

In computing, we learn how to use and operate computers and technology

Links to other computing topics:

Y4 – website design

Y5 – stop motion

Y6 – history of computers

Transitions are visual effects that can be applied to occur in-between digital media (slides, images or video clips).

Morph

The media appears from a selected corner.



Cross zoom

The media zooms and fades in from the middle.



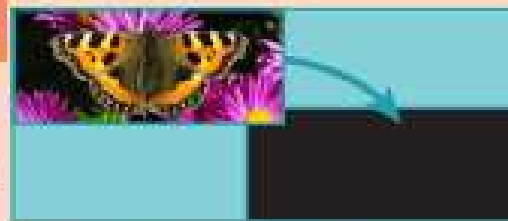
Peel off

The page peels off to reveal the media.



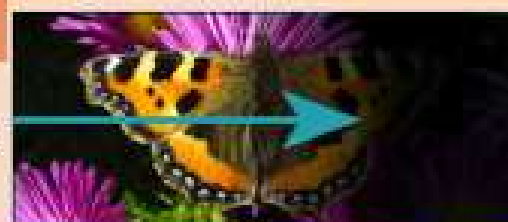
Dip to black

The media fades to a black screen.



Directional wipe

The media appears from a selected side.



Video trailers

Application	A computer program, sometimes referred to as an app.
Desktop	A tower computer that needs a mouse, keyboard and monitor, that remains in one place.
Digital device	Electronic devices that operate off a binary system in 1s and 0s.
Edit	To change and amend something.
Film	Recorded moving pictures, that can make up a clip or film.
Film editing software	Software with editing abilities to cut, crop and add effects to video footage.
Graphics	The use of images or visuals designed to communicate, demonstrate a concept or promote something.
Import (software)	To pull another file into software, to place, edit and manipulate.
Key events	Important parts within a narrative or a particular period in time.
Laptop	A compact computer that is easy to carry and move around.
Plan	An idea about how to do something in future.
Recording (media)	To capture sounds or video footage, using an electronic device.
Sound effects	Sounds to enhance an event or bring fantasy aspects to life in a film or other media, for example, the whoosh of a time machine.
Time code	Time references on film or animations.
Video	Recorded moving pictures, that can make up a clip or film.
Voiceover	A voice recording which overlays a video or presentation.

Did you know?

Digital sound waves can be viewed and edited on a computer. They look like this:

