iMedia

Level 1 iAnimate –

iStop Motion

KS2 PPA Cover Planning

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

| iStop Motion | Unit Length: 5 – 7 hours |

Level 1

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, iMovie.

Learning Session 1: Students will be introduced to animation looking at how it has developed over time and how it is made. Students will learn how to use the app 'iStopMotion' to create their own short animation. This will be to practice and help give understanding into the limitations of creating a stop motion animation.

Learning Session 2: Students will reflect on the work they started in the previous learning session using what went well and worked effectively as an animation. Following this, students will start to plan what they would like to create over the learning sessions, a series of short animations or one longer animation.

Learning Session 3: Students will continue to create their animation. Students will begin to evaluate their own work and make changes where applicable.

Learning Session 4: Students will continue to create their animation. Students will continue to review and self-evaluate before having a mini-showcase to gather ideas from each other to develop their own work.

Learning Session 5: Students will finish their work taking on board comments and ideas from their peers to improve and develop their work further.

Learning Session 6: Students will showcase their finished animations to the class for an evaluation session. Students will review what they have done and discuss their own work and each 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 children's 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.

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

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Students will be introduced to animation looking at how it has developed over time and how it is made. Students will learn how to use the app 'iStopMotion' to create their own short animation. This will be to practice and help give understanding into the limitations of creating a stop motion animation.

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

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- 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 reflect on the work they started in the previous learning session using what went well and worked effectively as an animation. Following this, students will start to plan what they would like to create over the learning sessions, a series of short animations or one longer animation.

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.
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- 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 continue to create their animation. Students will begin to evaluate their own work and make changes where applicable.

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 continue to create their animation. Students will continue to review and self-evaluate before having a mini-showcase to gather ideas from each other to develop their own work.
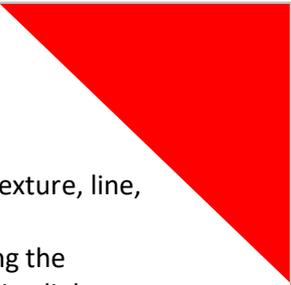
Learning Session 5

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 finish their work, taking on board comments and ideas from their peers to improve and develop their work further.

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 showcase their finished animations to the class for an evaluation session. Students will review what they have done and discuss their own work and each others'.