



iMedia

Lite L1 iFilm – iAct

KS1 PPA Cover Planning

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

Lite Level 1

iAct Unit Length: 5 – 7 hours

This is an introduction to basic film plotting, making and editing techniques using the Apps 'Toontastic' / 'TeleStory' and 'iMovie'. Working in groups, students will assign individual roles, then plan and create a film trailer.

Learning Outcomes: Understand Basic Storyboarding and Planning, Character Creation and Development, Basic Film and Camera Techniques.

Apps Used Include: TeleStory/ Toontastic, iMovie

Learning Session 1: Students will be introduced to the app 'Toontastic' / 'TeleStory'. This app will introduce the basis of a story arc which is used to help plot a film. Students will then plot and create a space adventure film with three main plot points.

Learning Session 2: Students will recap on what they did in the previous learning session before plotting and creating an explorer themed film using the app 'Toontastic' / 'TeleStory'.

Learning Session 3: This learning session will focus on adding to the story arc. Students will be introduced to a more advance story arc that contains five major plot points. The theme will be a spy story and students will have to plot and create a film in this theme.

Learning Session 4: Students will be given full creative license to create a movie with a theme of their choice using the same five-point story arc. They will have to concentrate on dialogue and will be given the chance to design their own scenes.

Learning Session 5: Students will be introduced to the app 'iMovie'. They will learn how to visualise their storyboard in a different format using a spy theme again. Common camera techniques will also be covered helping students to visualise their trailers before filming them.

Learning Session 6: Students will be tasked with completing another movie trailer, this time choosing from either an Explorer, Pirate, Fairy Tale or Superhero theme. The session will finish with a showcase of students work, allowing time for an evaluation of the finished trailers.

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 iAct 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

- 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 be introduced to the app 'Toontastic' / 'TeleStory'. This app will introduce the basis of a story arc which is used to help plot a film. Students will then plot and create a space adventure film with three main plot points.

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.

Students will recap on what they did in the previous learning session before plotting and creating an explorer themed film using the app 'Toontastic' / 'TeleStory'.

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.

This learning session will focus on adding to the story arc. Students will be introduced to a more advance story arc that contains five major plot points. The theme will be a spy story and students will have to plot and create a film in this theme.

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.

Students will be given full creative license to create a movie with a theme of their choice using the same five-point story arc. They will have to concentrate on dialogue and will be given the chance to design their own scenes.

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.

Students will be introduced to the app 'iMovie'. They will learn how to visualise their storyboard in a different format using a spy theme again. Common camera techniques will also be covered helping students to visualise their trailers before filming them.

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.

Students will be tasked with completing another movie trailer, this time choosing from either an Explorer, Pirate, Fairy Tale or Superhero theme. The session will finish with a showcase of students work, allowing time for an evaluation of the finished trailers.

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

