iMedia
Curriculum Links and Overview
KS2: Level 1

iMedia – KS2 Level 1 Overview

Autumn 1
Level 1

iJam Level 1 – iSong   **Age**: KS2

This is an introduction to basic song writing skills using the GarageBand app. Pupils will work in pairs or small groups to create a short composition using a variety of instruments and sounds available in the app. Tempo will be addressed, both in relation to musical genre and how it affects the feel and impact of a song. Musical and rhythmical patterns will be developed, and pupils will appraise each other's work with a view to implementing changes and improving their compositions.

Autumn 2
Level 1

iProgram Level 1 – iLogic   **Age**: KS2

Pupils will use a variety of apps to learn key coding skills. They will learn how to use the coding language 'Blockly' to introduce key programming elements such as steps, loops, basic logic and functions such as 'if' statements. This will progress into using code to create Spirograph style artwork.

Spring 1
Level 1

iOffice Level 1 – iSafety   **Age**: KS2

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 Excel.

Spring 2
Level 1

iCreate Level 1 – iStop Motion   **Age**: KS2

During the first half of iStop Motion, pupils will learn about stop motion animation and create a short stop motion film. Following this, pupils will learn about post-production effects such as 'Chroma key' and 'Foley'. Pupils will finish by combining their animation and post-production skills together to create a final piece with sound, video effects, chroma key and animated 2D titles.

Summer 1
Level 1

iCommunicate Level 1 – iCollaborate   **Age**: KS2

This module focuses on podcasting, blogging, vlogging and broadcast channels. Pupils will look at the origins of these four areas before learning how to create their own. Pupils will also discuss how digital networks such as the internet have made remote collaborations possible and very easy.

Summer 2
Level 1

iTech Level 1 – iControl   **Age**: KS2

Pupils will build upon their coding knowledge gained during Level 1 iProgram and learn how to control both simulated and external systems. Pupils will use computational thinking to plan, create and write a program to run an external device.

This will involve writing code within the language Blockly, stringing code together to make algorithms, solving and debugging any issues, and coding to achieve the goals set out by the instructor. At the end of the half term pupils will have the opportunity to test their code on a physical object.

Curriculum Links

Curriculum Points	Levels	How is this achieved
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.		Junior Jam practises computational thinking within all of its topics and modules to help your children gain independence and skills in problem solving. Below are the key places where computational thinking takes place. Computational thinking is; **Decomposition**: Solve a problem by breaking it into smaller pieces. **Pattern**: Find the order and analyse the data. **Abstraction:** Ignore/take away anomalies within the pattern. **Algorithmic Design:** Create a solution using a series of ordered steps.
	iJam Level 1: iSong	Throughout the whole of iSong, each lesson will be split to make the large task of writing a complete song in six weeks a more manageable task. We do this by focusing on a different section of the song each week. For example, Week 2 Verse.
	iProgram Level 1: iLogic	During iProgram Level 1 the children learn about computational thinking. They must then apply this way of thinking to writing algorithms. Throughout the course, using Blockly, the pupils must design a variety of programs to set parameters. These include designing and coding a working Etch-a-sketch and Spirograph. All children must debug their own work if their code fails to work.
	iTech Level 1: iControl	Pupils must use the same skills as in iProgram Level 1 to finish the iControl course. They will have to use computational thinking to plan, create and write a program to run an external device. This will involve writing code within the language Blockly, stringing code together to make algorithms, solving and debugging any issues, and coding to achieve the goals set out by the instructor.

Use sequence, selection, and repetition in programs, work with variables and various forms of input and output.	iJam Level 1: iSong	Throughout iSong the pupils focus on selecting the right input, to gain the correct output for their song. If they use the wrong instrument, they will not get the desired effect. The pupils will also gain, through repetition, the knowledge of different inputs in GarageBand to create certain effects.
	iProgram Level 1: iLogic	iProgram Level 1 encompasses all of this curriculum point entirely. The whole course is focused around the input and outputs of your algorithm or code to a program. Children must choose the correct input to gain the correct output from their program.
	iCreate Level 1: iStop Motion	iStop Motion uses constant repetition to ensure the app is used successfully. The pupils must use the right inputs to make sure their final project is to the desired specifications.
	iCommunicate Level 1: iCollaborate	iCollaborate uses two main apps to perform tasks to complete the level. Those apps, GarageBand and iMovie, use various forms of input/output to ensure that what they are doing on the app provides the correct final product.
	iTech Level 1: iControl	iTech Level 1, like iProgram, encompasses all of this curriculum point. The whole course is focused around input and outputs of code to ensure the algorithm runs correctly and smoothly.
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	iProgram Level 1: iLogic	In every lesson the children will be challenged to think in logical and detailed instructions. In Learning Session 2 the class are asked to think about the instructions to see if they can simplify them into a shorter algorithm. In lessons 3-6 when they are designing their own games, debugging will be essential to the lesson to ensure their programs work correctly.
	iTech Level 1: iControl	Throughout the whole of iControl pupils will have to check their code for errors. This will be done at set intervals, so they only have short sections to check. Upper KS2 will have longer intervals between checks. Pupils will be expected to say what their code will do to the external device before the program runs.

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.	iOffice Level 1: iSafety	Learning Session 1 focuses on giving the class an understanding of networks. They will look at WAN and LAN networks and decide which would be the best to use for different situations. They will look at the internet as an example of a WAN and go through the positives and negatives of it. The discussion should be steered to be focused around the communication and collaboration capabilities of the internet.
	iCreate Level 1: iStop Motion	Pupils will understand the different job roles within creating an animation. They will see that sound effects are not usually added by the animator and the work has to be sent somewhere else; this means collaboration and clear instructions are key. Pupils will learn the different ways work can be shared.
	iCommunicate Level 1: iCollaborate	The curriculum point is literally in the name of this unit. This course is all about how collaboration on creative projects and content is made easier by the use of the internet and other shared platforms. Pupils will look at Vlogs, Blogs, Podcasts and Channels.
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	iJam Level 1: iSong	In Learning Session 3 onwards the children are encouraged to use filters and search functions to find specific sounds for their composition.
	iCreate Level 1: iStop Motion	During iStop Motion pupils will be asked to add backgrounds and sound effects to their work. To find the right ones, pupils will be expected to search using filters and search functions to gain the correct media for their project.
	iCommunicate Level 1: iCollaborate	Pupils will use the same filters and search functions within GarageBand as they did in iJam Level 1. This will give them time to practise this skill and hone their skill to make better choices when searching for music.
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	iProgram Level 1: iLogic	Throughout every lesson of iProgram Level 1 the class is tasked with creating various programs and systems that hit certain parameters. They will evaluate this work by checking their coding is as simple and as concise as it can be. They will also be expected to evaluate their work through its ability to work or perform the way they coded it to.

	iOffice Level 1: iSafety	During iSafety pupils will be using their new e-safety knowledge to create multiple forms of Word documents. The pupils will then have to combine their work at the end of the half term using Keynote. The two apps interact well with each other and give the pupils access to another skill of 'copy and paste'.
	iCreate Level 1: iStop Motion	Pupils will combine a number of apps to create their final piece. They will use separate apps to first film their animation, then edit with sound, background and text.
	iCommunicate Level 1: iCollaborate	Pupils will work on a number of apps to create all of their content. Within this level they will use Word, Notes, GarageBand, Strip Designer and Toon me Studio to create content within this app.
	iTech Level 1: iControl	During iControl pupils will have to work in multiple coding apps to gain the skills to control an external device.
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.		At Junior Jam using technology safely, respectfully and responsibly is at the heart of every iMedia lesson. Before iPads are given out in any lesson the rules are gone over, and we also outline acceptable and unacceptable behaviour. These rules are tailored to the specific course. When children will be using the iPads away from their table the rules are given more stringently. They will discuss how they should walk around while using the iPads. This is done at the start of the course and reiterated from week to week, as the instructor sees fit.

Below details the normal procedure we would use in an activity where the participants are required to sit at desks. It also details extra considerations we use, in addition to the basic rules, for the subjects that include working away from a desk or recording voices. |
| | iJam Level 1: iSong | In iJam Level 1, as the participants will be working at their desks for this module, the Junior Jam instructor will go over the basic rules. These will outline acceptable and unacceptable use of the iPads once they are in the possession of the children for the lesson. The instructor will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants. |

		iProgram Level 1: iLogic	In iProgram Level 1, as the participants will be working at their desks for this module, the Junior Jam instructor will go over the basic rules. These will outline acceptable and unacceptable use of the iPads once they are in the possession of the children for the lesson. The instructor will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants. During Learning Session 4 of this module the focus will turn to internet safety and what they should do, and who they could tell, should they come across content that affects them in any way.
		iOffice Level 1: iSafety	In iOffice Level 1 pupils will learn how email can be used to contact people around the world and the pros and cons of communicating this way. Pupils will be shown how to construct an email and look at tone as well as content. They will also look into why they need to exercise caution when sending attachments and opening any mail from an unknown sender. They will learn about this in two aspects; how to keep themselves safe and how to protect their computers from viruses. As the participants will be working at their desks for this module the Junior Jam instructor will go over the basic rules. These will outline acceptable and unacceptable use of the iPads once they are in the possession of the children for the lesson. The instructor will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants.
		iCreate Level 1: iStop Motion	In iCreate Level 1, as the participants will be working at their desks for this module, the Junior Jam instructor will go over the basic rules. These will outline acceptable and unacceptable use of the iPads once they are in the possession of the children for the lesson. The instructor will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants.
		iCommunicate Level 1: iCollaborate	In iCommunicate Level 1, as the participants will be working at their desks for this module, the Junior Jam instructor

		will go over the basic rules. These will outline acceptable and unacceptable use of the iPads once they are in the possession of the children for the lesson. The instructor will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants.
	iTech Level 1: iControl	In Tech Level 1, as the participants will be working at their desks for this module, the Junior Jam instructor will go over the basic rules. These will outline acceptable and unacceptable use of the iPads once they are in the possession of the children for the lesson. The instructor will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants. At the end of the half term pupils will be controlling an external device with their own algorithms. Instructors will already be familiar with the Junior Jam risk assessment and will make any children aware when teaching. They will also be explaining to the children how to use the equipment safely and respectfully.

Module	Level	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.	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
iJam	Level 1	X	X			X	X	X
	Level 2	X	X			X	X	X
	Level 3	X	X			X	X	X
	Level 4	X	X	X		X	X	X
iProgram	Level 1	X	X	X			X	X
	Level 2	X	X	X			X	X
	Level 3	X	X	X			X	X
	Level 4	X	X	X		X	X	X
iOffice	Level 1				X		X	X
	Level 2					X	X	X
	Level 3					X	X	X
	Level 4					X	X	X
iCreate	Level 1					X	X	X
	Level 2	X	X		X	X	X	X
	Level 3	X	X	X	X	X	X	X
	Level 4	X	X	X	X	X	X	X
iCommunicate	Level 1	X	X		X	X	X	X
	Level 2				X	X	X	X
	Level 3	X			X	X	X	X
	Level 4	X	X	X	X	X	X	X
iTech	Level 1	X	X	X		X	X	X
	Level 2					X	X	X
	Level 3	X			X	X	X	X
	Level 4	X	X	X	X	X	X	X