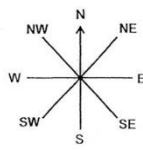


- That video is the recording, reproducing, or broadcasting of moving visual images
- How to recognise different filming techniques such as side-by-side, mid-range, high-angle, close-up, long-shot, low-angle.
- That there are different camera techniques such as static (camera is fixed), zoom (image appears to get closer to, or further from the subject) pan and tilt (camera is fixed but moves vertically or horizontally).
- That audio can be recorded concurrently or after filming
- That there are different reasons for, and ways to join video clips.
- How to use a story board to create an effective video.

Think about what went well and what didn't.  
Think about how to improve.  
Think about how you can use the lessons you learnt here, in other areas.



Video	Pictures that play in sequence giving the appearance of movement.
Audio	Recorded sound
Camera	A device for recording pictures
Talking head	Where the camera is fixed on their face and the person is talking.
Tilting	Moving the camera up and down
Panning	Moving the camera sideways
Close-up	Shot that is close and shows a person's expression
Mid-range	Shot showing one person with some background
Long-shot	Shot showing a person's body and where they are
High angle	Shot making person appear smaller
Low angle	Shot making person appear larger
Normal angle	Shot making person appear their normal size
Side by side	Shot containing two people at the same time
Zoom	Picture appears to get closer or further from the subject
Static camera	Where the camera is fixed in one place.
Split edit	A transition from one shot to another where audio and visual take place at different times.
Trim	To cut part of a film clip off
Clip	Part of a film
Reshoot	To film (shoot) again
Reorder	To put clips in a different order
Export	To send something somewhere else



### National Curriculum Objectives

#### Computing

- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- 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

#### Internet safety

- Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour

#### • Possible additional NC links

- This could link to any other subject as you can change the subject of the video.

### Computing: Digital Media Follows on from:

- KS1: Digital Painting
- KS1: Digital Photography
- LKS2: Stop Frame Animation
- LKS2: Audio editing

### Education for a Connected World links:

**This needs to be revisited as they may not have covered it previously as this is a new set of plans for the school (2021):**

#### Copyright and ownership

- I can explain why copying someone else's work from the internet without permission can cause problems.
- I can give examples of what those problems might be.
- When searching on the internet for content to use, I can explain why I need to consider who owns it and whether I have the right to reuse it.
- I can give some simple examples.