Junior Jam

iCreate: iDigital Level 4

Course Evaluation Criteria

Y6: We would expect all children in Y6 to attain statements 1-6. If any of statements 7-10 are attained, those pupils are exceeding expectations.

- 1. Pupils can name different crew roles on a film set.
- 2. Pupils can use master scene editing.
- 3. Pupils can define and create a gif.
- 4. Pupils can define cinemagraph.
- 5. Pupils can manipulate 3D models on all three axes.
- 6. Pupils can import their work into a galloping gallery.
- 7. Pupils can use master scene angles in their project.
- 8. Pupils can create gigs with timed animations included.
- 9. Pupils can code text in their work.
- 10. Pupils can animate a storyboard.

Galloping Gallery



Course Overview

Course overview: Pupils will learn how to create different multimedia digital content. They will look at filming, coding storyboards, complex editing, GIFS, Cinemagraph, AR and 3D drawing. Pupils will learn how these are applied in real-world contexts to create content for online and digital applications including websites and IOS software. At the end of the half term pupils will produce a digital gallery of their work and present it to the class in the app Keynote.

Learning Outcome for the course: The aim of iDigital is to teach pupils to express themselves using an array of different media. Pupils will learn how to film from different camera angles and edit them together. They will learn about storyboarding and how vital it is to the planning process. They will learn how to create Cinemagraphs and 3D models. Pupils will also be expected to create a Digital Gallery of their work.

Camera Angles

The location of the camera to the subject when filming.

The same scene

edited from multiple

Entertaining media

platforms.

Long/Mid/ Close-up Shot

Filming from a long, medium or close distance.

Fast Cutting

Consecutive film shots that only appear briefly.

Multimedia

Using a variety of media outlets and platforms.

Photos where a minor repeated movement occurs.

Apps Used



iMovie



Scratch Jr



Keynote



Motionleap



Tetra

Vocabulary Bank

Master Scene

Storyboard

Content

camera angles. A graphic plan of

what will happen in a film scene.

created for multiple Cinemagraph