



iMedia

**Lite L1 iCommunicate –
iTech**

KS1 PPA Cover Planning

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

Lite Level 1

iTech

Unit Length: 5 – 7 hours

The aim of iTech is to create awareness and understanding of technology and its uses. This will be initially through learning about the history of different technology, how to use it safely and responsibly, before finally looking at eSafety and staying safe on the internet.

Learning Outcomes: Understanding of the use of technology, how to use it safely and respectfully, keep personal information private, be able to identify where to go for help and support.

Apps Used : Camera, PS Express, Morse Code, Inventions, Strip Design, Logo Maker.

Learning Session 1: The first learning session offers a background to the technology used in our iMedia courses by following a timeline of inventions. This will teach children about photography and be asked to edit a photo they have taken to resemble a photo from 1826. The class will then move on to learning about Morse Code, and practise their new skills in an app.

Learning Session 2: This session will focus on the development of computers and give a breakdown of different computer hardware and parts. This session will be used to ensure students have a solid understanding of what a computer is before advancing further in the course.

Learning Session 3: Students will begin this learning session by comparing different technology by tracing its development over time. Students will create a video to explain what each piece of equipment does before showcasing them to the class.

Learning Session 4: Following on from the previous learning session students will be required to think about using technology safely and respectfully. They will create a poster instructing others the safe way to use different equipment and what to do if something goes wrong.

Learning Session 5: This learning session will introduce students to eSafety. They will look at the common uses of the internet before taking part in a story to help identify what to do to stay safe.

Learning Session 6: Continuing with the eSafety theme, students will look at the importance of staying private on the internet. This will involve watching a video and taking part in a class discussion into what they have learned and what message they will relay to others.

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 iTech 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.

Learning Session 1

Learning Objectives

Computing

- 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.
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The first learning session offers a background to the technology used in our iMedia courses by following a timeline of inventions. This will teach children about photography and be asked to edit a photo they have taken to resemble a photo from 1826. The class will then move on to learning about Morse Code, and practise their new skills in an app.

Learning Session 2

Learning Objectives

Computing

- 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.

Following on from the previous learning session the class will carry on learning about the history of technology this learning session learning about phonographs, telephones and computers. The class will finish the lesson by completing an inventions task.

Learning Session 3

Learning Objectives

Computing

- 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.

This session will focus on the development of computers and give a breakdown of different computer hardware and parts. This session will be used to ensure students have a solid understanding of what a computer is before advancing further in the course.

Learning Session 4

Learning Objectives

Computing

- 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.

Students will begin this learning session by comparing different technology by tracing its development over time. Students will create a video to explain what each piece of equipment does before showcasing them to the class.

Learning Session 5

Learning Objectives

Computing

- 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.

This learning session will introduce students to eSafety. They will look at the common uses of the internet before taking part in a story to help identify what to do to stay safe.

Learning Session 6

Learning Objectives

Computing

- 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.

Continuing with the eSafety theme, students will look at the importance of staying private on the internet. This will involve watching a video and taking part in a class discussion into what they have learned and what message they will relay to others.

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

ability students.