Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: Computing – Fake News: A Real Story	Year: LKS2 – Year B – Spring

NC/PoS:
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information
- Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Prior Learning (what pupils already know and can do)
Devices have input, process, output to work efficiently, devices can be connected to different networks both with and without wires

End Points (what pupils MUST know and remember)
- To understand how a network is created
- To understand the purpose of the World Wide Web
- The consequences of unreliable content
- To take and edit images from different sources
- To create and edit audio
- To combine images and audio within a website

Key Vocabulary
messages, network, World Wide Web (WWW) internet, website, content, domain, URL, edit, crop, composition, identify, copyright, purpose, retouching, input, record, audio, pause, trim, MP3, combine, article, presentation,

Recommended Resources:
https://tinyurl.com/lks2-fakenewsareallifestory-1
https://tinyurl.com/lks2-fakenewsareallifestory-2
https://tinyurl.com/lks2-fakenewsareallifestory-3

Session 1: What is the internet?

How are messages shared between networks? What devices will be needed to support this? What is the World Wide Web? What is the World Wide Web comprised of? How does the internet let us view the World Wide Web? What can be shared on the World Wide Web? How can we access the World Wide Web?

Vocabulary: messages, network, World Wide Web (WWW) internet

Session 2: What is a website?

What is a website? What content can be shared via a website? Is everything on a website real? Where are websites stored? Who owns websites?

Vocabulary: website, content, domain, URL,

Session 3: Editing Images

How can we edit images? How can he crop tool change the composition of an image? What impact does this have on the image? Can we identify how images have been edited? Can images be edited to suit a certain purpose? What is retouching and why is it used? Can we recognise retouched images? What are the positive/negative effects of retouching? How can we use retouching appropriately?

Vocabulary: edit, crop, composition, identify, copyright, purpose, retouching,

Session 4: Recording Audio

What input device can be used to record audio? How can we record our own audio? Are there any copyright implications when using our own recordings? What makes a good audio recording? How can we improve our recordings? Can we remove long pauses or mistakes? How can we save our audio so it can be edited in the future? How can we save our audio so that it cannot be edited? Can we trim our audio and add new audio files to create a larger piece?

Vocabulary: input, record, audio, copyright, pause, trim, MP3

Session 5: Combining Images and Audio

How can we combine images and audio to create a news article about how not everything on the web is real? Can we edit copyright free images to support our story? How can we use audio recordings to give information? How we combine the images and audio to create a presentation/video? How can we share our final piece? How could we have changed our final piece? Would we have done something better?

Vocabulary: combine, audio, image, article, copyright, recordings, presentation,

Future learning this content supports:
The content of this unit will support other units on understanding of computing systems and online collaborative working, and creating media.