To record sound using a computer

To recognise that recorded audio can be stored on a computer

To identify that output devices are needed to play audio

To identify that an input device is needed to record sound

To play recorded audio

To delete a section of audio

To import audio into a project

To change the volume of tracks in a project

To recognise that audio can be edited

To recognise that audio can be layered so that multiple sounds can be played at the same time

To consider the results of editing choices made

Learning graph
Year 4 – Creating media – Audio production

Key:
- Concept
- Skill

Links:
- Direct prerequisite
- Scaffolding not direct prerequisite

Resources are updated regularly - the latest version is available at: the-cc.io/curriculum

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