iMedia

Level 1 iDesign – iSafety

KS2 PPA Cover Planning

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

iSafety   Unit Length: 5 – 7 hours

Level 1

This course is designed to inform KS2 children about how to stay safe on the internet. The topic will cover Cyber bullying; Online Gaming; Trust; Digital Reputation; Location permissions; Online contact, and Social media. The class will compile videos posters and badges to give warnings, helpful tips, and advice to other schools in the local area.

Learning Outcomes: To recognise the effects of Cyber bullying; Online Gaming; Trust; Digital Reputation; Location permissions; Online contact, and Social media, and to know what to do in a number of different situations.

Apps Used Include: Video camera, Logo Maker, iMovie, Strip Designer.

Learning Session 1:
1. I know the different ways my location can be found
2. I can recognise why this is a good and a bad thing
3. I can make decisions about what I give access to on my devices.

The class will do a number of starter tasks before making a video about the pros and cons of someone knowing where you are.

Learning Session 2:
1. I know the meaning of Cyber Bullying
2. I can recognise the signs of Cyber Bullying if it is happening to me or to someone else.
3. I can make decisions about what to do if someone I know or I'm being cyber bullied.

The class will make 3 badges around the Stop Block and Record advise. These badges are to be informative for other schools.

Learning Session 3:
1. I know the effects too much gaming can have on my body
2. I can recognise the signs of too much gaming
3. I can make decisions about how much time I spend gaming.

The class will be involved in class and group discussion around this topic before moving on to making a video for other gamers, both child and adult, to warn about the effects of spending too much time online.

Learning Session 4:

1. I know that not everything online is trustworthy
2. I can recognise some of the differences between fact and opinion
3. I can make decisions about what I trust online.

The class will look at what they see online. They will complete a number of starter tasks and class discussions before moving on to creating a video to inform other schools about what/ who you can trust online.

Learning Session 5:
1. I know what the term Digital Reputation means

2.   I can recognise if I'm leaving a positive footprint
3.   I can make decisions about who I speak to online

The class will learn about how they come across online when talking/ posting. Again, a number of starter talks will get the children thinking and discussing before creating their final video of the half term about digital reputation.

Learning Session 6:

1.   I can recognise that it is my own choice to accept something online. Be that a message or friend request.
2.   I can recognise that all social media has an age restriction for a reason.
3.   I know what to do if I am worried about something online.

For the final learning session, the class will look at social media and how everything they have discussed and learnt about over the half term is relatable to this.

The class will now compile their videos together to make a short movie about E-Saftey. Once they have finished they can design a poster about any element of the course they wish.

Contingency: The class will finish their posters and do more detailed editing to their video.

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 iSafety 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

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Learning Session 2

Learning Objectives

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Learning Session 3

Learning Objectives

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Learning Session 4

Learning Objectives

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Learning Session 5

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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- 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.

1. I know what the term Digital Reputation means
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The class will learn about how they come across online when talking/ posting. Again, a number of starter talks will get the children thinking and discussing before creating their final video of the half term about digital reputation.

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.

1. I can recognise that it is my own choice to accept something online. Be that a message or friend request.
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3. I know what to do if I am worried about something online.

For the final learning session, the class will look at social media and how everything they have discussed and learnt about over the half term is relatable to this.

The class will now compile their videos together to make a short movie about E-Saftey. Once they have finished they can design a poster about any element of the course they wish.