

## 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	•	•	<b>Stop-frame animation</b> <ul style="list-style-type: none"> <li>• To be able to capture digital images</li> <li>• To be able to edit digital images</li> <li>• To be able to combine digital images to produce stoip-frame animation.</li> </ul>	<b>Audio editing</b> <ul style="list-style-type: none"> <li>• To Know how to capture audio</li> <li>• To know how to edit audio files</li> <li>• To know how to produce a podcast</li> </ul> To understand the need to ensure copyright is considered	<b>Video Editing</b> <ul style="list-style-type: none"> <li>• To know how to plan to capture video footage</li> <li>• To be able to capture digital video footage</li> <li>• To be able to edit digital video footage</li> </ul> To be able to combine digital video footage to produce a short video film.	<b>Web Page Creation</b> <ul style="list-style-type: none"> <li>• To know how to design a webpage</li> <li>• To know how to create a webpage</li> <li>• To give consideration to copyright of elements included in the work</li> <li>• To give consideration to the asthetics and navigation of their work</li> </ul>
Term	Summer 1	Summer 1	Summer 1	Summer 1	Summer 1	Summer 1
Unit 2	•	•	<b>Desktop Publishing</b> <ul style="list-style-type: none"> <li>• To know how to create documents</li> <li>• To know how to modify text</li> <li>• To know how to insert and modify images</li> <li>• To know how to modify the layout of pages for a specified purpose</li> </ul>	<b>Photo editing</b> <ul style="list-style-type: none"> <li>• To know how to manipulate digital images</li> <li>• To be able to reflect on the impact of changes</li> <li>• To be able to evaluate if the alterations achieved the required purpose</li> </ul>	<b>Vector Drawing</b> <ul style="list-style-type: none"> <li>• To know how to create images in a drawing program</li> <li>• To know how to layer objects</li> <li>• To know how to group objects</li> </ul>	<b>3D Modelling</b> <ul style="list-style-type: none"> <li>• To know how to plan a 3D computer model of physical objects</li> <li>• To know how to develop a 3D computer model of physical objects</li> </ul> To know how to evaluate a 3D computer model of physical objects

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.