ICT Curriculum Map – Media Production
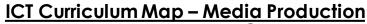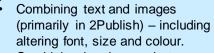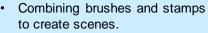
EYFS
- Online colouring sheets focusing on mouse control.
- Drag and drop activities to create scenes.
- Creating name signs and simple posters (use of the keyboard to locate letters).
- 2Paint – altering brush size and colour.

Year 1
- Combining text and images (primarily in 2Publish) – including altering font, size and colour.
- Combining brushes and stamps to create scenes.
- Inserting, resizing and moving images within Microsoft software.

Year 2
- Combining multimedia elements (text, sound, images in Microsoft – including altering size, colour and font + B, U & I).
- Locate and capturing satellite images (Google Earth).
- Combining shapes and tools (brushes and stamps) in different software (Microsoft Publisher and/or Paint) to create images.
- Combining brushes and stamps to create an animation.

Year 3
- Reorder images to build up a unique photo (image manipulation in PPT).
- Create multimedia presentations (images, text, animations and buttons – next and home).
- Reformat text to create labelled diagram with key.
- Capture images in a variety of ways e.g. PrtsSc, right click, download.
- Create a 3D model that follows a brief (CAD – Sketch Up).
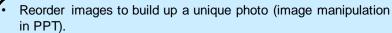
Year 4
- Create images by building up the image in sections including creating transparent backgrounds (Paint3D).
- Create multimedia documents including the use of the animation pane to add entry animations, adding custom buttons & transitions.
- Manipulate sound by altering pitch and tempo.
- Use CAD to support the production of a product.

Year 5
- Use layers to build up an image (Paint.net) – including altering image effects and adjustments (hue & saturation) and using pngs with reduced opacity.
- Use Comic Life to educate others – including considering angles and effects to appeal and communicate with a chosen audience.
- Create animations (in PowerPoint) by using the animation pane to add entry and exit animations and adjust timings.
- Use CAD (Paint3D) to create a design that shows consideration of audience.

Year 6
- Use a layered editing program (Paint.net) to build up images with growing independence – including reducing the opacity of layers and adding effects and adjustments.
- Using Comic Life to effectively tell a story, carefully considering effects to fit and theme and style to appeal to a chosen audience.
- Create animations (in PowerPoint) using custom paths and timings effectively.
- Use CAD (Minecraft Pi) to create a model that considers cultural factors and follows a brief.