

Key Vocabulary

Audio	sound
Digital	Sending information electronically in the form of numbers
Microphone	Microphones are used to make sounds louder or to record them
Repetition	programming construct which allows a group of instructions to be repeated a number of times.
Speaker	output device converting data into sound pressure; similarly, for headphones.
Sprite	Character in a program that can be given its own sequence of instructions

Unit outcomes

Below are some examples of the outcomes you could expect from this unit.



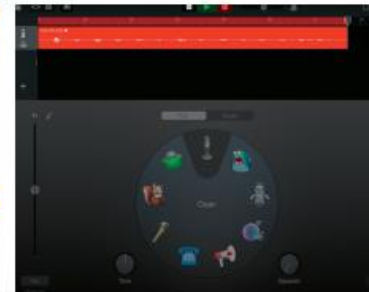
Session 1: Recording five sounds for the cat sprite in ScratchJr



Session 2: Recording audio for different animal sounds



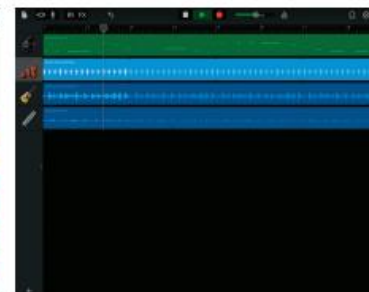
Session 3: Programming the sprite to repeat meowing four times



Session 4: Making a recording in GarageBand



Session 5: Creating a percussion pattern in GarageBand



Session 6: Creating a multi-track recording in

Computing Skills learnt prior to this unit: EYFS:

- Completes a simple program on a computer.
- Anticipates repeated sounds, sights and actions.

Computing Skills learnt in this unit:

Computer Science:

- Understand algorithms as sequences of instructions and how algorithms are implemented as programs on digital devices
- Create and debug simple programs
- Use reasoning to predict the behavior of simple programs.

Information Technology:

- use technology to create, store and retrieve digital content.