

Computing - Summer 2 - Year 6

This term's eSafety focus is to learn about possible online safety risks of online gaming, including exposure to inappropriate content, bullying and trolling, and bribery. Children will create a film that marks the end of their years at primary school.

In this unit children will:

- understand the risks involved with online gaming
- understand that research, parental controls and device settings are tools we can use to help us game safely and confidently
- plan and write a script using appropriate software;
- use a digital video camera (or similar device) to record;
- import video files into video editing software.
- plan additional elements for film-making such as locations and props;
- frame an appropriate filming shot when interviewing;
- arrange video files to form a complete film

Prior Learning

Year 2 - Using iPads to take photographs

Year 3 - Presentations

Year 4 - Photo Stories

Cross Curricular Links

Literacy - script writing

Key Vocabulary

elements - a part of something

interviewer - the person asking the questions

interviewee - the person being asked questions

location - the place of something

Shots - a film sequence photographed continuously by one camera.

long shot or wide shot - includes a full-length view of the subject with background also featuring strongly.

Mid Shot - shows some of the subject in more detail while still including some setting and background.

Close-up - a certain feature of the subject – often the head or face of a person – takes up the whole frame.

Birdeye or Wormseye angle - a birds-eye view is looking directly down from above and a worms-eye view is looking up from the ground.

Key Knowledge

I know that the PEGI ratings on games are an indicator of suitability for my age.

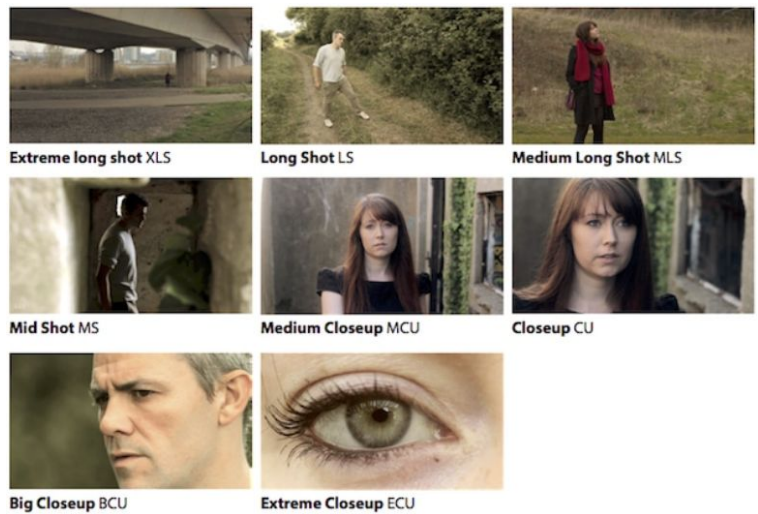
I know that I should include a range of **shots** in the short film.

I know that I should aim to film more shots than I think I will need in order to give myself a choice when editing.

I know that a **long** or **wide shot** good for introducing a setting in a short factual film.

I know to include shots from different angles such as low down, high up, **birdeye** or **wormseye**.

I know that I need to use software such as iMovie or WeVideo to edit the shots together.



SHOT ANGLES



LOW



EYE-LEVEL



HIGH



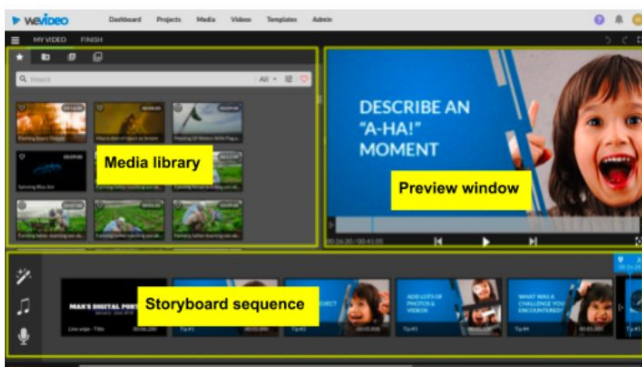
WORMS EYE



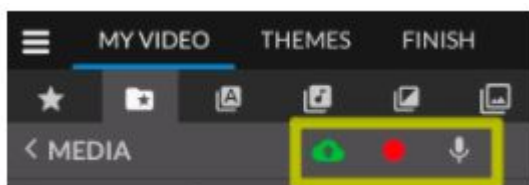
CANTED



BIRDS EYE



I know that I need to import my media / shots into the software.



Key Questions

What are the risks involved with online gaming?

How can those risks be minimised?

Why would a long shot be better than close up in an opening scene?

Is it a good idea to take lots of shots from the same angle? Why?

Have you used any visual effects? Why?