



# Unit 6.4 iCreate – iDigital



**Year: Six (Level 4)**  
**Term: Spring**



## Background information for teachers

Pupils will learn how to create different multi-media digital content. They will look at filming, coding storyboards, complex editing, GIFS, Cinemagraph, AR and 3D drawing. Pupils will learn how these are applied in real-world contexts to create content for online and digital applications including websites and IOS software. At the end of the half term pupils will produce a digital gallery of their work and present it to the class in the app Keynote.

## Learning Outcomes for the Unit

. The aim of iDigital is to teach pupils to express themselves using an array of different media. Pupils will learn how to film from different camera angles and edit them together. They will learn about storyboarding and how vital they are to the planning process. They will learn how to create Cinemagraphs and 3D models. Pupils will also be expected to create a Digital Gallery of their work.

## Key vocabulary

Camera Angles	Camera angles, or camera shots, are the perspectives a director chooses to capture with a video camera when filming a scene. Many scenes include several different camera angles or shots to add more meaning or emotion.
Long/Mid/Close-up Shot	Long Shot - In film, a view of a scene that is shot from a considerable distance, so that people appear as indistinct shapes. A medium shot, also called a mid-shot or waist shot, is a type of camera shot in film and television that shows an actor approximately from the waist up. A close-up shot is a type of camera shot size in film and television that adds emotion to a scene. It tightly frames an actor's face, making their reaction the main focus in the frame.
Master Scene	
Fast Cutting	Fast cutting is a film editing technique which refers to several consecutive shots of a brief duration (e.g. 3 seconds or less).
Storyboard	A sequence of drawings, typically with some directions and dialogue, representing the shots planned for a film or television production.
Multi-Media	Using more than one medium of expression or communication.
Content	Content is the information and experiences that are directed toward an end-user or audience.
Pathways	The process of creating a video from concept to completion consists of three phases: Pre-Production, Production and Post-Production.
Anchor	Anchor/Presenters work at the front line of television and radio. They introduce and host programs, read the news, interview people and report on issues and events.
Take	When filming a scene, it's not uncommon for it to take several attempts to get it just right. The filming of each scene is called a "take."
GIF	A lossless format for image files that supports both animated and static images. (graphic interchange format)
Cinemagraph	Cinemagraphs are still photographs in which a minor and repeated movement occurs, forming a video clip.

### **Unit 6.4 - iCreate – iDigital**

Learning Session 1	During Learning Session 1 pupils will revisit a technique learnt in Level 2 and adapt it into making a Master Scene. Pupils must use the same array of camera angles to achieve a master scene and cut them in the same interesting way, however they now have the ability to play around with the length of the clips.
Learning Session 2	Storyboarding is something the pupils have touched upon in Level 2 as an aid to planning. During Level 4 iCreate pupils will look more in-depth at this method of plotting ideas and see how they are used in pre-production on films. Pupils will be tasked with creating an animated algorithm-based storyboard. This will draw on skills from iProgram, and earlier levels of iCreate to ensure it is done properly. Pupils will be creating a storyboard for a scene they are going to create next week
Learning Session 3	Pupils will use the storyboard they created in Learning Session 2 to make a conversation between two people and invoke one of three emotions. They must choose between excited, angry or scared. Depending on the emotion they choose, the pairs must decide whether or not to use fast cutting in their master scene.
Learning Session 4	This learning session will focus on the creation of a GIF. Pupils will learn the meaning of the acronym GIF (Graphic Interchange Format) and how they are used in social media, as a form a communication and within marketing. Pupils will create their own GIF using Keynote and its animation features.
Learning Session 5	In Learning Session 5 pupils will learn about Cinemagraphs. This is the art of taking a still image and creating movement within a part of it. Pupils will be tasked with creating a Cinemagraphs out of stock photos supplied to them by the instructor.
Learning Session 6	3D art is used for a lot of practical reasons as well as art work. With 3D printers becoming more mainstream pupils will learn how to create 3D vector art on an IOS app. They will then be able to create their own shapes and models.
Learning Session 7	This session will run either as part of a longer half term or a contingency for pupils or classes who have exceeded the lesson plans for the half term. Pupils will create a digital gallery within Keynote. Once this is done the pupils will set their gallery running like a digital photo frame and take part in a galloping gallery, so pupils can see what others in their class have done.