

## **Medium Term Plan - Computing – Video**

### **N.C POS**

- 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 behavior; identify a range of ways to report concerns about content and contact
- 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

**Strand/s of computing in this unit:** Information Technology

**Concept:** cause and effect, change, information, communication, technology, patterns, invention, culture

### **Key Vocabulary:**

long/wide shot, focus, close-up, zoom, panning, crane, tracking, location, props, running time, camera angles, record, trim, split, video, audio tracks, transitions, title, credits.

**Prior Learning:** independently take photographs/videos, discuss and evaluate work, to edit sound.

### **Core Knowledge- non-negotiable- specific knowledge must be identified here**

- Understand how to plan and write a script using appropriate software such as iMovie
- Know how to use a digital camera (or similar device) to record
- Understand how to import video files into video editing software (iMovie)
- Understand how the planning of location and props can enhance movies
- Understand how to arrange video files to form a complete film
- Be able to recognise that any choices when making a video will impact the quality of the final outcome

### **Wider Influences**

- Film genres – comedy, science fiction, horror, thriller, comedy, romance
- Famous directors, i.e Steven Spielberg, Martin Scorsese, Quentin Tarantino, Tim Burton, George Lucas
- Jobs involved in movie making, i.e Film director, editor, producer, director of photography
- Technology used in making movies, i.e green screens, 3D viewing, CGI, iMAX
- Development of cinema over time, <https://www.scienceandmediamuseum.org.uk/objects-and-stories/very-short-history-of-cinema>

### **Enduring Understanding**

- To understand some of the different aspects that go into making movies (locations, props, camera, sound etc)
- To be able to use video editing software to create a short film
- To be able to critically evaluate own and others' work suggesting ways in which it can be improved/edited