



## What are we learning about digital storyboards?

We can use a computer to create digital storyboards, which help us plan scenes of a film before they are recorded. A storyboard saves filmmakers time by letting them know where each character (actor) will stand in a scene and what the background scenery will be. Storyboard software has lots of a tools to help us create storyboards, including pictures and graphics we can use.



## National Curriculum Content

Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.

## Key knowledge

1. Know how to add and edit backgrounds.
2. How how to add and edit characters, including changing posture, expression and clothing.
3. Know how to add narration and speech bubbles, including formatting text.
4. Know how to duplicate objects to match scenes.
5. Know how to search for objects to use.



## Important Vocabulary

<b>Panels</b>	Panels are the scenes of the story. You can choose how many panels you want on the page. Each panel can show a different part of the story.
<b>Backgrounds</b>	Each panel will have a background where the scenes are set. E.g a forest, library or swimming pool (see above) etc. The software will have a pictures you can choose from to add to each panel.
<b>Narration and speech</b>	Text boxes can be added to each panel to describe what is happening in each scene (narration) and speech/thought bubbles can show what the characters are saying/thinking.
<b>Format text</b>	Change the colour, style and size of the text (letters and numbers).
<b>Duplicate</b>	To save time, you can make a copy of a panel and everything inside it. E.g if you want the same background and characters but want to change the speech then duplicate it.
<b>Arrange</b>	The software has tools to move the objects or characters around. This includes placing them in front or behind other objects. You can also <i>flip</i> (so it faces a different way) or <i>rotate</i> (turn) an object.