

Prior Learning (Y3 Animation):

Learners will use a range of techniques to create a stop-frame animation using tablets. Next, they will apply those skills to create a story-based animation. This unit will conclude with learners adding other types of media to their animation, such as music and text.

Key Vocabulary

video
audio
camera
talking head
panning/pan
close up
mid-range
long shot
moving subject
side by side
high/low angle
normal angle
storyboard
zoom
tilt
import/export
clip
trim
edit
reshoot

Key Questions:

- What is a video?
- What are the different camera angles used when filming?
- How to create and save a video?
- Which filming techniques are best to use in each scene?
- How to improve a video through reshooting and editing?
- How do the choices in editing effect the final outcome?

What is a video?

A video is the recording, reproducing, or broadcasting of moving visual images.



Editing and Reshooting Videos:

- Removing unwanted content
- Trimming videos
- Reordering videos

Year 5 Creating Media 2: Video Editing

Current Learning (Y5):

Learners will learn how to create short videos by working in pairs or groups. As they progress through this unit, they will be exposed to topic-based language and develop the skills of capturing, editing, and manipulating video. Learners are guided with step-by-step support to take their idea from conception to completion. At the conclusion of the unit, learners have the opportunity to reflect on and assess their progress in creating a video.

Camera Positioning



This is a **talking head** section

- The camera is in a fixed position to keep it still
- You can see the subject's head and body
- You can hear the subject speaking
- You can hear background music

This is a **close up** section

- The camera is hand-held
- The camera is close to the subject
- The camera is moved to keep the subject in shot
- You can hear speaking
- You can hear background music



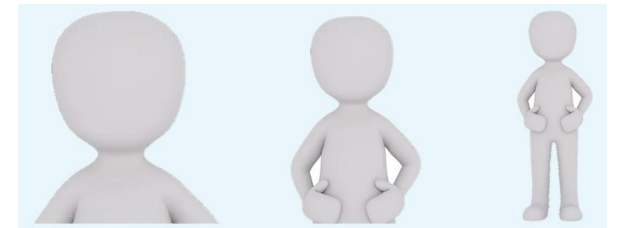
A **panning** section

- The camera is hand-held
- The camera moves to show different things
- You can hear the subject speaking
- You can hear background music

Future Learning (Y9 Animation):

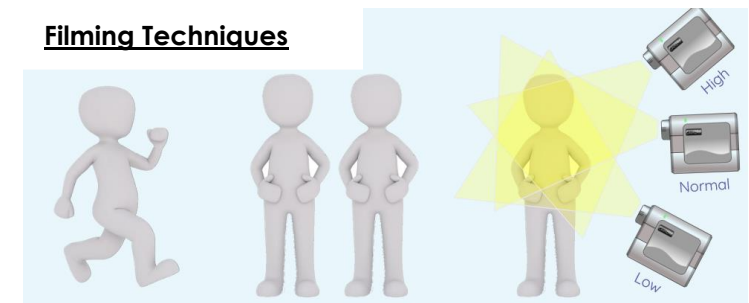
Learners will discover how to create 3D animations. Learners will gain a greater understanding of how this important creative field is used to make the media products that we consume. Learners will go through the basics of modelling, texturing, and animating; outputs will include 3D models, short videos, and VR. Links are made throughout to computer science, computational thinking, and the world of work. Tools and techniques learnt in this unit can also be used for 3D printing

Framing



1. Close up 2. Mid-range 3. Long Shot

Filming Techniques



4. Moving Subject 5. Side by Side 6. High, Low, Normal angle