Medium Term Plan: Supporting Implementation of LTP/Progression Grid

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Subject: Computing – Using Devices to Create an Animated Story   Year: LKS2 – Year A – Spring

NC/PoS:
- use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration
- 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
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Prior Learning (what pupils already know and can do)
How computers are technology and what they can be used for individually, how to use the keyboard and mouse to create digital paint and text and how they can be combined for a purpose.

End Points (what pupils MUST know and remember)
- To explain how digital device can be connected with an input, process and output
- To recognise the physical components of a network
- To explain that animation is a sequence of drawing or photographs
- To plan, review and improve an animation

Key Vocabulary
Device, input, process, output, system, network, connect, Wi-Fi, stop-motion animation, photographs, video, stills, edit

Recommended Resources:
https://tinyurl.com/LKS2-CreateAnAnimation-1
https://tinyurl.com/LKS2-CreateAnAnimation-2
https://tinyurl.com/LKS2-CreateAnAnimation-3

Session 1: How does a digital device work?

Introduce the concept of input, process and output. What is their relationship? Apply this to devices within the classroom and school. Understand the benefits of combining different inputs and outputs within known environments.

Vocabulary: device, input, process, output, system

Session 2: How are devices connected?

What is a network? How does a network switch work? How can routers extend networks? How can device be connected without wires? What are the benefits of using Wi-Fi? What is the purpose of a server? What does the school network look like?

Vocabulary: network, network switch, router, connect, Wi-Fi, server

Session 3: Inputting Messages

What input devices can we use to convey messages? Can we use multiple devices together? How can text and images be combined? Does the text styling impact the effectiveness of the message? How can images impact the message? Can text and images be moved around the page? What are the benefits of using technology?

Vocabulary: input, device, text

Session 4: Creating a Storyboard

What is a storyboard and why are they used? How can text and images be used in a storyboard? Can we create a template to use? What will our story be: people communicating via networked computers? How can we use the storyboard to create our story? How are the images going to support the story?

Vocabulary: storyboard, image, text, combine, template

Session 5: Stop-Motion Animation

How can we use technology to create a stop-motion animation? How is stop-motion animation different from other animation? Why do we need to consider consistency? Why do we need to take lots of photographs?

Vocabulary: stop-motion, animation, video, photographs, images, stills, consistency, timing, models,

Session 6: Creating an animation

Can we use technology to create a stop-motion animation based on our storyboard? Once we've filmed, can we add text to help convey tell the story? How can we share our final piece? How could we have changed our final piece? Would we have done something better?

Vocabulary: storyboard, stop-motion, animation, film, photographs, text, edit,

Future learning this content supports:
The content of this unit will support other units on the internet as a network of networks, creating media and programming.