

Progression in Multimedia

Foundation Stage and KS1



	Foundation (EYFS expectation)	Year 1	Year 2
<p>POS statements Sept 2014</p>	<ul style="list-style-type: none"> Recognise that a range of technology is used in places such as homes and schools. Select and use technology for particular purposes. 	<ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. [KS2: select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.] 	
<p>Children understand concepts</p> 	<ul style="list-style-type: none"> I can move objects on a screen. I can create shapes and text on a screen. I can use technology to show my learning. 	<ul style="list-style-type: none"> I can be creative with different technology tools. I can use technology to create and present my ideas. I can use the keyboard or a word bank on my device to enter text. I can save information in a special place and retrieve it again. 	<ul style="list-style-type: none"> I can use technology to organise and present my ideas in different ways. I can use the keyboard on my device to add, delete and space text for others to read. I can tell you about an online tool that will help me to share my ideas with other people. I can save and open files on the device I use.
<p>Teacher enables progress</p> 	<ul style="list-style-type: none"> Provide opportunities for children to explore programs independently and build early skills in operating technology. Model and encourage children to access real and imaginary ICT including the use of the Internet and online tools. Provide opportunities for children to use cameras and sound recorders to collect photos or sound. 	<ul style="list-style-type: none"> Create word banks and templates to allow children to develop and present work to each other. <i>Provide opportunities to save, open and retrieve work.</i> Model the use of digital (still and video) cameras to support work across the curriculum and teach children to use them where appropriate. <i>Provide opportunities for children to access appropriate educational images to include in their work.</i> Provide opportunities for children to create images using paint programs and digital cameras. Provide opportunities for children to record their own voices using sound recorders. Provide opportunities for children to develop keyboard skills. 	
<p>Children build skills</p> 	<ul style="list-style-type: none"> Develop an interest in ICT by using age appropriate websites or programs. Use a mouse to rearrange objects and pictures on a screen. Begin to use a keyboard. Recognise text, images and sound when using ICT. Use a camera or sound recorder to collect photos or sound 	<ul style="list-style-type: none"> Use paint programs to create pictures. Add text and images to a template document using an image and word bank. Record their own voices and play back to an audience. Use a video or stills camera to record an activity. Create sounds and simple music phrases using ICT tools. Use index fingers (left and right hand) on a keyboard to build words and sentences. Know when and how to use the SPACE BAR (thumbs) to make spaces between words. 	<ul style="list-style-type: none"> Use an increasing variety of tools and effects in paint programs and talk about their choices. Create own documents, adding text and images. Use templates to make electronic books individually and in pairs. Explore the effects of sound and music in animation and video. Use keyboard to enter text (index fingers left and right hand). Know when and how to use the RETURN/ENTER key. Use SHIFT and CAPS LOCK to enter capital letters. Use DELETE and BACKSPACE buttons to

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			<p>correct text.</p> <ul style="list-style-type: none"> • Create sentences, SAVE and edit them later.
<p>Suggested activities for children to develop process</p> 	Follow image weblinks to explore age-appropriate websites.	Use Fresco, 2Paint (Infant Video Toolkit) or Art Set app to create pictures.	Use 2Paint (infant Video Toolkit), Tuxpaint or Art Set app to create pictures and talk about what tools they have chosen.
	Use creative pens on class SMART Board or Doodle Buddy app to make marks and explore.	Use 2Publish (Infant Video Toolkit), Textease or Explain Everything app to retell a story using images, text and a wordbank.	Create documents and presentations using text and images using 2Publish, 2Create a Story, Pic Collage app
	Use a paint program e.g. 2Paint to draw your favourite animal.	Create a simple drawn animation using ABC Animate or 2Animate (in Purple Mash).	Use the BBC 21CC website to explore the skills of stop-motion animation and create a simple class stop-motion animation using Stop Motion Animator or ZU3D or Monkeyjam , retelling a class story.
	Role-play being a photographer using a digital camera Take digital photos of day to day activities and talk about them.	Explore Creating a Sound Picture or Music Sparkles app to explore appropriate music .	Create a wordcloud of a fairy story or topic using ABCya and explore appropriate music using http://fun2think.com/free-online-music-making-for-kids/ or Music Sparkles app .
	Use hand held video camera or tablet device to capture discoveries.	Use hand held video camera or tablet device to capture learning experiences. Play these back to talk about the learning or rehearse talk for writing.	
	Take a tour of the school using walkie-talkies to communicate with a partner.	Use Talking Tins to create an interactive display around a class project.	Interview a person in the school using a sound recorder and listen back to the recording.
	Listen to an online story e.g. Aesop's Fables and Use 2Create a Story to make a shared class tale.	Use Sock Puppets app to record voices and play back to an audience.	
	Use BBC Dancemat Typing to practice keyboard skills.		