

MULTIMEDIA SOUND AND MOTION			
ELG: PSED and EAD			
EYFS	<ul style="list-style-type: none"> • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 		
KS1	Children use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Children can: <ul style="list-style-type: none"> • use software to record sounds; • change sounds recorded; • save, retrieve and organise work; 	Key Vocabulary: commands, add sound.
LKS2	Children 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.	Children can: <ul style="list-style-type: none"> • use software to record, create and edit sounds and capture still images; • change recorded sounds, volume, duration and pauses; • use software to capture video for a purpose; • crop and arrange clips to create a short film; • plan an animation and move items within each animation for playback; 	Key Vocabulary: audio, sound, video, movie, embed, link, file format, animate, animation, still image, flip book, frame, onion skinning, loop, frame rate, record, stop, play, stop motion, stop frame.
UKS2	Children 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.	Children can: <ul style="list-style-type: none"> • collect audio from a variety of resources including own recordings and internet clips; • use a digital device to record sounds and present audio; • trim, arrange and edit audio levels to improve quality; • publish their animation and use a movie editing package to edit/refine and add titles; 	Key Vocabulary: audio, record, edit, play stop, skip, input, output, record, edit, play podcast, digital content, downloadable, backing track, voiceover, mute, gain, production, post-production, documentary, project, evaluation, screening, upload.