iMedia
Curriculum Links and Overview
KS2: Level 2

iMedia – KS2 Level 2 Overview

Autumn 1
Level 2

iJam Level 2 – iDance
Age: KS2

Pupils will begin listening to a variety of popular dance music styles and analysing key elements that distinguish one genre from another. These findings will then be applied when pupils create a short composition in their chosen genre. Elements such as dynamics and pitch will be explored and applied to the compositions. The concept of the 'Audio Spectrum' will be introduced and participants will begin to use stereo-panning and level controls to improve their music's balance and texture.

Autumn 2
Level 2

iProgram Level 2 – Advanced iFunction
Age: KS2

Advanced iFunction looks at creating programs to solve real-world problems. Building upon their knowledge of 'Blockly' from Level 1 pupils will apply logical reasoning and computational thinking to create games, control solutions and solve other problems, mimicking the real-world application of programming. Pupils will also be introduced to written programming languages and learn basic syntax.

Spring 1
Level 2

Office Level 2 – iSocial
Age: KS2

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 to plan their ideas before finally collating them into a Keynote ready to be presented to their peers.

Spring 2
Level 2

iCreate Level 2 – iEdit
Age: KS2

During this module pupils will learn basic and advanced editing techniques and video effects to produce a music video. Pupils will edit, cut and splice footage supplied to them in order to create their final video. Pupils will utilise search functions within the app iMovie to sift through stock videos and choose appropriate clips to match the audio.

Summer 1
Level 2

iCommunicate Level 2 – iPublish
Age: KS2

Pupils will learn the fundamentals of photography and editing before moving on to the uses for their photography. They will design and produce a magazine around a theme chosen by the pupils. To finish off the half term pupils will look at different ways of publishing their magazine in our digital age.

Summer 2
Level 2

iTech Level 2 – iBlast Off
Age: KS2

Pupils will research, plan and present a mission to Mars. Using research, design and simulation apps, the pupils must decide what their mission will be and see if it would be successful. Will they perform scientific experiments on the planet or bring samples back home to test? Pupils will explore areas of physics such as forces and space as well as utilising apps to research information and present data.

Curriculum Links

Curriculum Points	Levels	How this is 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 practices 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 2: iDance	In this module, to make it more manageable, the class will learn about a different sub-genre each week. These sub-genres all fall under the genre of Dance music. Each week the groups will make an introduction for each sub-genre to learn specific characteristics.
	iProgram Level 2: Advanced iFunction	Building upon their knowledge from Level 1, pupils will continue to use computational thinking and use it to create retro arcade games, control solutions and other problems mimicking real-world applications of programming. In Lessons 5+6 the class will need to Plan, Design and Build a program to satisfy a brief they have been given.
	iCreate Level 2: iEdit	Pupils will have to look at current popular videos to see what they all have in common. They will have to disregard videos that aren't as popular and choose key factors that they feel will help make their video a hit. They will have to use computational thinking to be successful within this process.
	iCommunicate Level 2: iPublish	There are lots of different elements that go into making a finished magazine that is ready to publish. The pupils will dissect the medium into individual components

		they all have in common and recreate them to make a magazine.
Use sequence, selection, and repetition in programs, work with variables and various forms of input and output.	iJam Level 2: iDance	Throughout iDance 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 2: Advanced iFunction	Variables are the focus within Learning Session 4. The children will be tasked with creating complex algorithms that effect other things within their designed program. Children must choose the correct input to gain the correct output from their program.
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	iProgram Level 2: Advanced iFunction	The class will have to look at pre-existing code and explain why that code makes the program act a certain way – Learning Sessions 1+ 2. The rest of the lessons rely heavily on finding errors in code that they have written or that has been written for them.
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.	iCreate Level 2: iEdit	iCreate Level 2 is based upon making a music video for a Pop song. In Learning Session 3 the class is introduced to 'Fan videos' from the internet. It shows the use of collaboration through the use of the internet. For the rest of the lesson the children then go on to exploring how to make their own 'Fan Video'.
	iCommunicate Level 2: iPublish	Pupils will be taught how collaboration is vital when creating a magazine. They will look at all the roles involved within the industry and how many different parts must come together from people in different buildings/departments to create one final piece that is ready to publish.
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	iJam Level 2: iDance	From the start of this module, children are encouraged to use their knowledge from Level 1 and use filters and search functions to find specific sounds for their composition.
	iCreate Level 2: iEdit	Throughout this module pupils will have to search through stock footage to find the correct clip for their project. Pupils will be taught how to shorten this process by using the search function.

	iCommunicate Level 2: iPublish	Pupils will learn how to navigate the stock image folder by using the search and filter functions within the Gallery app.
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.	iJam Level 2: iDance	During every lesson of iJam Level 2 the pairs have to use linked apps to Garage Band to add certain characteristics of their genre that GarageBand can't supply. The pairs must learn to master the first app before transferring their creation into GarageBand for further manipulation.
	iProgram Level 2: Advanced iFunction	Throughout every lesson of iProgram Level 2, 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 2: iSocial	During iSocial pupils will be creating a new social media for kids by cataloguing their ideas using the functions in Word. The pupils will then have to present their work using Keynote. The two apps interact well with each other and give the pupils access to another skill of 'copy and paste'.
	iCommunicate Level 2: iPublish	Pupils will have to combine a number of apps to create their final pieces. The apps all work alongside each other to share and import files. This is a vital skill for pupils to learn and will help them within many other apps.
	iTech Level 2: iBlast Off	A wide variety of apps are used within iBlast Off to help the children explore somewhere they can't currently go. They will be able to use all the information they piece together from the different apps to finally create a presentation on the app Keynote to give to the class.
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, where we 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 2: iDance.	In iJam Level 2, 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. They 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 2: Advanced iFunction.	In iProgram Level 2, 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. They will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants.
	iOffice Level 2: iSocial	In iOffice Level 2, 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. They 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 2: iEdit	In Create Level 2, 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. They 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 2: iPublish	In iCommunicate Level 2 the class learn the skill of taking photos. The instructor will make the children aware of the dangers that including a school logo could bring. The instructor will also make sure the children practice good health and safety when walking around the classroom taking photos. Depending on the weather some instructors may wish to go outside with the class to take photos. If this should happen a detailed talk will happen about being outside. A perimeter will be set that the children must stay within. Should any dangerous behaviour happen then the instructor will decide if the whole class should return inside to continue their work there.
	iTech Level 2: iBlast Off	In iTech Level 2, 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 from the lesson. They will also discuss with the class what behaviour during the lesson would lead to a more productive and safe lesson for all participants.

Product	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
iJam	Level 2	x	x	x			x	x
iJam	Level 3	x	x				x	x
iJam	Level 4	x	x	x		x	x	x
iProgram	Level 1	x	x	x	x		x	x
iProgram	Level 2	x	x	x		x	x	x
iProgram	Level 3	x	x			x	x	x
iProgram	Level 4	x	x	x		x	x	x
iOffice	Level 1					x	x	x
iOffice	Level 2	x				x	x	x
iOffice	Level 3						x	x
iOffice	Level 4						x	x
iCreate	Level 1		x			x	x	x
iCreate	Level 2	x	x			x	x	x
iCreate	Level 3	x	x	x		x	x	x
iCreate	Level 4	x	x	x	x	x	x	x
iCommunicate	Level 1		x		x	x	x	x
iCommunicate	Level 2	x			x	x	x	x
iCommunicate	Level 3	x			x		x	x
iCommunicate	Level 4	x	x	x	x	x	x	x
iTech	Level 1	x	x	x		x	x	x
iTech	Level 2	x				x	x	x
iTech	Level 3	x	x	x		x	x	x
iTech	Level 4	x	x	x	x	x	x	x