

## Our Curriculum:

	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
Autumn	<p><b>iJam - Lite iLoop Level 1</b></p> <p>This is an introduction to basic songwriting skills using the app 'GarageBand'. Students will work initially as a class creating a class song before moving into pairs or small groups to create a short composition using a variety of instruments and sounds available within the Apps.</p>	<p><b>iJam - Lite iGenre Level 2</b></p> <p>Pupils will explore a selection of different styles of popular music from the past 60 years and be tasked with creating their own versions using the app GarageBand. Pupils will develop their aural skills learning to recognise different instruments and sounds associated with different genres.</p>	<p><b>iJam iSong Level 1</b></p> <p>This is an introduction to basic songwriting 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.</p>	<p><b>iJam iDance Level 2</b></p> <p>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 students 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.</p>	<p><b>iJam iHip-Hop Level 3</b></p> <p>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.</p>	<p><b>iJam iHip-Hop Level 3</b></p> <p>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.</p>
Spring	<p><b>iProgram - Lite iCode Level 1</b></p> <p>Pupils will use a variety of apps to learn key coding skills. The sessions will start by tasking students to find solutions to everyday tasks before applying this logical thinking to solve a series of problems within the app Kodable. This will culminate in learning how to use the coding language Blockly, using the app 'Daisy the Dinosaur'.</p>	<p><b>iProgram - Lite iFunction Level 2</b></p> <p>Building on the pupils' knowledge of Blockly from Lite Level 1, pupils will need to apply additional logical thinking to create algorithms within their new more advanced app Hopscotch. More advanced computing elements will be covered, and programs designed by the pupils will be able to showcase each group's understanding.</p>	<p><b>iProgram iLogic Level 1</b></p> <p>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.</p>	<p><b>iProgram Adv iFunction Level 2</b></p> <p>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.</p>	<p><b>iProgram iDebug Level 3</b></p> <p>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.</p>	<p><b>iProgram iDebug Level 3</b></p> <p>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.</p>

<p>Summer</p>	<p><b>iAnimate - Lite iMove Level 1</b></p> <p>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.</p>	<p><b>iAnimate - Lite i2D Level 2</b></p> <p>This course focuses on 2D and hand drawn animation. Pupils will learn how to bring two dimensional drawings to life through use of the app 'Do Ink Animation'. They will animate a given story line on 'Scratch Jr', mixing coding into their creativity, as well as creating their own animated Lego figure and finally create a flip book.</p>	<p><b>iOffice iSafety Level 1</b></p> <p>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..</p>	<p><b>iOffice iSocial Level 2</b></p> <p>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.</p>	<p><b>iOffice iCompany Level 3</b></p> <p>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.</p>	<p><b>iOffice iCompany Level 3</b></p> <p>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.</p>
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