

Digital Literacy - Music & Sound (MS)

MS1	I can use an electronic or virtual keyboard to select and control sounds	KS1
MS2	I can experiment with a range of devices to create/record sounds & musical phrases	KS1
MS3	I can recognise and use media controls: play, pause, stop, fwd. & rewind	KS1
MS4	I can record my voice or sounds using a microphone or digital device	KS1
MS5	I can share and talk about my music or recordings	KS1
MS6	I can add a sound to a presentation or talking story	KS1
MS7	I know that technology can create sound and recognise it in the world around	KS1
MS8	I can explore music and sound devices and software	KS1
MS9	I can create music with digital software using icons	KS1
MS10	I can create music for a purpose thinking about mood, instruments and themes	KS2
MS11	I can save my music to play back	KS2
MS12	I can listen to my music, edit and improve it	KS2
MS13	I can select and use devices for recording sound for a specific purpose	KS2
MS14	I can add a sound I have recorded with a microphone to a project	KS2
MS15	I can combine narration, background music and sounds to a project	KS2
MS16	I can use existing sound files from the school network, Internet or other sources	KS2
MS17	I understand the need for quality sound and can explore ways to achieve this	KS2
MS18	I can talk about ownership of recordings and copyright issues	KS2
MS19	I can share my work on network/Internet for others to play and review	KS2
MS20	I can listen to radio broadcasts/podcasts: identify different sound elements/audience	KS2
MS21	I can use software to edit sound files : change pitch, tempo, volume	KS2
MS22	I can use multi track software to layer sound, adding voice, music & sound effects	KS2
MS23	I can independently record and manipulate sounds for a specific purpose/audience	KS2
MS24	I can publish an audio production considering length, sound level and quality	KS2