

## Technology - Multimedia Framework

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Learning</b>	<p>To explore graphics software.</p> <p>To use the camera function in a device.</p>	<p>To load, edit and manipulate documents.</p> <p>To experiment with digital software tools.</p> <p>To create a digital fact file.</p>	<p>To identify different types of animations.</p> <p>To explore animation sequencing.</p> <p>To create a simple story using animation.</p> <p>To produce a simple presentation incorporating sounds the children have captured or created.</p>	<p>To record and present information integrating a range of appropriate media combining text and graphics in printable form and sound and video for on-screen presentations which include hyperlinks.</p> <p>To manipulate digital images using a range of tools in appropriate software.</p> <p>To create a simple podcast, selecting and importing already existing music and sound effects as well as recording their own.</p>	<p>To use advanced tools in word processing / Desktop publishing software to create quality presentations.</p> <p>To make a short film / animation from images (still and / or moving) that they have sourced, captured or created.</p>	<p>To create &amp; edit a short playscript.</p> <p>To explore document structure manipulation.</p> <p>To analyse the features of video capturing software.</p> <p>To analysing the features of a video editing software.</p> <p>To capture video.</p> <p>To import and edit videos.</p>	<p>To use a range of multimedia tools to create and evaluate a range of projects such as video diaries, e-books etc for a specific audience.</p> <p>To create, share and evaluate more sophisticated podcasts and consider the effect that their podcasts will have on the audience.</p>
<b>Application</b>	Use a range of features to create graphics e.g.	Use software such as J2mix/Jit5 paint to	Use software such as JIT Animate to	Use software such as J2e5 to create a simple	Use tools in word processing/ DTP software such as	Create and edit their own playscript in a document for a play,	Explore and use various multimedia

## Technology - Multimedia Framework

	<p>changing colours, paintbrushes, backgrounds, stencils, stamps, text etc.</p> <p>Use software such as 'Doodle Buddy' on I Pads.</p> <p>Explore the features of a camera app in order to create a series of photos or a short video.</p>	<p>manipulate text, graphics, sound etc.</p> <p>Explore the tools of a digital software such as Jit5 paint/J2mix to create a digital fact file with audio.</p>	<p>create animation using sound.</p>	<p>podcast which includes graphics and sound.</p>	<p>appropriate text formatting, line spacing etc.</p> <p>Use animation software such as JIT Animate.</p>	<p>which they can then video record and edit using video editing software.</p>	<p>software to create a range of projects.</p>
<p><b>Links</b></p>	<p>Free flow play.</p>	<p>Create a digital fact file linked to a theme.</p>	<p>Create an animation linked to a theme.</p>	<p>Create a simple podcast linked to a theme.</p>	<p>Create a presentation using Word processing/DTP software and a still/moving animation linked to a theme.</p>	<p>Create a playscript and video linked to their theme.</p>	<p>Create a range of multimedia projects linking to their theme.</p>