



Computing Progression - Creating Media: Select and create a range of media including text, images, sounds and video.

Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Across KS1 pupils will:	In lower KS2 pupils will:	In upper KS2 pupils will:
Draw lines and make marks on a screen and explain tools used. Use the shape and line tools effectively and make marks with the square tool. Use the paint tools to draw a picture. Change the colour and brush sizes. Make dots of colour on the page. Identify the differences between painting on a computer and on paper. Identify and find keys on a keyboard. Open a word processor and enter text into a computer. Type capital letters. Use letter, number, and space keys and backspace to remove text. Identify the toolbar and use bold, italic, and underline. Change the font. Select a word by double-clicking and select all of the text by clicking and dragging. Use 'undo' to remove changes.	Draw a sequence of pictures and create an effective stop-frame animation. Explain why small changes are needed for each frame and use onion skinning to help make them. Improve their animation based on feedback. Add other media to their animation. Identify the advantages, including recognising that text and images can communicate messages clearly, and disadvantages of using text and images. Change font style, size, and colours for a given purpose. Edit text and explain that it can be changed to communicate more clearly. Identify the uses of desktop publishing in the real world. Choose a suitable layout for a given purpose. Paste text and images to create a magazine cover. Explain that internet services can be used to create content online. Explain what media can be found on websites.	Understand that video is a visual media format. Compare features in different videos. Experiment with different camera angles. Identify and find features on a digital video recording device including making use of a microphone. Capture video using a range of filming techniques. Create and save video content and retrieve, and export their recording to a computer. Understand how vector drawings are different from paper-based drawings. Recognise that vector drawings are made using shapes. Explain that each element added to a vector drawing is an object. Experiment with the shape and line tools. Identify the shapes used to make a vector drawing. Move, resize, and rotate objects they have duplicated. Use the zoom tool to help add detail to drawings. Explain how alignment grids and resize handles can be used to improve consistency.

Take photos in both landscape and portrait format and explain why a photo looks better in each format. Improve a photograph by retaking it. Explain what they did to capture a digital photo and explore the effect that light has on a photo. Identify which photos are real and which have been changed. Identify that music is a sequence of notes. Create a rhythm pattern. Use a computer to experiment with pitch. Refine their musical pattern on a computer.	Recognise that they can add content to the World Wide Web. Explain why an image might be cropped and use photo editing software to crop an image. Improve an image by rotating it. Add to the composition of an image by cloning. Remove parts of an image using cloning and experiment with different colour effects. Combine text and my image to complete a project. Inspect the soundwave view to know where to trim their recordings. Re-record their voice to improve their recording. Arrange multiple sounds to create the effect they want. Know and explain the difference between saving a project and exporting an audio file.	Copy part of a drawing by duplicating several objects. Recognise when it is needed to group and ungroup objects. Recognise the common features of a web page. Discuss the different types of media used on websites and suggest media to include on their own web page. Draw a web page layout that suits a purpose. Find copyright-free images. Add content to their own web page. Describe why navigation paths are useful and make multiple web pages linked using hyperlinks. Create hyperlinks to link to other people's work. Produce a chart. Add 3D shapes to a project and move them relative to one another. View 3D shapes from different perspectives. Duplicate, group, lift/lower, recolour and resize 3D objects and show that placeholders can create holes in them. Combine objects in a design. Modify their own 3D model to improve it.
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