

*Inspiring and enabling our school community to live life to the full*



**YEAR 4**

**Subject: Computing**  
**Unit: Creating Media - Audio**

We aim to equip pupils to use computational thinking and creativity to understand and change the world; to become digitally literate –using, and expressing themselves and developing their ideas through, information and communication technology. They will build on this knowledge and understanding, becoming equipped to use information technology to create programs, systems and a range of content– at a level suitable for the future workplace and as active participants in a digital world

**Characteristics of an Effective Learner**

Courage  
Commitment  
Collaboration  
Creativity  
Curiosity

<b>Prior Learning:</b> Key concepts from Education for a connected World: Copyright and ownership Year 2 Creating Media – making music Year 3 Programming – Sequences in Music	<b>Key Vocabulary taught in this unit:</b> Audio, record, playback, microphone, speaker, headphones, input output, sound, start, pause, stop, podcast, save, file, edit, selection, open, mixing, time shift, export, MP3, evaluate, feedback
<b>Intent: What do we want the children to know, be able to do by the time they complete this unit?</b> <ul style="list-style-type: none"><li>• <b>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</b> Identifying sounds that can be recorded, considering ownership.</li><li>• <b>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</b> Using digital devices to record and playback sounds. Creating a podcast and editing content</li><li>• <b>Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</b> Consider ownership of imported files – consider where the podcast is shared</li></ul>	
<b>Impact / Outcome:</b> <b>What will the final product / result be?</b> Pupils will examine devices for recording digital audio and will discuss ownership to and its copyright implications. They will use Audacity to record themselves to produce a podcast, which will include editing, adding multiple music tracks and saving the audio files.	
<b>P4C Inquiry (where appropriate)</b> N/A	