

# iMedia Progression Map



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