



iMedia

Lite L1 iAnimate – iMove

KS1 PPA Cover Planning

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

Lite Level 1

iMove **Unit Length:** 5 – 7 hours

Students will create their own cartoon using the app 'iStopMotion'. This will focus on character creation and storytelling. This will be followed by an introduction to basic stop motion.

Learning Outcomes: Understand Basic Storyboarding and Planning

Apps Used Include: iStopMotion

Learning Session 1: Students will be introduced to animation focusing on 4 important key skills required to make a good stop-motion animation. During this learning session students will use the theme 'Toy Story' to bring objects around the classroom to life.

Learning Session 2: Students will recap on what they did in the last learning session before being introduced to the next theme, 'The Race'. Students will create an animation simulating a race to showcase their understanding of the skills introduced in learning session 1.

Learning Session 3: Students will be introduced to their next theme, 'Pattern Dance'. This will focus on all the skills learnt to date. However, students will need to decide on a small plan before recording. This session will also introduce students to the addition of backing music to enhance their work.

Learning Session 4: Students will move on to 'The Whiteboard/Paper Challenge'. Still focusing and building on the key skills from previous learning sessions, students will try to create an animation to look like it is drawing itself.

Learning Session 5: Students will move on to the theme 'The Magic Show'. This will assess the students on how well they have developed the key skills to make their project look realistic.

Learning Session 6: Students will add any final touches to their projects before showcasing their favourite, finished animation to the class for an evaluation session.

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. 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 iMove 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.
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Students will be introduced to animation focusing on 4 important key skills required to make a good stop-motion animation. During this learning session students will use the theme 'Toy Story' to bring objects around the classroom to life.

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 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.

Students will recap on what they did in the last learning session before being introduced to the next theme, 'The Race'. Students will create an animation simulating a race to showcase their understanding of the skills introduced in learning session 1.

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 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.

Students will be introduced to their next theme, 'Pattern Dance'. This will focus on all the skills learnt to date. However, students will need to decide on a small plan before recording. This session will also introduce students to the addition of backing music to enhance their work.

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 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.

Students will move on to 'The Whiteboard/Paper Challenge'. Still focusing and building on the key skills from previous learning sessions, students will try to create an animation to look like it is drawing itself.

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 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.

Students will move on to the theme 'The Magic Show'. This will assess the students on how well they have developed the key skills to make their project look realistic.

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 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.

Students will add any final touches to their projects before showcasing their favourite, finished animation will be shown to the class for an evaluation session.

Basic Animation Contingency

- Students who have completed the task should look into creating their own short story and bringing it to life.
- If students are limited to time they should be tasked to create animated titles and credits.

