



iMedia

Lite L1 iDesign – iCreate

KS1 PPA Cover Planning

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

Lite Level 1

iCreate Unit Length: 5 – 7 hours

The iCreate course aims to introduce participants to digital photography in the modern era. They learn about the basic principles of taking good pictures such as framing, focus and perspective and photo-editing techniques.

Learning Outcomes: Understanding Framing, Focus and Perspective, basic Photo-Editing Techniques and Evaluation Skills.

Apps Used Include: PS Express, Colour Effects, Strip Design.

Learning Session 1: Students will be introduced to photography looking at what makes a good photo. They will be taught about focal point, choosing the right background and the importance of light. Students will use the iPad to take photos before learning how to use basic editing software.

Learning Session 2: Students will be tasked with creating a hobby poster. They will be working in groups so will have to take a group picture of themselves, edit it using the skills learnt from learning session 1 before turning it into a poster to advertise their favourite hobbies.

Learning Session 3: Students will be Introduced to more techniques such as foreground and a basic introduction to the rule of thirds. These techniques will then be practised to ensure good understanding.

Learning Session 4: Students will be tasked with creating a collage of all the pictures they took in the previous session and edit them to create a collage of their name. This will introduce them to the app 'Strip Design'.

Learning Session 5: Students will recap over all the techniques they have been refining before looking at perspective, filling the frame and cropping pictures to complement the picture. Following this they will be set a scavenger hunt task to practise their understanding.

Learning Session 6: Students will create a Wanted poster using the pictures taken from learning session 5. They can use any of the apps they have been using over the course to complete this task.

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

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. Whilst logged in you can see feedback from your pupils, filled out using our iPad app, so you can see how much the children have enjoyed their Junior Jam workshops. 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 1 iCreate 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.

Art and Design

- To use a range of materials creatively to design and make products.
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Learning Session 1

Learning Objectives

Computing

- 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.

Art and Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Students will be introduced to photography looking at what makes a good photo. They will be taught about focal point, choosing the right background and the importance of light. Students will use the iPad to take photos before learning how to use basic editing software.

Learning Session 2

Learning Objectives

Computing

- 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.

Art and Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Students will be tasked with creating a hobby poster. They will be working in groups so will have to take a group picture of themselves, edit it using the skills learnt from learning session 1 before turning it into a poster to advertise their favourite hobbies.

Learning Session 3

Learning Objectives

Computing

- 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.

Art and Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Students will be Introduced to more techniques such as foreground and a basic introduction to the rule of thirds. These techniques will then be practised to ensure good understanding.

Learning Session 4

Learning Objectives

Computing

- 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.

Art and Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Students will be tasked with creating a collage of all the pictures they took in the previous session and edit them to create a collage of their name. This will introduce them to the app '*Strip Design*'.

Learning Session 5

Learning Objectives

Computing

- 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.

Art and Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Students will recap over all the techniques they have been refining before looking at perspective, filling the frame and cropping pictures to complement the picture. Following this they will be set a scavenger hunt task to practise their understanding.

Learning Session 6

Learning Objectives

Computing

- 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.

Art and Design

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Students will create a Wanted poster using the pictures taken from learning session 5. They can use any of the apps they have been using over the course to complete this task.

iCreate Contingency

- Students who have completed their work should be tasked with creating an advert using the same app's demonstrated previously.
- They can use any object in the classroom and try to sell it to the class by a series of photos showing all the uses of it and with the ultimate aim of making people want to buy it.