

Creating Media					
Year 1 Digital Writing	To recognise that a keyboard is used to enter text into a computer.	To use letter, number and space keys to enter text into a computer.	To use punctuation and special characters.	To recognise that text can be edited.	To use the backspace key to remove text.
Year 1 Digital Painting	To create a picture using freehand tools	To use a range of paint colours	To use shape and line tools when precision is needed	To use the undo button to correct a mistake	To compare painting using a computer with painting using brushes
Year 2 Digital Photography	To understand what devices can take pictures and use them to capture a digital image.	<i>To understand that images can be changed after they are taken – editing/filters.</i>	<i>To understand that I must respect people's bodies by asking permission to take a photograph.</i>	To recognise features of 'good' photographs – light, portrait, landscape.	To recognise how to improve a photograph.
Year 2 Making music	To identify that computers can be used to play sounds of different instruments	To experiment with musical patterns on a computer	To experiment with different sounds on a computer	To use a computer to compose a rhythm and a melody on a given theme	To use a computer to play the same music in different ways (e.g. tempo)
Year 3 Stop-frame Animation	To plan an animation using a storyboard	To set up the work area with an awareness of what will be captured and to capture images	To recognise that smaller movements create smoother animation	To add media to enhance an animation	To review a completed project
Year 3 Desktop Publishing	To show that page orientation can be changed	To add and remove images to and from placeholders	To move, resize and rotate images	To add and edit text to a placeholder	To review a document
Year 4 Photo Editing	To use an application to change part of a digital image	To change the composition of a digital image by cropping	To apply effects to a digital image	To use clone, copy, and paste to change the composition of a digital image	To add text to a digital image
Year 4 Audio Production	To record sound using a computer	To play recorded audio	To recognise that audio can be edited	To delete a section of audio	To recognise that audio can be layered so that

					multiple sounds can be played at the same time
Year 5 Vector Drawing	To add an object as well as delete an object to a vector drawing	To select one object or multiple objects	To duplicate objects using copy and paste	To reposition objects	To create a vector drawing for a given purpose
Year 5 Video Production	To use different camera angles	To use pan, tilt and zoom	To identify features of a video recording device or application	To combine filming techniques for a given purpose	To use split, trim and crop to edit a video
Year 6 3D Modelling	To position 3D shapes relative to one another	To recognise and use digital tools can be used to manipulate 3D objects	To combine objects to create a 3D digital artefact	To use digital tools to accurately size 3D objects	To construct a 3D model which reflects a real world object
Year 6 Web-page creation	To review an existing website (navigation bars, header)	To create a new blank web page, add text and be able to change the text appearance	To embed media in a web page	To recognise the need for a navigation path	To insert hyperlinks between pages