Year 6 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).
- 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.

What will I know by the end of the unit?

- Create their own sounds and compositions to add to their presentations / films / images / photos.
- Use ICT to perform sounds or music that would otherwise not be possible live (e.g. playing a multi-track or a very fast piece).
- Use ICT to produce music for a specific purpose, considering the impact on the audience (e.g. length, style, genre etc.)
- Combine stills, video and sound using a video editing package.

Key Vocabulary

Green Screen

Composition

Audience

Impact

Stills

Video

Editing

MP3

WAV

Copyright

Online Safety

Be E-safe and enjoy!

Key Knowledge

- Understand issues relating to copyright of music – e.g. when selecting samples.
- Be aware of different sound file formats (e.g. MP3, WAV) and their use as appropriate with other applications.
- Recognise the concept of copyright and apply this to their work.
- 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.

Software