



Junior Jam

Progression through iMedia





iJam Unit Progression

Year Group & Unit	Outline of Progression
Year 3 iSong	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.
Year 4 iDance	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 stereopanning and level controls to improve their music's balance and texture
Year 5 iHip-Hop	This course focuses on the origin and progression of Hip-Hop as a musical movement. Pupils will study the basic elements of the genre and develop their sampling and audio editing skills to create their own original Hip-Hop track. As well as using 'GarageBand', other apps will be introduced so participants can add their own drum rhythms, loops and sampled sounds to their compositions. Pupils will progress to writing lyrics to accompany their tracks.
Year 6 iRemix	In iRemix, pupils will be learning about remixing and sampling. Pupils will explore and use several different techniques used by industry professionals to remix a song. Students will add vocal effects to stems, creating live loops and layering them, as well as changing the genre of a song to something unexpected. During the final few sessions, the pupils will create their own remix of a song of their choosing.



iProgram Unit Progression

Year Group & Unit	Outline of Progression
Year 3 iLogic	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.
Year 4 iFunction	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.
Year 5 iMedia	This course will require pupils to use their knowledge of 'Blockly' to search through a broken program and repair the mistakes to make it function correctly. They will use their computational thinking to decompose the problem and create a coding solution. Pupils will then be able to apply this process to create programs of their own design.
Year 6 iDevelop	After learning important programming skills in Levels 1-3 using the 'Blockly' language, pupils will now progress to learn a more advanced language called 'Swift'. Through Swift pupils will learn how to manipulate written text code. The course will then give the students the freedom to create a final project to demonstrate their abilities.



iOffice Unit Progression

Year Group & Unit	Outline of Progression
Year 3 iSafety	Pupils will combine learning 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.
Year 4 iSocial	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.
Year 5 iCompany	iCompany is an Excel based course. Pupils will begin with a recap of basic Excel 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 Excel skills and learn how to successfully use a variety of advanced functions within a spreadsheet.
Year 6 iCV	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 Excel, Word and Keynote, to design and present their hero. Pupils will learn how to create and correctly format a CV, how to add hyperlinks into a Word document and extrapolate data from Excel in order to design a successful candidate CV.



iCreate Unit Progression

Year Group & Unit	Outline of Progression
Year 3 iStop Motion	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.
Year 4 iEdit	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.
Year 5 i2D advanced	This module looks into early 2D animation and its development over time. Pupils will start with basic flip books before developing different skills to produce a 2D piece of vector art. Students will focus on character design, plot development and how characters will interact.
Year 6 iDigital	Pupils will learn how to create different multi-media digital content. They will look at filming, coding storyboards, complex editing, GIFS, Cinemograph, 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



iCommunicate Unit Progression

Year Group &
Unit

Outline of Progression

Year 3
iCollaborate

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.

Year 4
iPublish

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.

Year 5
iAdvertise

Pupils will be introduced to advertising across three different mediums: Print, TV and Radio. Participants will learn how to create radio adverts and jingles to suit different products and themes, create a TV advert for a new product and finally a digital print advert for their product. The outcome will be for pupils to have a series of works surrounding the advertisement industry. Pupils will look at collaborations of different departments in the same company to make a rounded campaign.

Year 6
iGraphics

Participants will design and build their own website for Junior Jam. Students will be given a design brief to aid the design process. The website will include elements of HTML as well as using a WYSIWYG developing app to help visualise their design. The website must include several different elements including a video game that students must design and create as part of their course.



iTech Unit Progression

Year Group & Unit	Outline of Progression
Year 3 iControl	<p>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.</p> <p>2 iMedia Curriculum Links and overview KS2 Levels 1– V4b</p> <p>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.</p>
Year 4 iBlast Off	<p>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.</p>
Year 5 iCSI	<p>Pupils will be tasked with investigating and solving a crime. Before going to trial they will learn about evidence collecting and analysing, code breaking, observation and communication skills as well as presenting evidence. All of these skills will be put to the test with a real-life scenario.</p>
Year 6 iControl	Awaiting