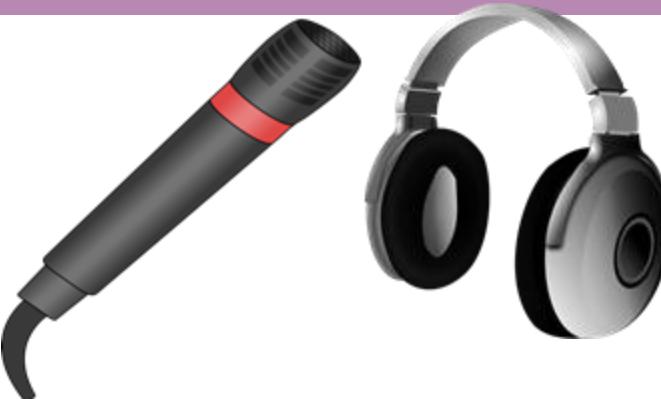




Sticky learning

- Know how to save work on a computer, so that I can continue to work on it at a later date.
- Know how to add media such as sounds and writing in scratch.
- I know I need to plan (stop frame animation) before I create.



Audio Production

New Knowledge

- I know sound is recorded on an input device called a microphone and is given out by an output devices called speakers and headphones.
- I know how to edit audio recordings by trimming soundwaves and adding others sounds.
- I know to combine sounds by aligning them and planning how to do this to make a podcast.
- I know how to edit audio recordings to make sure it is improved and matches my plan.
- I know how to combine audio by arranging multiple sounds and know how to export audio as MP3



Key Vocabulary

Audio	Sounds that you can hear, like music, voices, or other noises.
Microphone	A tool that captures your voice or other sounds and lets them go into a computer or speaker.
Speaker	A device that makes sounds louder so you can hear them, like music or a voice.
Headphones	Speakers that you wear on your ears so only you can hear the sound.
Input Device	Something you use to put information or sounds into a computer, like a microphone or keyboard.
Output Device	Something that gives you information or sound from a computer, like speakers or a screen.
Sound	What you hear, like voices, music, or noises.
Podcast	A show you can listen to, like a story, talk, or lesson, shared on the internet.
Edit	Changing something to make it better, like fixing a mistake or adding something new.
Trim	Cutting off the parts you don't want, like taking the start or end off a recording.
Align	Making things line up perfectly, like matching sound and pictures.
Layer	Different parts that are stacked together, like music on top of a voice in a song.
Import	Bringing something, like a file or sound, into your project.
Host	The person who leads a show or podcast and talks to the audience or guests.
Engineer	Someone who helps to set up or fix tools and make everything work, like microphones or recordings.
Export	Saving something, like a sound or project, so you can share or use it somewhere else.
MP3	A small computer file that stores music or sounds you can listen to.
Playback	Listening to or watching something you recorded to see how it turned out.
Selection	The part of something, like a sound or picture, that you pick to use or change.
Waveform	The squiggly line you see on a screen that shows how loud or quiet a sound is.
Audio Engineer	A person who makes sure sound recordings are clear and work well, like for music or podcasts