Year 3 Knowledge Organiser
Computing – Digital Creativity

What I should already know.

National Curriculum KS1 Aims:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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.

What will I know by the end of the unit?

- 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.

Key Vocabulary

Import

Edit

Repeat

Pattern

Perform

Copyright

Online Safety

Be E-safe and enjoy!

Key Knowledge

- Talk about software which allows easy manipulation and creation of sound and music.
- Begin to understand that copyright exists on most recorded music and that downloading music from the internet should be done in accordance with the law.
- Understand that all types of sounds can be combined in editing software.

Software