P3 Computing
Term 3 – Unit 5 Multimedia: Storyland

Identify what is being described.

A _____ is a way to present or share a set of ideas, text, and images to other people.

A _____ is a page of such presentation or sharing program.

Making a story means you have to make a _____ - it tells what happens in your story, and use _____ to describe things in your story.

A story has a

_____ - a person, an animal, or any thing you like

_____ - tells where your story happen

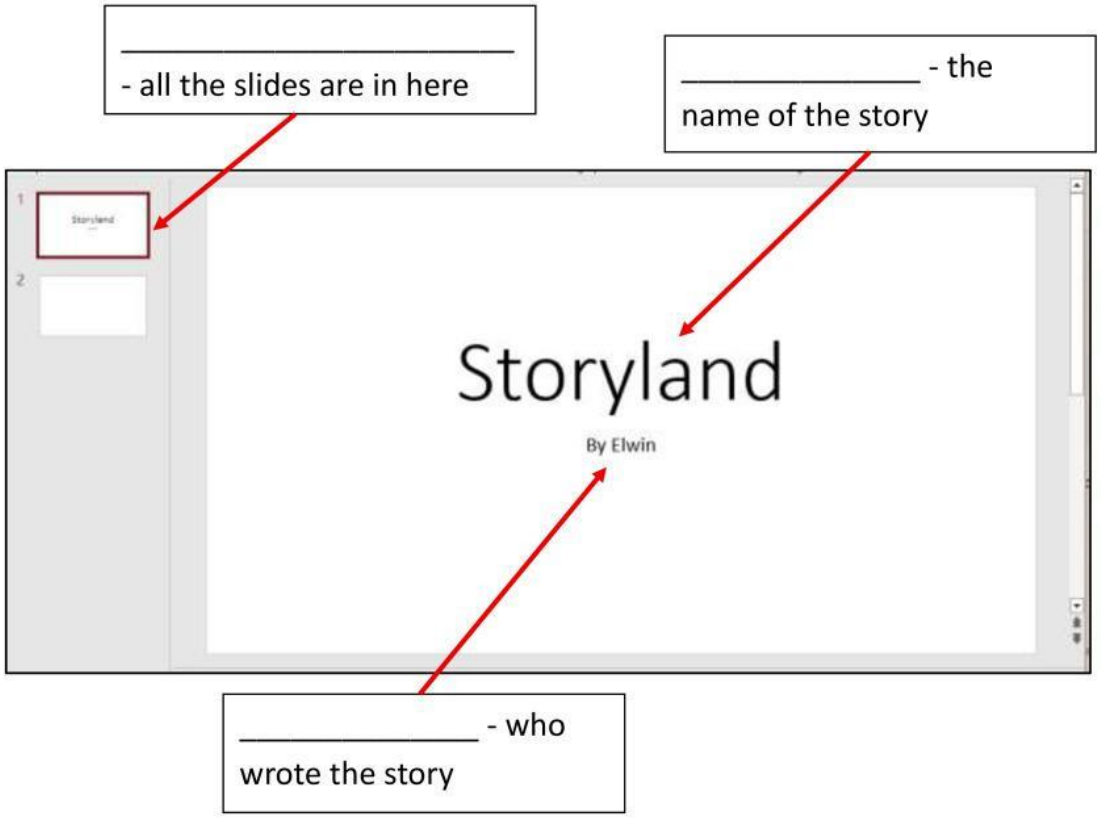
_____ - an issue which needs to be solved

_____ - the action or decision taken to resolve the issue

A _____ uses images, words, and sometimes sounds to tell a story using a presentation software.

When you open a new slide show, or presentation, you will see the _____.

Below is an example. Label the parts.



LIVEWORKSHEETS

How do you add a slide?

1. Click on "_____".
2. Click on "_____".
3. Choose the _____ of slide.

_____ and text make a digital story more interesting.

You can _____ an image you have already saved on your computer.

It can be:

➔ a _____ you have **made** in another program

➔ a _____ you have saved

➔ a _____ from the internet

_____ - you might see this when you search an online image in the search engine. It means the person who made the image is letting other people use it.

What are some changes you can make in a slide show?

1. _____
2. _____
3. _____
4. _____
5. _____

*What do you call each '**movement**' you add to make a digital story more interesting?*

_____

What tool do you click to see how the movement you added looks? _____

A _____ is a slide with colours, fonts, and effects that are already there when you open the slide.

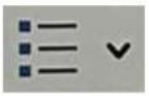
You can change it by:

1. Click on the '_____' tab.
2. Click on a _____.
3. Click on a _____.

LIVEWORKSHEETS

Which icon would you click to add a text box to the presentation?

a.

b. 

c.

d.

Explain 2 ways that you can improve the appearance of the presentation slide below.

1. _____

2. _____

Draw a picture of how you would design a slide with the same information.

LIVEWORKSHEETS