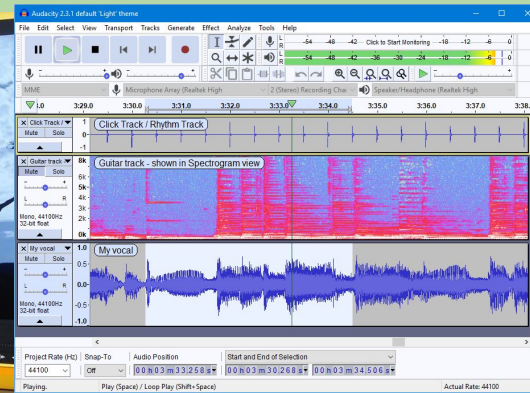
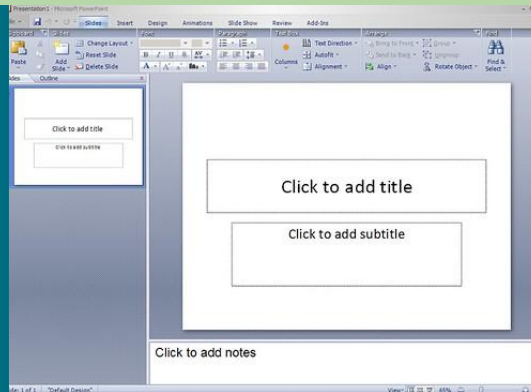
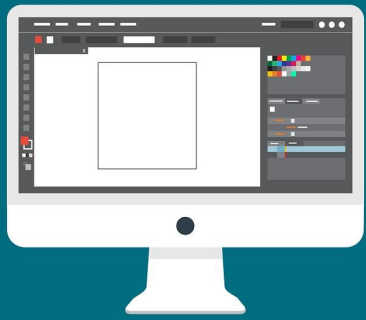


Computing Knowledge Organiser- Year 5/6- Multimedia

Multimedia means that computer information can be represented through audio, video, and animation in addition to traditional media such text, graphics drawings, images.

When dealing with multimedia, you must consider the audience and purpose. Who are you making this for? What is the reason for this? An example would be that if you are making something for younger children, it would not be good to fill with lots of text, but instead recording your voice, using images and making it colourful would help.



Vocabulary

Audience

Atmosphere

Structure

Sound

Outcome

Text

Edit

Tools

Media

Recording

Purpose

Video

Software you could use:

- Powerpoint, Google Slides, Keynote, Prezi, Photopeach
- Audacity, Wevideo, Screencastify
- Photoshop, Adobe Spark, Adobe Page
- Google Drawings, Canva, Word, Docs, Pages
- Pic Collage, Publisher, I can Animate

Remember to check, review and evaluate your work.

How can you improve it?

When deciding what to use, think about:
Audience, Purpose, Skills needed, Ease of use, devices available