iMedia Progression Map

Junior Jam

	EYFS Lite Level 1R	Year 1 Lite Level 1	Year 2 Lite Level 2	Year 3 Level 1	Year 4 Level 2	Year 5 Level 3	Year 6 Level 4
AUTUMN 1 iJam	**rJam** Pupils to: - name instruments - clap to beats - create basic rhythms on apps	**iLoop** Pupils to: - understand song structure - use live loops to create music	**iGenre** Pupils to: - understand the term Genre - use genre filters on GarageBand	**iSong** Pupils to: - understand Music Production - use Live instruments to create music	**iDance** Pupils to: - understand sub genres of dance - create songs to specific BMPs	**iHipHop** Pupils to: - understand characteristics of HipHop - create a HipHop based song	**iRemix** Pupils to: - understand sampling + Remixing - remix a popular song.
AUTUMN 2 iProgram	**rProgram** Pupils to: - recognise technology - name parts of a computer	**iCode** Pupils to: - understand what a computer is - know what an algorithm is	**iFunction** Pupils to: - understand what a conditional is - know how to use simple if then statements	**iLogic** Pupils to: - write their own algorithms - use repeats to shorten code	Advanced **iFunction** Pupils to: - write code to a brief - code using variables	**iDebug** Pupils to: - understand the term debugging - debug example code	**iDevelop** Pupils to: - recognise Javascript - code using Javascript
SPRING 1 KS1 iAnimate KS2 iOffice	**rAnimate** Pupils to: - know that cartoons are animated - animate a basic character on IOS	**iMove** Pupils to: - understand stopmotion films - animate using stopmotion	**i2D** Pupils to: - understand that 2D means flat - draw a 2D animation	**iSafety** Pupils to: - understand basic instant safety - use basic functions of Word	**iSocial** Pupils to: - use more advanced functions of word - understand when to use them	**iCompany** Pupils to: - use basic function of Excel - understand how Excel is used in business	**iC.V** Pupils to: - Use apps word, keynote and Excel to create a C.V
SPRING 2 iCreate	**rCreate** Pupils to: - learn how to take a photo on an iPad - create digital art	**iPhotograph** Pupils to: - understand focal point, fore/background - photograph using their key words	**iMagazine** Pupils to: - layout and create a magazine and it's content	**iStopMotion** Pupils to: - create own stop motion - edit animation using sound FX and green screen	**iEdit** Pupils to: - create a storyboard - Splice and fast cut existing footage	Advanced **i2D** Pupils to: - understand that 2D is drawn then animated - create 2D animations	**iDigital** Pupils to: - edit a master cut - create a gif, 3D Art and a Cinemagraph
SUMMER 1 iCommunicate	**rComm** Pupils to: - name ways to communicate - understand pros and cons of those ways	**iSecure** Pupils to: - know basics of internet safety - discuss topics surrounding trust	**iConnect** Pupils to: - discuss methods of communication - layout and compose an email	**iCollaborate** Pupils to: - create a podcast, a blog and a vlog - create content for an audience	**iPublish** Pupils to: - discuss distribution of media - understand an editors role	**iAdvertise** Pupils to: - understand branding and taglines - Create a radio, tv, and print ad	**iGraphics** Pupils to: - create a website homepage - Understand WYSIWYG
SUMMER 2 iTech	**rTech** Pupils to: - Know differences between photos and videos - Create basic storylines	**iInvent** Pupils to: - Discuss and understand the technological timeline	**iFilm** Pupils to: - Name different camera angles - Shoot footage using those angles	**iControl** All KS2 2020/21 Pupils to: - Use java and Blockley to code an external device	**iCSI** - Evidence trace All KS2 2021/22 Pupils to: - Use and understand technology used to solve crime	**iCSI** - Cold case All KS2 2022/23 Pupils to: - Understand and use technology used to solve cyber crimes.	**iCSI** - Cyber security All KS2 2023/24 Pupils to: - How Minecraft be can reused to create worlds and fulfil briefs.