



iMedia

**Lite Level 1 iAnimate –
iMove**

KS1 PPA Cover Planning

- **Work Schemes**
- **Learning Objectives**
- **Key Skills**

Lite Level 1

iMove

Unit Length: 5 – 7 hours

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'.

Keywords: Stop Motion, Animation, 2D/Hand-drawn, Frame, Quality control, Movement.

Apps Used Include: Stop Motion Studio

Learning Session 1: Pupils will be introduced to animation focusing on four important key skills required to make a good stop motion animation. During this learning session pupils will use the theme 'Toy Story' to bring objects around the classroom to life.

Learning Session 2: Pupils will recap on what they did in the last learning session before being introduced to the next theme, 'The Race'. Pupils will create an animation simulating a race to showcase their understanding of the skills introduced in Learning Session 1.

Learning Session 3: Pupils will be introduced to their next theme, 'Pattern Dance'. This will focus on all the skills learnt to date. However, pupils will need to decide on a small plan before recording. This session will also introduce pupils to the addition of backing music to enhance their work.

Learning Session 4: Pupils will move on to 'The Whiteboard Challenge'. Still focusing and building on the key skills from previous learning sessions, pupils will try to create an animation to look like it is drawing itself.

Learning Session 5: Pupils will move on to the theme, 'The Magic Show'. This will assess the pupils on how well they have developed the key skills to make their project look realistic.

Learning Session 6: Pupils will add any final touches to their projects before showcasing their favourite, finished animation to the class for an evaluation session.

Learning Session 7: This session will run either as part of a longer half term or a contingency for pupils or classes who have exceeded the lesson plans for the half term. During this lesson, pupils will look at giving feedback to their peers about their final animation. If there is time in the lesson the class will move on to discussing if they should make changes based on feedback and doing any re-edits they wish.

Contingency: Additional lesson plans are in place for less able pupils and higher ability pupils.

iMedia

In this document we will provide you with key information relating to our PPA Cover

Secure Website

We have created a login for your school on our website where you can access key information. We have found this is a quick and easy way to provide you with all of the information you require. Using this login you can access all of our risk assessments, insurance documents and relevant policies, as well as a copy of each staff member's DBS with a photo of them for identification purposes. The website address to access this information is www.juniorjam.co.uk/protected; please use the username and password details that are on your order confirmation.

OFSTED, Planning and Overview Documents

Shortly after booking the main contact will receive a planning document email; by clicking the links in this email you can view the planning, unit overviews and National Curriculum mapping for each level we are delivering. These documents are really important and vital, should OFSTED decide to Deep Dive into one of the subjects we are providing. Please forward this email to the relevant subject coordinator for their records. If OFSTED schedule a visit on a day we are in, please contact the office so we can brief our staff members.

Assessment

From September 2020 our staff will produce a Course Evaluation for each class they teach. This will directly link to the National Curriculum and will detail how the class has achieved key curriculum objectives. This will be done at the end of each half term and will be accessible via the secure section of our website. Junior Jam also offer Reporting & Assessing, where each child receives individual grades at the end of each half term – this is an optional extra and must be requested with your sales agent prior to the course starting. A written report for your pupils is outside the scope of your PPA Cover contract, however if you give our staff member time and resources within their PPA teaching time, they will endeavour to provide this for you – this time cannot be their lunch or during their break and should be requested via your sales agent. If no time is available within your PPA Cover, additional time can be requested from your Junior Jam sales agent.

Space Requirements

Our iMedia lessons simply require the use of a classroom with an interactive whiteboard. Depending on the activity type we may be required to move desks around to create a more effective space; the staff members will always return the classroom to the state it was found in. The iDesign and iFilm workshops may also utilise outdoor spaces to add to the children's learning; this will always be done with school permission prior to the session beginning.

PPA Questionnaire

Before the first PPA cover session our leader will arrive 30 minutes early to fill in a quick question sheet relating to your school and the classes they will be teaching. If you could arrange for either yourself, a deputy or a class teacher to sit down with our staff member to run through this questionnaire it would be of great benefit to the lessons they run.

iMedia Uploads

Several of our iMedia subjects have work from the pupils which we can upload to our secure website. Your order confirmation contains the login details, simply click on the 'Media Uploads' tab to see the work that has been completed at the end of each half term. There are some subjects where uploads are not produced due to GDPR and safeguarding; for more information on this please view our Digital Procedure Policy within the secure section of our website.

Lite Level 1 iMove: Curriculum links

The learning pathways for each iMedia subject are in line with the Curriculum 2014. Below outlines all the curriculum points hit during this unit. iMedia levels are topic-based so pupils will be learning beyond these attainment targets and in real-life contexts.

Curriculum 2014

Computing

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Lite Level 1 iMove: Learning Objectives and Outcomes

Learning Session 1

Learning Objective:

Today we are learning about stop motion animation, what it is, how it's created and how to create one ourselves.

Learning Outcome:

By the end of the lesson;

All pupils will

- know that stop motion is a type of animation.

Most pupils will

- know that stop motion animation involves taking multiple photos and moving characters small amounts in-between.

Some pupils will

- understand the principles of creating a stop motion animation.

Learning Session 2

Learning Objective:

Today we are going to learn how to move two objects in one animation scene.

Learning Outcome:

By the end of the lesson;

All pupils will

- know how to animate two objects within one frame, without focusing on the size of the movement.

Most pupils will

- be able to make small movements with both characters in line with the fundamentals of stop motion animation.

Some pupils will

- be able to keep the camera in a consistent place and not move it throughout the animation.

Learning Session 3

Learning Objective:

Today we are going to learn how to move multiple objects to create the illusion of dancing.

Learning Outcome:

By the end of the lesson;

All pupils will

- know how to animate multiple objects within one frame, thinking about size of movement during animation.

Most pupils will

- be able to make multiple objects move in unison to create the illusion of dance.

Some pupils will

- be able to make multiple objects move in different directions/cannon to create the illusion of a more elaborate dance.

Learning Session 4

Learning Objective:

Today we are looking briefly at 2D animation and learning how to create self-drawn animation.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to animate a 2D stop motion on a whiteboard focusing on one image.

Most pupils will

- be able to animate a 2D stop motion where an object is drawn and changes throughout the animation.

Some pupils will

- be able to create a 2D stop motion animation on a whiteboard to create a scene with multiple drawings.

Learning Session 5

Learning Objective:

Today we will learn how to build up our animation to give the illusion of magic.

Learning Outcome:

By the end of the lesson;

All pupils will

- understand how 'magic' is created through the means of stop motion.

Most pupils will

- be able to create a magic trick animation using stop motion.

Some pupils will

- be able to think of their own trick to perform in their animation.

Learning Session 6

Learning Objective:

Today we are learning how to put together all the skills we have learnt to create a stop motion animation.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to plan and animate a simple stop motion animation.

Most pupils will

- be able to plan and animate a simple stop motion animation, thinking about size of movements and keeping their camera still.

Some pupils will

- be able to plan and animate a simple stop motion animation and use quality control to edit and redo the shots if necessary.

Learning Session 7

Learning Objective:

Today we will learn how to edit/reshoot our animations based on feedback from the class.

Learning Outcome:

By the end of the lesson;

All pupils will

- be able to say what quality control is.

Most pupils will

- be able to perform quality control checks on their own work and reshoot any scenes necessary.

Some pupils will

- be able to change their work based on feedback from the class.

Pupils with lower ability will take more than one lesson per type/skill of stop motion animation and not get on to their end project.

Pupils of a higher ability will be encouraged to use some of the Lite Level 2 techniques within their work and extend their knowledge. They will also be pushed to execute the fundamentals of stop motion within their animation more than others in the class.