# Seamer and Irton CP School
# Progression of knowledge and skills in Computing
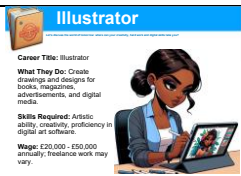# Creating Media: Autumn 2 and Summer 1

**The Creating Media strand hosts a wide range of different media types, and therefore different skills. To support progression, this can be best categorised into four different key areas: text, graphics (the use of pictures and text), photo and video, and audio. The spiral curriculum covers each of these four areas over a phase (KS1, LKS2 and UKS2), rather than in every year group, with links across these areas made where possible.**

Throughout each half term, pupils are exposed to a range of computing careers linked directly to the cultural capital of our pupils and highlighting that computing can be aspirational and accessible to all. Visits by a diverse range of adults, based within the local community, will provide pupils with clear links to STEM career opportunities. Equity, diversity and inclusion are addressed through highlighting pioneers and influencers who represent a broad and inclusive range of characteristics, alongside those from differing socio-economic and cultural backgrounds, these are annually reviewed to ensure our pupils are exposed to relevant and meaningful experiences. During Autumn 2 there is a focus on Black History Month to link with the school's history curriculum.

From Autumn 2, 2025, pupils will also connect with the local secondary school where they will have the opportunity to meet different teaching staff and pupils from a range of backgrounds and use a 3D printer to physically create their models. This allows pupils an additional transition opportunity.

| | EYFS | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
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| **Creating Media:**<br><br>**Autumn 2**<br><br><br><br>**EYFS**<br>To complete 1st of 3 Barefoot Computing units based on the seasons | **Early Years \| EN \| Barefoot Computing**<br><br>Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills. | **Creating Media - Digital Painting**<br><br>**Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.**<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>Learning Graph | **Creating media – Digital photography**<br><br>**Capturing and changing digital photographs for different purposes.**<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>Learning Graph | **Creating-media-animation**<br><br>**Stop-frame animation Capturing and editing digital still images to produce a stop frame animation that tells a story**<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** | **Creating-media-audio-editing**<br><br>**Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.**<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** | **Creating-media-video-editing**<br><br>**Video production Planning, capturing, and editing video to produce a short film.**<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** | **Creating-media-3d-modelling**<br><br>3D modelling Planning, developing, and evaluation 3D computer models of physical objects.<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** |

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| | *Early Learning Goal and Development Matters Links* *Creating with Materials* *Fine Motor Skills* *Active Learning* *Mathematics* *Understanding the world* | | | | | |
| **Vocabulary** **Glossary** [Primary computing glossary - Teach Computing](#) | | Tool, Erase, Fill Undo, Primary Colours, Shape tools, Line tool, Brush style, Pointillism | Device, Capture, Image, Digital, Landscape, Portrait, Field of view, Narrow, Wide, Format, Framing, Focal point, Subject matter, Compose, Natural/artificial lighting, Flash, Focus, Background/foreground, Editing, Tools, Filter, Changed, Real | animation, flip book, stop frame, frame, sequence, image, photograph, setting, character, events, onion skinning, media, import, transition. | audio, record, playback, input, output, Podcast, selection, mixing, time shift, export, sound file. | Video, Audio, Recording, Storyboard, Script, Soundtrack, Dialogue, Capture, Zoom, AV (Audio Visual), Videographer, Zoom, Pan, Tilt, Angle, Lighting, Setting, Export, Split, Trim/Clip, Titles, Timeline, Transitions, Content, Retake, Special Effects, Title Screen, End Credits | Modelling, Three-Dimensional, Workspace, Faces, Vertices, Edges, Handles, Resize, Position, Hole, Design, Modify |
| **Careers Education** Including links to Equity, Diversity and Inclusion | |  | **Temi Lawson (present)** A Film and Digital Photographer [About — TEMI LAWSON](#) | **Lotte Reiniger (1899 – 1981)** Credited with directing the first feature-length animated film [Lotte Reiniger: The animation genius you've probably](#) | **Marcella Araica (2002–present)** Sound engineer Marcella Araica broke into the male-dominated music industry and soared to success. | **Desiree Ivegbuna (present)** [Editor in the film and TV drama industries - ScreenSkills](#) **Margaret Sixel (1984–present)** |

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| Supplemented by STEM ambassador visits and online opportunities linked to the termly focus as and when available | |  **Career Title:** Illustrator<br>**What They Do:** Create drawings and designs for books, magazines, advertisements, and digital media.<br>**Skills Required:** Artistic ability, creativity, proficiency in digital art software.<br>**Wage:** £20,000 - £50,000 annually; freelance work may vary. | | never heard of \| BBC Ideas (youtube.com)<br><br>**Nick Park (1958 -)** British animator, famed for his use of stop motion clay animation in a series of short animations and in feature films<br><br>Making Of - Wallace and Gromit with Visit England (youtube.com) | Blending melodies with Marcella Araica - Bing video | SIXEL, MARGARET – Edited By (princeton.edu) | |
| **Local Community experts** (Visitors and visits)<br><br>Supplemented by STEM ambassador visits and online opportunities linked to the termly focus as and when available | | | **Visit - Will Palmer** – Local photographer (Seamer based) Will Palmer Photography Homepage (photoshelter.com)<br><br>Scarborough Thor the Walrus photograph wins national award - BBC News<br><br>**2025 onwards** | | | **Visitor - Greg Smith** Design - Upset (up-set.co.uk)<br><br>**Visit - Link with local secondary school –** 2025 onwards George Pindar School, Scarborough \| Part of the Hope Sentamu Learning Trust – #Proud to be Pindar (hslt.academy)<br><br>3D printing |

| | EYFS | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
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| **Creating Media**<br><br>**Summer 1** | **Encourage creative expression using digital tools.**<br><br>**Digital Art Creation**: Use tablets or computers to create digital artwork related to spring themes.<br><br>**Digital Storytelling**: Create simple digital stories using images and text. | Creating Media - Digital Writing<br><br>Using a computer to create and format text, before comparing to writing non-digitally.<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>Learning Graph | Creating media - Digital music<br><br>Digital music Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>Learning Graph | Creating-media-desktop-publishing<br><br>Desktop publishing Creating documents and modifying text, images and page layouts for a specific purpose<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** | Creating-media-photo-editing<br><br>Photo editing Manipulating digital images, and reflecting on the impact of the changes and whether the required purpose is fulfilled,<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>Learning Graph | Creating-media-vector-drawing<br><br>Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** | Creating-media-web-page-creation<br><br>**Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics and navigation.**<br><br>No. of lessons: 6<br><br>Skills and Concept Progression<br>**Learning Graph** |
| **Vocabulary**<br><br>**Glossary**<br>Primary computing glossary - Teach Computing | | Word Processor, Keys, Numbers, Spacebar, Backspace, Text, Shift, Cursor, Toolbar, Bold | Music, Quiet, Loud, Feelings, Emotions, Pattern, Rhythm, Pulse/Beat, Pitch, Tempo, Notes, Instrument, Create, Open, Edit | Desktop publishing, Text, Images, Font style, Template, Orientation, Placeholder, Copy, Paste, Layout, Purpose | Arrange, Digital, Crop, Undo, Copyright, Composition, Pixels, Rotate, Flip, Effects, Hue/Saturation, Sepia, Illustrator, Vignette, Retouch, Clone, Recolour, Sharpen, Brighten, Composite, Cut, Copy, Paste, | Vector, Drawing Tools, Icons, Toolbar, Vector Drawing, Move, Resize, Rotate, Duplicate/Copy, Organise, Zoom, Select, Alignment, Grid, Handles, Consistency, Modify, Layers, Object, Paste, Group, Ungroup, Reuse, | Web Page, Website Browser, Media Hypertext, Markup Language (HTML), Logo, Layout, Header, Purpose, Copyright, Home Page, Preview Navigation, |

| | | | | | Original, Border, Layer | Improvement, Alternatives | |
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| **Careers Education** Including links to Equity, Diversity and Inclusion<br><br>Supplemented by STEM ambassador visits and online opportunities linked to the termly focus as and when available | |  | **Delia Derbyshire (1937-2001**) In November 1963 Delia swapped traditional musical instruments for electronic sounds when she arranged the theme for one of the most famous TV shows ever: Doctor Who.<br><br>KS2: Delia Derbyshire – Doctor Who Theme (original theme by Ron Grainer) - BBC Teach<br><br> | | How to become a music photographer: Priti's story - BBC Bitesize | **Katie Louise Thomas (present)** Katie Louise Thomas | **Erlen Masson (1988 – present)** UK-based illustrator, art director, designer and developer who's worked with iconic brands like Gucci, Burberry, Ray-Ban, Levis, Adidas, and more Erlen Masson's Portfolio \| erlen.co.uk<br><br>Welcome To Football \| Freeda x Mastercard 10 Industries Transformed by 3D Modeling - Examples & Benefits - Skywell Software |
| **Local Community experts** (Visitors and visits)<br><br>Supplemented by STEM ambassador | | | | **Visitor - Jamie McGarry** – Local publisher<br><br>Services – Valley Press – Independent Publishing (valleypressuk.com) | **Visitor - Scarborough Camera club** – local club<br><br>Scarborough Camera Club | | |

| visits and online opportunities linked to the termly focus as and when available | | | | | | |
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