



**iMedia**

**Lite L2 iJam – iGenre**

**KS1 PPA Cover Planning**

- **Work Schemes**
- **Learning Objectives**
- **Key Skills**

## Lite Level 2

### iGenre

Unit Length: 5 – 7 hours

Students will learn about a selection of different styles of popular music from the past 60 years and be tasked with creating their own versions using the app 'GarageBand'. Children will learn how to recognise different instruments and sounds associated with different genres.

**Key Learning outcomes:** Understanding genre, instrumentation and texture.

### **App Used: Garage Band.**

**Learning Session 1:** The first learning session will explain the genres of music that children will learn over the course before recapping skills covered in Level 1. This will involve navigating around the app 'GarageBand' and ensuring a full understanding of structure and sections within a song.

**Learning Session 2:** Students will be introduced to Blues and Rock 'n' Roll music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own Blues or Rock 'n' Roll song.

**Learning Session 3:** Students will be introduced to Dance and Electronic music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own song.

**Learning Session 4:** Students will be introduced to Hip Hop and Urban music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own song.

**Learning Session 5:** Students will be introduced to World Music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own song.

**Learning Session 6:** Students will need to choose their favourite style from this level to create a short example to show to the class as well as speaking about why they picked that genre and a few facts that they remember.

**Contingency:** Additional lesson plans are in place for less able students and higher ability students.

## iMedia

*Congratulations on booking your iMedia sessions with Junior Jam. In this document we will provide you with key information relating to the PPA cover that you have booked.*

### Secure Website

We have created a login for your school on our website where you can access key information. We have found this is a quick and easy way to provide you with all of the information you require. Using this login you can access all of our risk assessments and insurance documents, as well as a copy of each staff member's CRB with a photo attached. You can view these by clicking on the 'documents' tab at the top. The website address to access this information is below; please use the username and password details that are on your order confirmation.

**[www.juniorjam.co.uk/protected](http://www.juniorjam.co.uk/protected)**

### Space Requirements

Our iMedia lessons simply require the use of a classroom. Depending on the workshop type we may be required to move desks around to create a more effective space; the staff members will always return the classroom to the state it was found in. The iDesign and iFilm workshops may also utilise outdoor spaces to add to the childrens' learning; this will always be done with school permission prior to the session beginning. If a projector is available we ask to have access to it, as it is a great teaching aid.

### PPA Questionnaire

Before the first PPA cover session our leader will arrive 30 minutes early to fill in a quick question sheet relating to your school and the classes they will be teaching. If you could arrange for either yourself, a deputy or a class teacher to sit down with our leader to run through this questionnaire it would be of great benefit to the lessons they run.

### Media Uploads and Feedback

At the end of each iMedia level, the work that has been produced will be uploaded to our secure website. Your order confirmation contains the login details, simply click on the 'media uploads' tab to see the work that has been completed at the end of each half term. There is also a message board to communicate with the teaching staff at your school where they will be able to post feedback on how the sessions have gone.

## lite Level 2 iGenre Learning Objectives

The learning pathways for each iMedia subject are in line with the Curriculum 2014. The content is outlined below and matched to how it will be covered over this module. iMedia levels are topic-based so students will be learning beyond these attainment targets and in real life contexts.

### Curriculum 2014

#### Computing

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

#### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

## Learning Session 1

### Learning Objectives

#### Computing

- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

#### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

The first learning session will explain the genres of music that children will learn over the course before recapping skills covered in Level 1. This will involve navigating around the app 'GarageBand' and ensuring a full understanding of structure and sections within a song.

## Learning Session 2

### Learning Objectives

#### Computing

- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

#### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Students will be introduced to Blues and Rock 'n' Roll music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own Blues or Rock 'n' Roll song.

### Learning Session 3

#### Learning Objectives

##### Computing

- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

##### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Students will be introduced to Dance and Electronic music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own song.

### Learning Session 4

#### Learning Objectives

##### Computing

- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.

- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Students will be introduced to Hip Hop and Urban music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own song.

## Learning Session 5

### Learning Objectives

#### Computing

- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

#### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Students will be introduced to World Music. After listening to a number of examples and answering questions about the different sounds and instruments they will begin writing their own song.

## Learning Session 6

### Learning Objectives

#### Computing

- Use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour.
- Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

#### Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

Students will need to choose their favourite style from this level to create a short example to show to the class as well as speaking about why they picked that genre and a few facts that they remember.