



Year 5 Knowledge Organiser

Computing – Digital Creativity

What I should already know.

- Use ICT to select and record voice and sounds – (e.g. Dictaphone, digital voice recorder, Sound recorder in IWB software).
- Use recorded sound files in other applications.
- Locate and use sound files from Internet, CD ROM, learning platform and Multimedia software (e.g. IWB software).
- Select, import and edit existing sound files in sound editing software (e.g. Audacity).
- Use music software to experiment capturing, repeating and reordering sound patterns.
- Use ICT to create and perform sounds or music that would otherwise not be possible live – e.g. playing a multi-part piece or a very fast piece.
- Acquire, store and retrieve images from cameras, scanners and the internet and begin to use paint packages or photo-manipulation software to change an image (e.g. apply different effects)
- Begin to independently capture, store, retrieve and edit a digital image.
- Develop greater control over the digital stills video camera and use the enhanced tools (Macro, Landscape, Zoom).
- Discuss and evaluate the quality of their own and others’ captured images and make decisions (e.g. keep, delete, change).

What will I know by the end of the unit?

- Import music and stills into video editing software and add to film projects.
- Add simple titles and credits.
- Plan and create a short animated sequence to communicate a specific idea, using a storyboard and timeline.
- Make use of transitions and special effects in video editing software and understand the effect they have on the audience.
- Export movies in a variety of formats and use them in multimedia presentations.
- Create a short animated sequence from captured images in simple storyboarding software, to communicate a specific idea.

Key Vocabulary

Stop-motion

Animation

Import

Still

Titles

Credits

Export

Key Knowledge

- Understand that film conveys meaning and begin to understand the “language of film”.
- Routinely evaluate and improve as part of a design process.
- Children discuss and evaluate their own and others’ movies and refine for given audience/task.

Online Safety

**Be E-safe
and enjoy!**



Software

