

Year 3 Spring 1 - Computing – Video Trailers



Big Question

What makes an effective trailer?

Key Vocabulary for the unit:

Astronaut: Electronic System that operates off a binary system in 1s and 0s.

Film or Video: Recorded moving pictures, that can make up a clip or a film.

Film Editing Software: Software with editing abilities to cut, crop and add effects to video footage.

Graphics: The use of visuals or images designed to communicate, demonstrate a concept or promote something.

Import (software): To pull another file into software, to place, edit and manipulate.

Key Events: Important parts within a narrative or particular period in time.

Recording (media): To capture sounds or video footage, using an electronic device.

Sound effects: Sounds to enhance an events or bring fantasy aspects to life in a film or other media .e.g the whoosh of a time machine).

Time code: Time references on film or animation.

Powerful knowledge/skills for this unit:

- ◆ To know that different types of camera shots can make my photos or videos look more effective.
- ◆ To know that I can edit photos and videos using film editing software.
- ◆ To understand that I can add transitions and text to my video.

What I should already know from Year 2:

- ◆ To understand that animation is made up of a sequence of photographs.
- ◆ To know that small changes in my frames will create a smoother looking animation.
- ◆ To understand what software creates simple animations and some of its features e.g. onion skinning.

Did you know?

Digital sound waves can be viewed and edited on a computer. They look like this:



Useful diagrams for the unit:

Transitions are visual effects that can be applied to occur in-between digital media (slides, images or video clips).

Morph The media appears from a selected corner.	
Cross zoom The media zooms and fades in from the middle.	
Peel off The page peels off to reveal the media.	
Dip to black The media fades to a black screen.	
Directional wipe The media appears from a selected side.	