

YEAR 4

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Creating Media – Audio Editing	<p>The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon.</p> <p>No Specific ELG links.</p>	To develop understanding of a range of tools for digital painting and use this to create their own digital painting.	To recognise that different devices can be used to capture, edit and improve photographs .	To use a range of techniques to create stop frame animation using tablets and apply skills to create a story-based animation .	To identify input and output devices required to work with sound digitally. To record audio themselves and understand ownership and copyright implications	To create vector drawings by learning how to use different drawing tools to produce images .	

COMPOSITES

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
 Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information
 Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

COMPONENTS

	1	2	3	4	5	6	End Point
	Can I identify that sound can be recorded?	Can I explain that audio recordings can be edited?	How can I recognise the different parts of creating a podcast project?	Can I apply audio editing skills independently?	How can I combine audio to enhance my podcast project?	Can I evaluate the effective use of audio?	This unit progresses children knowledge and understanding of creating media, by focusing on the recording and editing of sound to produce a podcast. Following this unit, children will explore combining audio with video in the 'Video editing' unit in Year 5.
CONCEPTS Link to concept map	Creating Media – Audio Editing Information Technology	Creating Media – Audio Editing Information Technology	Creating Media – Audio Editing Information Technology	Creating Media Information Technology Computer Science	Creating Media – Audio Editing Information Technology	Creating Media – Audio Editing Information Technology Computer Science	Creating Media – Audio Editing Information Technology Computer Science

	Computer Science	Computer Science	Computer Science		Computer Science		
SKILLS	I can use a computer to record audio I can explain that the person who records the sound can say who is allowed to use it	I can re-record my voice to improve my recording I can inspect the soundwave view to know where to trim my recording	I can save my project so the different parts remain editable I can plan appropriate content for a podcast	I can record content following my plan I can review the quality of my recordings I can improve my voice recordings	I can open my project to continue working on it I can arrange multiple sounds to create the effect I want	I can listen to an audio recording to identify its strengths I can suggest improvements to an audio recording	Children will audio record themselves, children will use Audacity to produce a podcast, which will include editing their work, adding multiple tracks, and opening and saving the audio files. Children will evaluate their work and give feedback to their peers.
KNOWLEDGE	I can identify the input and output devices used to record and play sound	I can discuss what sounds can be added to a podcast	I can explain how sounds can be combined to make a podcast more engaging	I know how to record.	I can explain the difference between saving a project and exporting an audio file	I know the strengths of an audio recording.	Children will identify the input device (microphone) and output devices (speaker or headphones) required to work with sound digitally. Children will discuss the ownership of digital audio and the copyright implications of duplicating the work of others
LESSON LINK	Creating media – Audio editing	Creating media – Audio editing	Creating media – Audio editing	Creating media – Audio editing	Creating media – Audio editing	Creating media – Audio editing	Creating media – Audio editing
PROGRESSIVE VOCABULARY	audio, microphone, speaker, headphones, input device, output device	audio, sound, podcast, edit, trim, align	audio, sound, layer, import	audio, sound, record, playback, edit, selection	audio, sound, load, import, save, export, mp3	export, mp3, audio, editing, evaluate, feedback	Children will be able to understand, articulate and use the vocabulary.
CURRICULUM EXPERIENCES				Create own podcast			
END POINT	Children will identify the input devices used to record sound and output devices needed to listen to it.	Children will record and re-record their voices to improve their recordings. They will edit the recordings,	Children will record their voices and then import and align sound effects to create layers in their	Children will record the voice tracks for their podcast. They will review their recordings and re-record if necessary.	Children will develop their podcast further by adding content such as sound effects and background	Children will evaluate their own podcasts and that of others. After looking at the evaluation, children will decide if they can improve their podcast and then make any changes they have chosen.	

	<p>They will then record their voices using a computer, and reflect on what makes a good audio recording. Children will consider ownership and copyright issues related to recordings.</p>	<p>removing long pauses and mistakes. Children will also listen to a range of podcasts and identify the features of a podcast.</p>	<p>recordings. Children will learn how to save their work so it remains editable. They will then plan their own podcast which they will work on in future lessons.</p>	<p>Learners will edit, trim, and align their voice recordings, and then save their project so they can continue working on it in the next lesson.</p>	<p>music. The audio will be layered with their existing voice recordings and exported as an audio file.</p>		
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