

iAnimate KS1 activities Knowledge Organisers

iAnimate: rAnimate EYFS

Course Evaluation Criteria

Reception: We would expect all children in reception to attain statements 1-5. If statements 6 or 7 are attained, those pupils are exceeding expectations.

- 1. Pupils know that 2D means a flat drawing.
- 2. Pupils can mimic emotions given to them by an instructor.
- 3. Pupils know that cartoons are made by a process called animation.
- 4. Pupils can draw and animate a 2D object.
- 5. Pupils can record their voice into an animation and play it back.
- 6. Pupils can use 'onion skin' proficiently to help them animate.
- 7. Pupils are able to manipulate both a characters facial features and position on the screen.

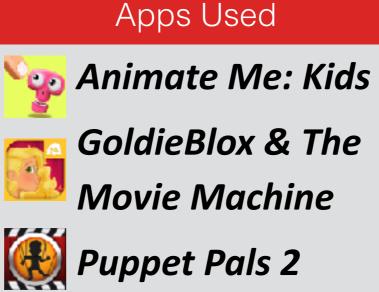
Animation



Course Overview

Course overview: Pupils will learn about 2D and 3D animation. Using a variety of apps pupils will animate characters and draw cartoons, thinking about how to express emotion by manipulating facial expressions and recording their voices.

Learning objective for the course: Pupils will learn how to create different 2D animations across two apps. They will learn how to record their voices into the animation, making it more of a story then a drawing. They will learn how to create a flip book and draw in a consistent manner with the use of an 'Onion Skin' to help with continuity. Pupils will also animate without the onion skin and learn how it aids with animation.



Vocabulary Bank

Animation	Making something still look like it has come to life.
Onion Skin	Viewing the previous position/photo in an animation.
2D	A flat drawing with only 2 dimensions.
Flip Book	Animating by flipping through pages of drawings.

iAnimate: iMove Lite Level 1

Learning Outcomes

Y1: We would expect all children in Y1 to attain statements 1-4. If any of statements 5-10 are attained, those pupils are exceeding expectations. Y2: We would expect all children in Y2 to attain statements 1-8. If statements 9 or 10 are attained, those pupils are exceeding expectations.

- 1. Pupils know that stop motion is a type of animation.
- 2. Pupils are able to create a stop motion animation unassisted.
- 3. Pupils can animate two objects moving at the same time.
- 4. Pupils can use a whiteboard to create a stop motion animation.
- 5. Pupils can use the onion skin feature to assist with their animations.
- 6. Pupils understand why the changes between photos needs to be small.
- 7. Pupils know how to use stop motion to create magic tricks.
- 8. Pupils can explain why we benefit from evaluating our work.
- 9. Pupils can create a stop motion animation whilst keeping the iPad still throughout.
- 10. Pupils can plan and create an animation with a clear story.

Course Overview

Course Overview: During iMove, pupils will learn about 'Stop Motion' animation. They will gain a number of animating skills to create their own stop motion animation on an iPad. Pupils will have to create a plot and overcome the challenges involved in animating multiple objects and characters within one frame.

Learning objective for the course: During iMove pupils will learn the fundamentals of 'Stop Motion' animation and how to produce one. Pupils will learn how to animate characters, how to get 'clean shots' and to avoid 'earthquakes'.

Stop Motion Studio



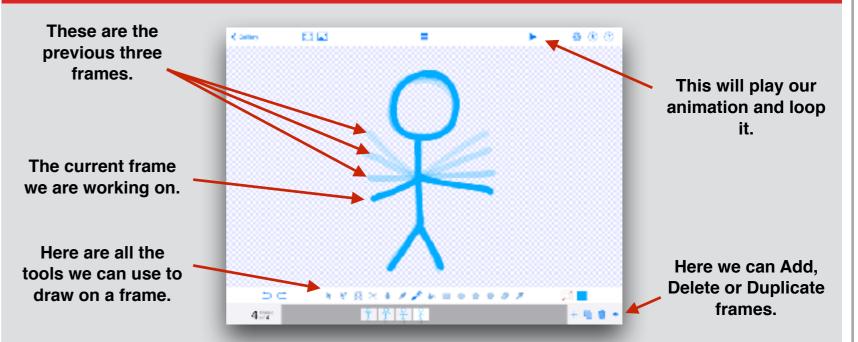
iAnimate: i2D Lite Level 2

Course Evaluation Criteria

Y2: We would expect all children in Y2 to attain statements 1-5. If statements 6 or 7 are attained, those pupils are exceeding expectations.

- 1. Pupils understand how a flip-book is created.
- 2. Pupils know the difference between 2D and 3D animation.
- 3. Pupils can create features using a character.
- 4. Pupils can animate a drawing changing over time.
- 5. Pupils will understand why planning is important before creating an animation.
- 6. Pupils can give examples of advantages and disadvantages of 2D and 3D animation.
- 7. Pupils will incorporate a clear story into their animation.

Learning Outcomes



Learning Outcomes

Course overview: This course focuses on 2D and hand-drawn animation. Pupils will learn how to bring two-dimensional drawings to life through use of the app 'Do Ink Animation'. They will animate a given story line on 'Scratch Jr', mixing coding into their creativity, as well as creating their own animated Lego figure and finally create a flip-book.

Learning objective for the course: Throughout i2D pupils will learn what 2D animation is and how to create one. They will learn the difference between 2D and 3D as well as creating a flip-book.

Apps used





Do Ink Animation





Vocabulary Bank

Flip-Book	A type of animation made by flipping through paper drawings.
Animation	Making something look like it has come to life.
2D/Hand-drawn	Something with two dimensions.
3D/Computer- generated	Something with three dimensions.
Frame	The individual photos of a complete animation.
Quality Control	Making sure our final product is to a great standard.
Movement	Changing the position of our characters.



iOffice KS2 activities Knowledge Organisers

iOffice: Level 1iSafety

Course Evaluation Criteria

Y3: We would expect all children in Y3 to attain statements 1-4. If any of statements 5-10 are attained, those pupils are exceeding expectations. Y4: We would expect all children in Y4 to attain statements 1-5. If any of statements 6-10 are attained, those pupils are exceeding expectations. Y5: We would expect all children in Y5 to attain statements 1-7. If any of statements 8-10 are attained, those pupils are exceeding expectations. Y6: We would expect all children in Y6 to attain statements 1-8. If statements 9 or 10 are attained, those pupils are exceeding expectations.

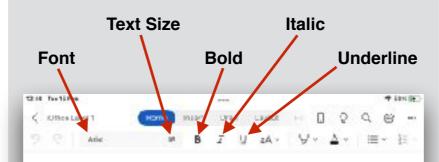
- 1. Pupils know that networks are made of WANs and LANs.
- 2. Pupils can define what cyber bullying is.
- 3. Pupils can explain the consequences of spending too much time online.
- 4. Pupils know why certain online games have age restrictions.
- 5. Pupils can explain ways to maintain a good digital reputation.
- 6. Pupils understand why they should not open emails on someone else's device.
- 7. Pupils can name different websites and social media sites and match the minimum age required to use them.
- 8. Pupils can define and create a brochure without the use of a template.
- 9. Pupils can give examples of when a negative digital reputation can affect real life.
- 10. Pupils can give examples of what WANs or LANs would be used for.

Course Overview

Course overview: Pupils will combine leaning how to stay safe while on a digital device with learning how to operate Office 365 programs. Our E-Safety module covers Cyber Bullying, Online Gaming, Trust, Digital Reputation, Location Permissions, Online Contact and Social Media. All of these topics are covered alongside learning how to use the basic functions within word and spreadsheet processors.

Learning objective for the course: During iSafety pupils will have two main points of focus. The first will be to learn about the different documents you can create in a word processor, and basic functions within the program. Within the module they will create a letter, an email and a brochure, learning about the different tone and content expected in each depending on the document type and the recipient/audience. The second main focus will be to learn about E-Safety. Pupils will learn about Networks, Cyber Bullying and Online Gaming, along with many more to ensure they have the tools to be safe online and know how to act should they be faced with any number of situations.

Microsoft Word



Networks

Today we have been learning about two different types of networks. Networks connect computers logether and make file sharing easier. We have a choice to either save files on a Local Area Network or a Wide Area Network, LANs are better for personal files and WANs. are better for sharing with the world and collaboration.



Vocabulary Bank Recipient

- Junior Jam

Format

The person that an email is sent to.

The way something is arranged or set-out.

LAN

Local Area Network (e.g., a

WAN

Wide Area Network (e.g., the internet).

school IT room). Cyber Bullying

Two or more computers linked A form of bullying done over together.

Network

Online Gaming

Template

A document already

formatted with no

information in it.

Tone

Using the internet to play video games with other people around the world.

Content

Information presented in different ways (e.g., text, pictures, videos, etc.).

Font

The emotion and attitude of a piece of content.

Brochure

The way text is styled and designed.

A small magazine with pictures and information about something.

Apps Used





Logo Foundry



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technology or the internet.

iOffice: Level 2 iSocial

Course Evaluation Criteria

Y4: We would expect all children in Y4 to attain statements 1-4. If any of statements 5-10 are attained, those pupils are exceeding expectations. Y5: We would expect all children in Y5 to attain statements 1-6. If any of statements 7-10 are attained, those pupils are exceeding expectations. Y6: We would expect all children in Y6 to attain statements 1-8. If statements 9 or 10 are attained, those pupils are exceeding expectations.

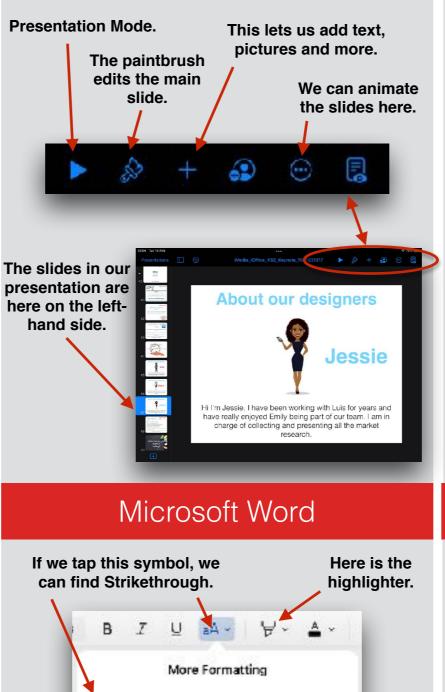
- 1. Pupils can explain how font style and bold changes text
- 2. Pupils know why you would use strikethrough and highlight on text
- 3. Pupils know what a target market is
- 4. Pupils can explain why pitching is important
- 5. Pupils understand what a focus group is and what it's used for
- 6. Pupils understand how to edit photos when inserting them into a document
- 7. Pupils can give examples in which a presentation is more suitable than a document
- 8. Pupils understand the difference between what makes a good and bad pitch
- 9. Pupils can give examples of industries where focus groups are essential
- 10. Pupils can explain the function justify on a word processing document

Course Overview

Course overview: Pupils will be presented with a hypothetical scenario where all social media platforms have been removed from the internet. They will then be tasked with designing and creating their own social media platform to fill the gap in the market. Throughout the half term, pupils will use more advanced functions in word processors to plan their ideas before finally collating them into a Keynote ready to be presented to their peers.

Learning objective for the course: The main purpose of iSocial is to build on the word processing skills learnt within Level 1 to enable pupils to use the program to its full potential. Pupils will learn how to use more advanced functions like Strikethrough and Highlight. More advanced pupils/classes will be taught how to track changes and how this is a useful tool for collaboration. At the end of the course pupils will learn how to present their work, creating a Keynote presentation collating all the work they have done throughout the half term.

Keynote



Vocabulary Bank

Word Processing

Using a computer to create and

Edit

Making changes to a edit.

document. Strikethrough

Marking bits of text by giving it a coloured background.

Highlight

Putting a line through the middle of the text.

Align Left

Centre

Putting text in the centre of a

document.

Align Right

Putting text against the right

side of the document.

Putting text against the left side of the document.

Target Market

The type of people you aim to sell your product to.

Audience

The people giving attention to something.

Presentation

Talking about and giving information on a certain subject.

persuade someone. Justify

To prove that something is correct or right.

Apps used



Microsoft Word



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Strikethrough

S.

Pitch A type of presentation where you are trying to

iOffice: Level 3 iCompany

Course Evaluation Criteria

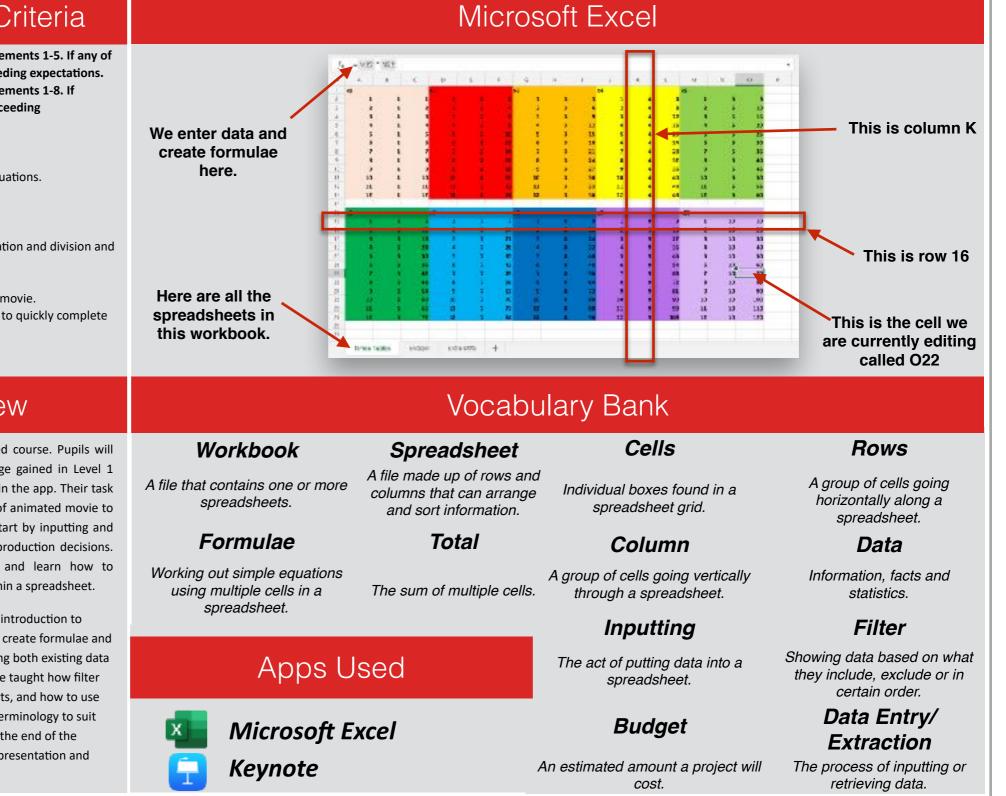
Y5: We would expect all children in Y5 to attain statements 1-5. If any of statements 6-10 are attained, those pupils are exceeding expectations. Y6: We would expect all children in Y6 to attain statements 1-8. If statements 9 or 10 are attained, those pupils are exceeding expectations.

- 1. Pupils know what a cell is on a spreadsheet.
- 2. Pupils can use formulae to solve simple maths equations.
- 3. Pupils can create a chart and a graph.
- 4. Pupils can use the filter tool in a spreadsheet.
- 5. Pupils are able to group and organise data.
- 6. Pupils know the alternative symbols for multiplication and division and use them in simple formulae.
- 7. Pupils are able to add a total column.
- 8. Pupils can use formulae to calculate the cost of a movie.
- 9. Pupils can use the auto-sum tool with the fill tool to quickly complete maths equations.
- 10. Pupils can create multiplication tables.

Course Overview

Course overview: iCompany is a spreadsheet-based course. Pupils will begin with a recap of basic spreadsheet knowledge gained in Level 1 before moving on to more advanced functions within the app. Their task is to act as movie producers and decide on a style of animated movie to put into production. Working in pairs, pupils will start by inputting and analysing data allowing them to make important production decisions. The class will develop their spreadsheet skills and learn how to successfully use a variety of advanced functions within a spreadsheet.

Learning objective for the course: After a very brief introduction to spreadsheets in Level 1 pupils will now learn how to create formulae and find totals. Pupils will learn how to create charts using both existing data and data they have inputted themselves. They will be taught how filter buttons can aid them in looking through spreadsheets, and how to use data to budget. Pupils will be expected to be using terminology to suit the program such as workbook and spreadsheet. At the end of the course pupils will compile their data into a Keynote presentation and present the movie they wish to make.



iOffice: Level 4 iCV

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.

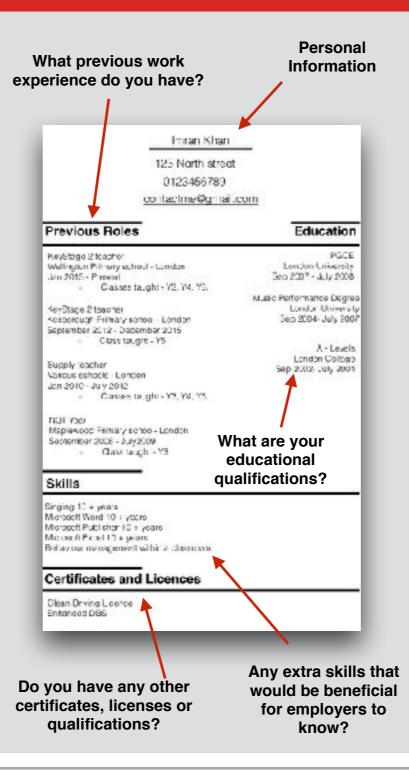
- 1. Pupils can define the word extrapolation.
- 2. Pupils know what a data bank is and why they are useful.
- 3. Pupils know what CV stands for and why it is used.
- 4. Pupils understand why the information in a CV has to be true.
- 5. Pupils can explain what a job advert is and what is included in it.
- 6. Pupils can create their own CV whilst following a template.
- 7. Pupils can add a header and footer to their CV.
- 8. Pupils can back up decisions based on data within the data bank.
- 9. Pupils can edit their CV to suit their specific style.
- 10. Pupils can list the consequences someone might face if the contents of their CV are false.

Course Overview

Course overview: Your local council has advertised for a new Superhero to combat local crime. Pupils must use all the skills they have learnt during Levels 1, 2 and 3 on Keynote and the word and spreadsheet processors, to design and present their hero. Pupils will learn how to create and correctly format a CV, how to add hyperlinks into a word processing document and extrapolate data from a spreadsheet in order to design a successful candidate CV.

Learning objective for the course: Pupils will learn valuable skills to use throughout their academic and professional career during iCV. Pupils will be taught what a job advert looks like and how to pick out salient points that a candidate will need for the role. They will also learn how to construct a CV. This course is spilt across Word and Excel. Pupils will be expected to use knowledge from Levels 1-3 to complete the tasks. Analysing data will be a large part of their course as they will have to gain insight from data banks to construct the perfect candidate CV.

Curriculum Vitae



Vocabulary Bank

Junior Jam

CV

Employer

A document that shows someone's qualifications. work experience and education.

employs people to do a job.

A person or company that

Presentation

Talking about and giving

information on a certain

subject.

Candidate

Somebody that has applied

for a job.

Employee

a job.

Data Bank

To extend information about something.

Extrapolate

Build Order

The order that parts of a presentation appear and are animated.

Hyperlink

Somebody that has been Text in a document that when hired by an employer to do clicked opens something else.

Data

Information. facts and statistics.

Where lots of data is and is assessed electronically.

Apps Used

Microsoft Word Keynote