

Computing Overview at Girton Glebe

Updated July 2022

Intent Statement:

Girton Glebe is a community centred Primary school focused on empowering learners to achieve their full potential. We want our children to leave our school with the confidence that comes from possessing a bank of essential knowledge as well as important skills they can apply throughout life. This approach will lead pupils to be successful, independent and motivated learners in readiness for their next stage of education.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p style="text-align: center;">iJam</p> <p>An introduction to basic song writing skills using GarageBand. Pupils 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 app.</p>	<p style="text-align: center;">iProgram</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 style="text-align: center;">iAnimate</p> <p>Children will learn about 2D and 3D animation. Using a variety of apps students will animate characters and draw cartoons, thinking about how to express emotion by manipulating facial expressions and recording their voices.</p>	<p style="text-align: center;">iCreate</p> <p>The iCreate course aims to introduce participants to digital photography in the modern era. They will learn about the basic principles of photography such as focal point, foreground and background, and the importance of light. Pupils will also learn about photo editing using apps such as Adobe Photoshop Express.</p>	<p style="text-align: center;">iCommunicate</p> <p>Pupils will learn the fundamentals of internet and digital device safety. They will be introduced to different real-life scenarios and develop different strategies to stay clear of, or to deal with potential situations that could arise when online. Pupils will be reminded each lesson about the correct procedures to follow and who they can talk to should they have any concerns regarding e-safety.</p>	<p style="text-align: center;">iTech</p> <p>iInvent focuses on how technology has progressed through the 19th and 21st centuries. This course aims to give pupils a better understanding of the technology they use every day both at home and in school. This course will cover how to use technology safely and responsibly, as well as how to explain their uses to others.</p>
Year 2	<p style="text-align: center;">iJam</p> <p>The class will be learning all about genre. They will be able to identify different genres throughout different times in history, and some will be able to give key characteristics from those genres. Pupils will also be able to use filter functions correctly to obtain specific samples. Some pupils by the end of the course will be able to mix samples from different genres with success.</p>	<p style="text-align: center;">iProgram</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 style="text-align: center;">iAnimate</p> <p>Pupils look at creating programs to solve real-world problems. Building upon their knowledge of 'Blockly' from Level 1 they will apply it to create games, control solutions and other problems mimicking real application of programming. We will also introduce written programming languages and learn basic syntax.</p>	<p style="text-align: center;">iCreate</p> <p>Pupils will create a school magazine using stock photos and original text. Pupils will be required to utilise the skills covered in Lite Levels 1's iPhotograph in order to create a marketable magazine. Pupils will also learn how to format text, textboxes, photos and other content within the app Strip Designer, alongside learning the key components of a magazine.</p>	<p style="text-align: center;">iCommunicate</p> <p>During iConnect pupils will look at all the ways we can contact someone in this digital era. The class will explore and discuss the reasons why people may wish to connect with others both around them and far away. Pupils will create multimedia communications to send to a recipient. Pupils will recap important aspects of iTech Lite Level 1 regarding the technology we use to communicate with people in the 21st century.</p>	<p style="text-align: center;">iTech</p> <p>Pupils will focus specifically on the technology that surrounds the film industry and is used to create both animated and live action films. Pupils will use the app Toontastic to digitally plan and create an animated film and Scratch Jr as a method of storyboarding, before filming a live action trailer using the app iMovie</p>

<p>Year 3</p>	<p>iJam</p> <p>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 feeling 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>iProgram</p> <p>. Pupils will use games 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 onto using code to create 'Spirograph' style artwork.</p>	<p>iOffice</p> <p>Pupils will combine learning how to stay safe while on a digital device with learning how to operate Office 365 programs. Our ESafety 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 spreadsheet processors.</p>	<p>iCreate</p> <p>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.</p>	<p>iCommunicate</p> <p>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</p>	<p>iTech</p> <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. 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>
<p>Year 4</p>	<p>iJam</p> <p>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 feeling 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>iProgram</p> <p>Advanced iFunction looks at creating programs to solve real-world problems. Building upon their knowledge of 'Blockly' from Level 1 they will apply it to creating classic arcade games, control solutions and other problems mimicking real applications of programming. Pupils will also learn how to expand their code during the latter part of the course.</p>	<p>iOffice</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 processors to plan their ideas before finally collating them into a Keynote ready to be presented to their peers.</p>	<p>iCreate</p> <p>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</p>	<p>iCommunicate</p> <p>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.</p>	<p>iTech</p> <p>iTech is all about exploring how technology can be used in the wider world. Over this course, pupils will look at how technology is used by the police and associated organisations, like CSI teams. Pupils will learn what skills and characteristics benefit this line of work and examine the skills they use every day in school to see if they are transferable. During iCSI, pupils will solve a crime using technology available to them. Pupils will take fingerprints, create photo fits, crack codes and hack digital devices. They will also use a mind mapping tool to store all their data digitally, this will be added to as more information comes to light. Pupils will need to be thorough whilst they carry out their investigation. Science and Maths skills are put to the test in a real-life scenario...who will solve the crime?</p>

<p>Year 5</p>	<p>iJam</p> <p>This workshop focuses on the origin and progression of Hip-Hop as a musical movement. Students 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. Students will progress to creating lyrics to rap, speak or sing accompanying their tracks.</p>	<p>iProgram</p> <p>This workshop will require students to use their knowledge of 'Blockly' to search through a broken program and repair the mistakes to make the program function correctly. They will then progress to create programs of their own design</p>	<p>iOffice</p> <p>This is a spreadsheet-based course. Pupils will begin with a recap of basic spreadsheet 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 spreadsheet skills and learn how to successfully use a variety of advanced functions within a spreadsheet</p>	<p>iCreate</p> <p>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.</p>	<p>iCommunicate</p> <p>Pupils will be introduced to advertising across three different mediums: Print, TV and Radio. Participants will learn how to create radio adverts and sonic branding to suit different products and themes, create a TV advert for a new product and slogan 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</p>	<p>iTech</p> <p>Coming soon...</p>
<p>Year 6</p>	<p>iJam</p> <p>Throughout iRemix pupils will be learning all about remixing and sampling. They will look into a number of different ways to remix a song each lesson. They will try adding 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.</p>	<p>iProgram</p> <p>After learning the main programming skills in Levels 1-3 using the 'Blockly' language, the pupils will progress to learning 'Swift'. Through Swift they will learn how to manipulate written code. The course will then give the students the freedom to create a final project to demonstrate their abilities.</p>	<p>iOffice</p> <p>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 Keynote and the word and spreadsheet processors, to design and present their hero. Pupils will learn how to create and correctly format a CV, how to add hyperlinks into a word processing document and extrapolate data from a spreadsheet in order to design a successful candidate CV.</p>	<p>iCreate</p> <p>Pupils will learn how to create different multimedia digital content. They will look at filming, coding storyboards, complex editing, GIFS, Cinemagraph, 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.</p>	<p>iCommunicate</p> <p>Participants will work to design and create a new website for Junior Jam. Pupils will be given design briefs to follow which will aid their design process. The websites will include elements of HTML coding as well as using a WYSIWYG developing app to help visualise their designs. The websites must include several different elements including a video game that pupils must also design and create as part of the course.</p>	<p>iTech</p> <p>Coming soon...</p>

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