Progression Map Creating Media

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term	Autumn 2	Autumn 2	Autumn 2	Autumn 2	Autumn 2	Autumn 2
Unit 1	•	•	Stop-frame	Audio editing	Video Editing	Web Page Creation
			animation			 To know how to design
			 To be able to 	 To Know how to 	 To know how to plan 	a webpage
			capture digital	capture audio	to capture video	 To know how to create
			images	 To know how to 	footage	a webpage
			• To be able to edit	edit audio files	• To be able to capture	To give consideration to
			digital images	 To know how to 	digital video footage	copyright of elements
			 To be able to 	produce a	• To be able to edit	included in the work
			combine digital	podcast	digital video footage	 To give consideration to
			images to	To understand	To be able to combine	the asthetics and
			produce stoip-	the need to	digital video footage	navigation of their work
			frame animation.	ensure copyright	to produce a short	
				is considered	video film.	
Term	Summer 1	Summer 1	Summer 1	Summer 1	Summer 1	Summer 1
Term Unit 2	Summer 1	Summer 1 •	Summer 1 Desktop Publishing	Summer 1 Photo editing	Summer 1 Vector Drawing	Summer 1 3D Modelling
		Summer 1	Desktop Publishing	Photo editing	Vector Drawing	3D Modelling
		Summer 1	Desktop Publishing To know how to	Photo editing To know how to	Vector Drawing To know how to	3D Modelling • To know how to plan a
		Summer 1	Desktop Publishing To know how to create documents	Photo editing To know how to manipulate digital	Vector Drawing To know how to create images in a	3D ModellingTo know how to plan a 3D computer model of
		Summer 1 •	Desktop PublishingTo know how to create documentsTo know how to	Photo editing To know how to manipulate digital images	To know how to create images in a drawing program	 3D Modelling To know how to plan a 3D computer model of physical objects
		Summer 1 •	 Desktop Publishing To know how to create documents To know how to modify text 	To know how to manipulate digital images To be able to	Vector Drawing To know how to create images in a drawing program To know how to layer	To know how to plan a SD computer model of physical objects To know how to
		Summer 1 •	Desktop Publishing To know how to create documents To know how to modify text To know how to	Photo editing To know how to manipulate digital images To be able to reflect on the	Vector Drawing To know how to create images in a drawing program To know how to layer objects	 To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer
		Summer 1 •	 Desktop Publishing To know how to create documents To know how to modify text To know how to insert and modify 	To know how to manipulate digital images To be able to reflect on the imapct of changes	Vector Drawing To know how to create images in a drawing program To know how to layer objects To know how to group	 3D Modelling To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer model of physical
		• Summer 1	 To know how to create documents To know how to modify text To know how to insert and modify images 	Photo editing To know how to manipulate digital images To be able to reflect on the imapct of changes To be able to	Vector Drawing To know how to create images in a drawing program To know how to layer objects	 To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer model of physical objects
		• Summer 1	Desktop Publishing To know how to create documents To know how to modify text To know how to insert and modify images To know how to	 Photo editing To know how to manipulate digital images To be able to reflect on the imapct of changes To be able to evaluate if the 	Vector Drawing To know how to create images in a drawing program To know how to layer objects To know how to group	 To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer model of physical objects To know how to evaluate
		• Summer 1	 Desktop Publishing To know how to create documents To know how to modify text To know how to insert and modify images To know how to modify the layout 	 Photo editing To know how to manipulate digital images To be able to reflect on the imapct of changes To be able to evaluate if the alterations 	Vector Drawing To know how to create images in a drawing program To know how to layer objects To know how to group	 To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer model of physical objects To know how to evaluate a 3D computer model of
		• Summer 1	 Desktop Publishing To know how to create documents To know how to modify text To know how to insert and modify images To know how to modify the layout of pages for a 	Photo editing To know how to manipulate digital images To be able to reflect on the imapct of changes To be able to evaluate if the alterations achieved the	Vector Drawing To know how to create images in a drawing program To know how to layer objects To know how to group	 To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer model of physical objects To know how to evaluate
		• Summer 1	 Desktop Publishing To know how to create documents To know how to modify text To know how to insert and modify images To know how to modify the layout 	 Photo editing To know how to manipulate digital images To be able to reflect on the imapct of changes To be able to evaluate if the alterations 	Vector Drawing To know how to create images in a drawing program To know how to layer objects To know how to group	 To know how to plan a 3D computer model of physical objects To know how to develop a 3D computer model of physical objects To know how to evaluate a 3D computer model of

The creating media strand is made up of units which look at different ways media is created and modified and do not link in a spiral way.