Music, Art & Design (Year 1)

Prior Learning

- Use of paint tools in Mini Mash.
- Used 2Beat and 2Explore to create music

Concepts

animation	Give the appearance of movement to still pictures.
e-book	A book that can be read on a computer or tablet.

Key Vocabulary/Skills

Plan	An outline of the story to be made into an e-book.
Sound effects	A sound other than speech or music.
Background	A set picture to use on the pages of a book.
Font	The style of text used.
Copy	Create another version of something.
Paste	Add a copied picture to another part of the book.

Key Knowledge/Skills

1) I can create a simple story as an e-book.
2) I can format text in a number of ways,
3) I can use paint tools to create pictures with some detail.
4) I can add animation to a story.
5) I can add backgrounds to a story.
6) I can copy and paste pages to make working more efficient.

Images and Techniques

2Create a Story

Play your story

Choose a story background

Choose the font for the story

Copy and paste

Music, Art & Design (Year 2)

Prior Learning

- Created animated story books.

Concepts

soundtrack	A recording of the music used in a film.
palette	The range of colours or shapes available to the user.

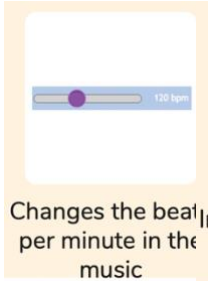
Key Vocabulary

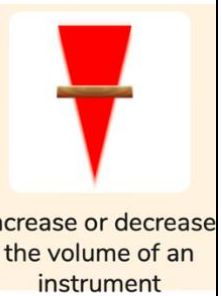
Composition	A creative piece of music.
Tempo	The speed at which music is played.
Sound effects	A sound other than speech or music.
Template	A model for others to copy or use.
Clipart	Pictures stored on a computer/in a program that we can use in our work.
Stamp	A copy of a picture in a paint program that can be edited and used again.

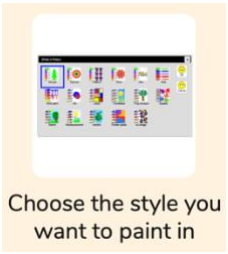
Key Knowledge/Skills

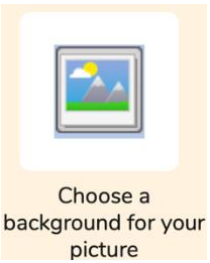
1) I can compose a simple tune using a computer program.
2) I can explore changing volume and speed and its effects on my composition.
3) I can combine music and sound effects to create a composition for a particular purpose.
4) I can use paint tools to create a painting in a given style.
5) I can use templates and tools to create shapes and patterns in my digital art.
6) I can use different media e.g. paint tools and uploaded images and combine them to create a piece of art in a paint package.

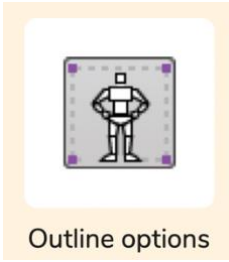
Images and Techniques











Music, Art & Design (Year 5)

Prior Learning

- Using paint and publishing packages
- Understanding and creating simple animations.

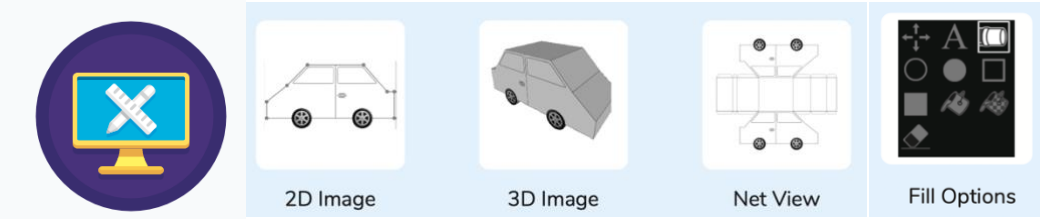
Concepts

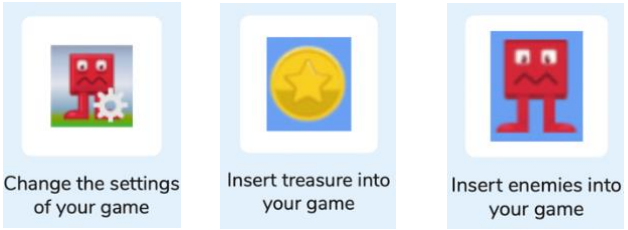
CAD	Computer aided design – A program used to design an object in 2D while being able to view it in 3D on the screen.
Playability	How easy a game can be played and its overall quality.

Key Vocabulary

Net	A pattern that you can cut and fold to make a model of a solid shape.
Points	A position on a 2D shape or surface.
Modelling	The activity of making models.
Animation	Creating an illusion of movement.
Interactive	Responding to a user's input on a computer or device.
Sound effects	Sounds other than music and voices.

Images and Techniques





Key Knowledge/Skills

7) I can edit a polygon 3D model to design a 3D model for a purpose
8) I can print my 2D net in order to build a 3D model.
9) I understand some elements that make a successful game and can use these when designing my own game to fit a specific theme.
10) I can upload images or use drawing tools to create different aspects of my game.
11) I can decide and change the animations and sounds that my characters make.
12) I can evaluate my own and peers' games to help improve their design for the future.