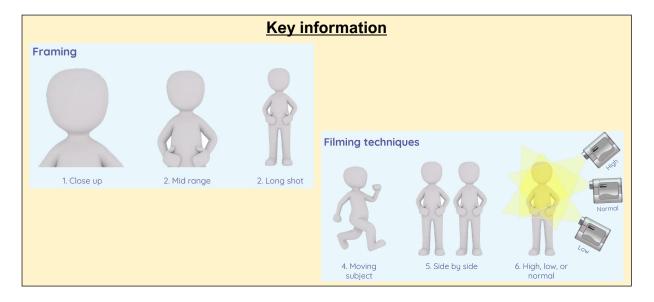


My Year 2 unit on Digital Photography, Year 3 unit on Stop-Frame Animation, and Year 4 unit on Photo Editing will help me with this unit.



| Vocabulary  |   |
|-------------|---|
| Static Cam- | A camera that is fixed for taking the video |
| era         |   |
|             |   |
| Pan and     | Pivoting a static camera vertically         |
| Tilt        | (upwards / downwards) or horizontally       |
|             | (sideways)                                  |
| Zoom In /   | Making the subject larger by zooming in or  |
| Out         | smaller by zooming out, without physically  |
|             | moving the camera                           |

## Key Computing Skills and Knowledge

- Know that a **video** is a **visual media** format
- Know that different camera angles and filming techniques can be used for different purposes (close-up, mid-range, long shot, moving subject, side by side, high angle, low angle, normal angle)
- Know that videos usually start with some planning e.g. storyboard / script
- Know how to create, save and retrieve video content
- Know how to import a video for editing
- Know that a video can be improved by reshooting or editing it
- Know how to use a variety of tools within Video Editor to make edits to a video e.g. trimming, rearranging the order of scenes etc