



Computing	Year 5
Creating Media– Video Production	
Age related computing vocabulary	

Video– a visual media format	Storyboard– a sequence of drawings representing the shots planned for a film/video	Trimming– videos can have clips cut shorter to edit and improve them
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**Key Knowledge**

- a ‘talking head’ section is where the camera is fixed and the presenter is talking
- a panning section is where the camera is hand-held, so is less steady, and the shot pans from the presenter to another object
- a close up is where the camera is again hand-held, and moves to keep the object in shot
- We should record in landscape mode
- that ‘static camera’ means the camera is fixed and the composition of the shot (the area that is being filmed) does not change (tripod or on furniture– not hand held)
- Zooming means making the subject of the shot larger (by zooming in) or smaller (by zooming out) without moving the camera
- For pan and tilt, the camera is in a fixed location, but can pivot either vertically or horizontally
- Videos can be reshot or edited if we feel they need to be improved
- when imported, each section of video you have shot is imported as a distinct clip
- We export files as MP4s

Computing	Carlton Assessment Grid			
	Success Criteria	Pupil Reflection		Teacher Assessment
	I can explain what makes a video effective	Before <input type="checkbox"/>	After <input type="checkbox"/>	
	I can select and use a digital device to record video and can switch the device on and off	Before <input type="checkbox"/>	After <input type="checkbox"/>	
	I can capture video using a range of techniques	Before <input type="checkbox"/>	After <input type="checkbox"/>	
	I can create a storyboard	Before <input type="checkbox"/>	After <input type="checkbox"/>	
	I can explain how video can be improved through reshooting and editing	Before <input type="checkbox"/>	After <input type="checkbox"/>	
	I can explain the impact of the choices made when making and sharing a video	Before <input type="checkbox"/>	After <input type="checkbox"/>	