Key vocabulary-</p> <p>equipment, tools, pixels, grid, fill, check, zoom, controls, text, png, gif, image, animation, outline, undo, diagonal, recreate, graphics, mimic</p> <p>Icon, drag, delete, undo, text, size, word bank, panel, narration, stickers, scale, arrange, flip, resize, save, label, background.</p>		
<p>Progression/ End Points</p>		
<p>Autumn 2 Term</p> <ul style="list-style-type: none"> – Change the colour of individual pixels to accurately re-create basic artwork. – Make changes where required. – Change the colour of individual pixels to accurately re-create detailed artwork. – Use zoom controls to help fill small shapes. <p>Use lines and fill tools to make interesting patterns. Add a variety of shapes (outlines and fill) and label them with text. Re-create graphics using pixels with different colours.</p>	<p>Summer 1 Term</p> <ul style="list-style-type: none"> – Change the background colour of a page. – Add, resize and position images (pictures) on a page. – Type and position text on a page, if possible using capital letters and punctuation. – Label pictures with text. – Use word-banks for writing sentences about pictures. – Add narration using text and direct speech using speech bubbles. – Add audio recordings. – Save work with a title and name. 	
<p style="text-align: center;">Year 2</p>		
<p>Learning</p>		
<p>Prior knowledge</p> <p>Children will have their first understanding that a computer screen image is made of lots of pixels and that</p>	<p>In Year 2...</p> <p>The children will learn to recognise that different devices can be used to capture photographs and</p>	<p>In Year 3...</p> <p>Children will start putting together previous skills as well as new skills such as flip, rotate to make an image /stamp that</p>

<p>by changing each pixel they can create an image such as a cartoon character. There will be opportunities to do unplugged learning with children provided with grids to be able to compare if technology is more efficient than paper-based art. Later in the year the children will then start their journey into creating with words and images. Here they will start creating by making changes, adding labels, recording and producing a labelled picture and simple comic.</p>	<p>will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.</p> <p>Later in the year the children will build on existing text skills to create an ebook. This can be linked with the children's interest or relevant topic to ensure the purpose is meaningful.</p>	<p>they will then use to create a GIF. They will revisit skills of saving and have a finished GIF to share.</p> <p>Later in the year children will start to understand that with digital text they can edit, format and replace the writing. Children will also learn some keyboard shortcuts. This will be then used to create their own comic. Again, they will be able to make this cross curricular or reflect their own interests.</p>
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Key vocabulary-

Device, camera, photograph, capture, image, digital, landscape, portrait, framing, subject, compose,

Book cover, pages, text, images, theme, voice recordings, fill, record, new page, delete, share

Progression/ End Points.

<p>Autumn Term</p> <p>To explain how to capture a digital photo. To take a picture in landscape and portrait and to start to understand the difference and why one might be better. To retake a photograph to recapture and improve. To start to recognise when images have been altered.</p>	<p>Summer Term</p> <p>To add a book cover with title, author, colour and image. To add multiple pages based on a theme. To add text on different pages. To add images on different pages to match the theme/text To add voice recordings to match the text and theme.</p>
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Year 3

<p>Learning</p>		
<p>Prior knowledge</p> <p>The children will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos. Finally, they will use this knowledge to recognise that images they see may not be real.</p>	<p>In Year 3...</p> <p>Children will start putting together previous skills as well as new skills such as flip, rotate to make an image /stamp that they will then use to create a GIF. They will revisit skills of saving and have a finished GIF to share.</p>	<p>In Year 4...</p> <p>Children will start being able to create 3D objects using computer aided design such as Tinkerlab. Although this will be a new programme the features will allow children to use skills from within the year and from previous years to add too and build upon. Using what they learn they will be able</p>

<p>Later in the year the children will build on existing text skills to create an ebook. This can be linked with the children's interest or relevant topic to ensure the purpose is meaningful.</p>	<p>Later in the year children will start to understand that with digital text they can edit, format and replace the writing. Children will also learn some keyboard shortcuts. This will be then used to create their own comic. Again, they will be able to make this cross curricular or reflect their own interests.</p>	<p>to create their own 3D project linked with a topic I.e. Egyptian scene. They will start to think about the advantages of creating an electronic book as well as the disadvantages. Children will get much more creative, interactive and individual when using ebook creator thinking about the page shape, the content (images, text, links, audio, videos) and using hyperlinks for navigating.</p>
<p>Key vocabulary- Rotation, zoom, flip, symmetry, stamp, gif, layers, multiple frames, duplicate, select, copy, paste, save, download, canvas. Word processor, find and replace, format, text wrapping, bullet points, keyboard short cuts, control, bold, underline, italics Panel, narration, stickers, scale, arrange, flip, move,</p>		
<p>Progression/ End Points</p>		
<p>Autumn Term</p> <p>Use various lines and fill tools plus copy/paste and rotation to create pattern effects. Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects. Use stamps, copy/paste, layers and multiple frames to create animated GIF computer game graphics.</p>	<p>Summer Term</p> <p>Copy and paste text and images Find and replace words Format text for a purpose Edit images inside documents Add bullet points to make lists Experiment with keyboard shortcuts Know the advantages of creating comics digitally (e.g speed of production) Know the different aspects of a comic; scenes, backgrounds, characters, narration, speech bubbles and stickers. Know how to add, resize and organise colour or picture backgrounds. - Know how to add, resize, organise characters/objects to different panels. - Know how to add narration using text and direct speech using speech bubbles.</p>	
<p style="text-align: center;">Year 4</p>		
<p>Learning</p>		

<p>Prior knowledge</p> <p>Children will start putting together previous skills as well as new skills such as flip, rotate to make an image /stamp that they will then use to create a GIF. They will revisit skills of saving and have a finished GIF to share.</p> <p>Later in the year children will start to understand that with digital text they can edit, format and replace the writing. Children will also learn some keyboard shortcuts. This will be then used to create their own comic. Again, they will be able to make this cross curricular or reflect their own interests.</p>	<p>In Year 4...</p> <p>Children will start being able to create 3D objects using computer aided design such as Tinkerlab. Although this will be a new programme the features will allow children to use skills from within the year and from previous years to add too and build upon. Using what they learn they will be able to create their own 3D project linked with a topic I.e. Egyptian scene.</p> <p>They will start to think about the advantages of creating an electronic book as well as the disadvantages. Children will get much more creative, interactive and individual when using ebook creator thinking about the page shape, the content (images, text, links, audio, videos) and using hyperlinks for navigating.</p>	<p>In Year 5...</p> <p>Building on the work learners did in year 2 children will learn how to edit and enhance photographs and images. Children should understand why this is done as well as the positives and negatives issues around this.</p> <p>Children now have enough skills on Book Creator to create an interactive book. Watching a tutorial about a quiz they will be able to create their own interactive quiz combining text, images, audio, voice recording and video to create a quiz on a topic or subject they are interested in.</p>
<p>Key vocabulary-</p> <p>Place, view, move, rotate, 3D, zoom, grid, chisel, hammer, trowel, spray, bucket, CAD (computer aided design).</p> <p>Interactive features, style, hyperlinks, page shape, preview</p>		
<p>Progression/ End Point</p>		
<p>Autumn 2</p> <ol style="list-style-type: none"> 1. Understand 3D spacial awareness. 2. Add 3D shapes, resize, adjust height, duplicate and use the different perspective. 3. Re-create different types of buildings using 3D shapes. 4. Create roads/paths by adjusting the height of 3D shapes. 5. Add windows and door shapes. 	<p>Summer 1</p> <ol style="list-style-type: none"> 1. Add page colour and style then position and format text. 2. Add and position images from camera/internet. 3. Add audio, including hiding it behind an object. 4. Add hyperlinks to text and images. 5. Add and format shapes. 6. Use hyperlinks for navigation. 	
<p style="text-align: center;">Year 5</p>		
<p>Learning</p>		

<p>Prior knowledge</p> <p>Children will start being able to create 3D objects using computer aided design such as Tinkerlab. Although this will be a new programme the features will allow children to use skills from within the year and from previous years to add too and build upon. Using what they learn they will be able to create their own 3D project linked with a topic I.e. Egyptian scene.</p> <p>They will start to think about the advantages of creating an electronic book as well as the disadvantages. Children will get much more creative, interactive and individual when using ebook creator thinking about the page shape, the content (images, text, links, audio, videos) and using hyperlinks for navigating.</p>	<p>In Year 5...</p> <p>Building on the work learners did in year 2 children will learn how to edit and enhance photographs and images. Children should understand why this is done as well as the positives and negatives issues around this.</p> <p>Children now have enough skills on Book Creator to create an interactive book. Watching a tutorial about a quiz they will be able to create their own interactive quiz combining text, images, audio, voice recording and video to create a quiz on a topic or subject they are interested in.</p>	<p>In Year 6...</p> <p>Children will be bringing a range of programmes and tools they have used in these programmes to be able to start applying it to create new images on Powerpoint. Through following tutorials to copy familiar images (app icons) they will learn how to apply their skills to create the school logo to include EDD.</p> <p>Now the children have a range of primary school computer creating media skills they will create a website which will showcase all the skills they have learnt. The website will be about the school and will incorporate the logo they created earlier in the year.</p>
<p>Key vocabulary-</p> <p>Crop, aspect ratio, filters, sharpen, blur, smooth, grain, light editing - brightness, exposure, contrast, highlight, shadows, colour editing - saturation, temperature, vibrance, tint</p> <p>Interactive features, style, hyperlinks, page shape, preview</p>		
<p>Progression/ End Points</p>		
<p>Autumn 2</p> <ol style="list-style-type: none"> 1. Adjust the colours, brightness and contrast to improve a photo. 2. Create a before and after slide in presentation software. 3. Take and crop a screenshot. 4. Add drawing and text layers. 5. Import new images as layers and resize them to fit. 6. Add colour elements to a black and white photo using layers and eraser tools. 	<p>Summer 1</p> <p>Add page colour and style</p> <p>Add, position and format text on different pages</p> <p>Add and position images</p> <p>Add audio, including hiding it behind an object.</p> <p>Add hyperlinks to text and images</p> <p>Search for shapes</p> <p>Lock and arrange shapes</p>	
<p style="text-align: center;">Year 6</p>		
<p>Learning</p>		

<p>Prior knowledge</p> <p>Building on the work learners did in year 2 children will learn how to edit and enhance photographs and images. Children should understand why this is done as well as the positives and negatives issues around this.</p> <p>Children now have enough skills on Book Creator to create an interactive book. Watching a tutorial about a quiz they will be able to create their own interactive quiz combining text, images, audio, voice recording and video to create a quiz on a topic or subject they are interested in.</p>	<p>In Year 6...</p> <p>Children will be bringing a range of programmes and tools they have used in these programmes to be able to start applying it to create new images on Powerpoint. Through following tutorials to copy familiar images (app icons) they will learn how to apply their skills to create the school logo to include EDD.</p> <p>Now the children have a range of primary school computer creating media skills they will create a website which will showcase all the skills they have learnt. The website will be about the school and will incorporate the logo they created earlier in the year.</p>	<p>In KS3</p> <p>Learners will:</p> <ul style="list-style-type: none"> - undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users - create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.
<p>Key vocabulary-</p> <p>Grouping, gradient, transparency/opacity, colour picker, arrange, shift key, guide lines</p>		
<p>Homepage, static page, welcome page, widget, theme, appearance, identity, title, tagline, header, sidebars, mobile view, navigation, sub-menus,</p>		
<p>Progression/ End Points</p>		
<p>Autumn 2</p> <p>Add, adjust and fill shapes Group shapes to improve accuracy and speed Add and customise gradient effects Adjust transparency/opacity for a purpose Use a colour picker correctly (Keynote and PowerPoint only) Accurately rotate shapes</p>	<p>Summer 2</p> <ol style="list-style-type: none"> 1. Create a static homepage. 2. Choose a suitable theme for your website. 3. Change the site identity to a suitable title, tagline and website icon. 4. Upload a suitable header and/or background image. 5. Adjust the website sidebar and add suitable widgets. 6. Add text and images to a page and edit them. 7. Add multiple pages and edit the navigation, including sub-menus. 8. Provide constructive feedback for your classmates' websites. 	