



St John Fisher RC Primary School

Year One Knowledge Organiser – Summer Two – Computing – Sound

What we will be learning	Key Facts to Remember	
<p>I know:</p> <p>Week 1 - How to add sound to a simple image to speak in role</p> <p>Week 2 - How to add sound to a simple image to speak in role</p> <p>Week 3 - How to add filters and stickers to enhance an animation of a character</p> <p>Week 4 - How to add filters and stickers to enhance an animation of a character</p> <p>Week 5 - How to add filters and stickers to enhance an animation of a character.</p>	<ul style="list-style-type: none"> I can define what audio is and recognise different types of sounds. I can write a simple script for a recording, including dialogue or instructions. I can identify different tools needed for recording audio. I can explore and record various sounds with a microphone. I can rehearse a script and successfully record their voices. I can demonstrate basic editing skills, such as adding effects to their recording. I can share their completed audio project with classmates, discussing what they learned. 	
	Key Vocabulary and Glossary	Interesting Facts
	<ul style="list-style-type: none"> Audio - Sound that can be recorded and played back. Podcast – A digital audio programme. Recording - Capturing sounds using a device, such as a microphone. Script - A written text that tells what to say and do in a performance. Effects - Changes added to sounds that make them different, like echo or reverb. Edit - To change or improve something, such as adding sounds or cutting parts out. Share - To show or distribute a project to others. Plan - To make a detailed suggestion for how to do something. Practice - To rehearse what to say and do before recording. Project - A task where you create something, like a sound recording. Sound - Noise that we can hear, like music or voices. Microphone - A device that picks up sounds and sends them to a recording device. 	<ul style="list-style-type: none"> The first audio recording was made in 1860 by Édouard-Léon Scott de Martinville. The human ear can hear a range of sounds from about 20 Hz to 20,000 Hz. Sound travels faster in water than in air! Adding effects to audio can make it sound like it's coming from a different location, such as an echo in a large hall.

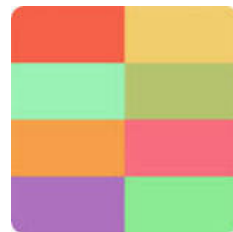
Theme

Apps & Software



The Little Mermaid

Ariel is a character from the story 'The Little Mermaid'. She is the youngest daughter of King Triton and Queen Athena of an underwater kingdom called Atlantica. She is often rebellious, and in the story, she longs to be a part of the human world. What would she be like to talk to? What do you think she would say (before she loses her voice!)



Keezy

Keezy transforms a users' device into a personal collection of 8 sounds. It's a series of color coded samples, which can range from beat-boxed bass and snare drum sounds, harmonies, and any other sound users can record into their device's microphone.



SeeSaw

An educational platform that can be used to create an electronic portfolio of children's completed digital work.