

What Prior Knowledge should students have?

- Digital media creation – creating and reviewing digital content (We are TV Chefs)
- Online Safety - Copyright and Ownership: basic understanding of ‘ownership’ digital information presented online.
- Oracy link – storytelling and verbal communication

What Skills will students learn (Disciplinary Knowledge)

- How to use technology to record, manipulate, and review audio, and compare different storytelling mediums
- Comparing audio books, traditional books, films, and cartoons in terms of storytelling methods and accessibility.
- How to identify and plan appropriate digital content to supplement printed word and media.
- Understand the basics of audio recording and manipulation, using technology tools effectively.
- Editing and reviewing digital content in line with overall project goals by reflecting on the effectiveness of sound effects in storytelling.

What key knowledge will be taught (Substantive Knowledge)

- Explore how computers store and process audio data, using appropriate software for recording, saving, and playback.
- Experimenting with different apparatus and instruments to create sound effects, understanding how sound contributes to storytelling.

Key Vocabulary

Definition

Key Vocabulary	Definition
Sound Effects	Different sounds used to make stories or movies more interesting.
Recording	Capturing sounds or voices using a device like a microphone.
Review	Listening back to what you recorded to see if it sounds good or if you need to change something.
Digital Content	Information or media (like sound or pictures) that can be stored, moved, or changed using computers.
Microphone	A device that makes your voice louder when you speak into it.

Online Safety

- Opportunities to revisit themes of Copyright and Ownership when creating digital content such as sound effects and voice recordings.
- Chance to revisit reliability of internet sources when searching for information.