Spring 1	Lostwithiel Primary School	Year 5/6
Digital Literacy – Stop Motion Animation	Computing Knowledge Organiser	Conkers Class

Prior Learning: Year 3 – Animation (combining digital images)

Key Computing Learning:

Stop Motion Animation

- Plan and create a short animated sequence to show a specific idea using a storyboard and timeline.
- Use transitions and special effects when editing videos.
- Plan a multi-scene animation including characters, scenes, camera angles and special effects.
- Adjust the number of photos taken and playback rate to improve the quality of the video.
- Combine stills, video, captions, titles and sound in video editing packages to edit.
- Export movies in different formats and export them into multimedia presentations.

Music For Animations

- Evaluate and compose music for use in a multimedia presentation.
- Create and combine musical elements to create short compositions.
- Edit and revise musical compositions to suit the content and purpose.
- Save, retrieve and print work.
- Add musical composition to a multimedia
- Select edit and combine sounds from sources to create a podcast file.
- Create sounds to accompany presentations.

Software/Hardware Resources	Key Computing Vocabulary	
Stop Motion Animation Garage Band iPads https://www.bbc.co.uk/teach/class-clips-video/art-and-design-ks2-stop-motion-animation/zr67kmn	**sequence**	A set of related events, movements, or items that follow each other in a particular order.
	timeline	A graphical representation of a period of time, on which important events are marked found at the bottom of animation software.
	camera angles	Marks the specific location at which the movie **camera** or video **camera** is placed to take a shot.
	captions	A piece of text appearing on a cinema or television screen as part of a film or broadcast
	export	Transfer (data) in a format that can be used by other programs
	multimedia	Incorporating audio and video, especially interactively.

Computing Outcomes	Cross Curricular Links
• Plan and create an animation to show the life cycle of a _____ (link to English unit) incorporating sounds / music, images and actions.	English – Animate own short story or poem. Speaking and listening. Science – Tell the story of an aspect of evolution. 5Ps – collaborate working, editing, discussing and agreeing changes, evaluating the end product.

Linked documents: Class Overview, Computing Whole School Progression document and Class Medium Term Planning.