



Computing

Year 3 & 4

Cycle B Term 2

Creating Media: Audio Production

**Key Question: How can I create my own audio recording?**

**National Curriculum Objectives:**

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

Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

**Vocabulary**

Sound, audio, microphone, speaker, headphones, input device, output device, podcast, edit, trim, align, layer, import, playback, edit, selection, load, save, export, MP3, editing, evaluate, feedback

copyright

**Prior Learning:**

- In KS1 the children have used devices to take photos and record videos.
- In Y3 the children made a simple stop-motion animation using images and basic editing tools.
- The children know what an input and output is (from Y3 systems and networks unit).

**End Point:**

Children plan and create their own audio recording (podcast). They add in enhancements and then review and improve their project.

**Safe and Responsible Use:**

use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

**Digital Literacy Skills:**

Use speakers, microphones and headsets.  
Opening and saving the audio files  
Export audio files & begin to know file types  
Use audacity

**Knowledge:**

I know:

- That sound can be recorded
- A microphone is an input device used to record sound
- A speaker is an output device used to play audio
- That audio/sound can be stored on a computer
- That audio/sound can be edited
- That sound can be represented visually as a waveform
- That audio can be layered so that multiple sounds can be played at the same time
- that the person who records the sound can say who is allowed to use it (copyright) and that it cannot be copied without permission.

**Skills:**

I can:

- Record sound using a computer
- play recorded audio
- review the quality of recordings
- re-record to improve my recording
- inspect the soundwave view to know where to trim my recording
- import audio into a project
- arrange multiple sounds to create the effect I want
- delete a section of audio
- change the volume of tracks in a project
- consider the results of editing choices made
- suggest improvements to an audio recording
- 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

<p><b>Cross Curricular Links:</b>  <i>Music - this unit is planned to be taught and delivered as part of Music and Computing lessons this term (see music planning).</i></p> <p><b>Science - Sound:</b></p> <ul style="list-style-type: none"> <li>Find patterns between the volume of a sound and the strength of the vibrations that produced it. Recognise that sounds get fainter as the distance from the sound source increases</li> </ul> <p><b>English - Writing:</b></p> <ul style="list-style-type: none"> <li>Plan their writing by discussing and recording ideas</li> <li>Read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear</li> </ul>	<p><b>Oracy:</b></p> <ul style="list-style-type: none"> <li>Listen to existing podcasts and identify what makes them effective (exploratory).</li> <li>Presentation - plan and record a production (podcast). Review and improve this.</li> <li>Provide sentence stems for evaluating work and providing feedback to peers courteously.</li> </ul>
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<b>Sequence of Learning</b>		
Lesson	Key Question	Key learning/notes
0	<i>How are we all part of an online community?</i>	<b>RELATIONSHIPS &amp; COMMUNICATION</b>  Learners explore how the internet connects us to people in our community and throughout the world.  Use Year 3 & 4 Cycle B Term 2 plans and resources - <a href="#"><u>Who Is in Your Online Community?</u></a>  <b>SMART RULES</b>
Headphones with microphones are available in the ICT suite. It is recommended that these are used to ensure clearer audio recording and playback however please teach how this relates to separate speaker and microphone units.		
1	How can sound be recorded?	See lesson plans and resources
2	What makes a good audio recording and how can I edit a recording?	See lesson plans and resources
3	How can sounds be combined on a recording?	See lesson plans and resources
4	How do I create my own audio recording	See lesson plans and resources
5	How can I enhance my audio recording?	See lesson plans and resources

6	How do I evaluate my audio recoding?	See lesson plans and resources
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There is an assessment Rubric to use to assess the children's final products.