



What I should already know:

- ◆ How to access applications on a tablet computer.
- ◆ Understand that my actions cause an effect on a tablet or computer
- ◆ Know basic directional language such as forwards, backwards, left and right.



By the end of this unit:

- Know which apps will specifically improve early coding
- Choose an app that will create a collage of photos
- Choose an app that can be used to explore sounds
- Using a coding app, sequence events to achieve a goal
- Navigate a given map on a coding app
- Debug their simple code
- Know how to take a photo using a ipad
- Select appropriate images from their gallery

Key Information:

The children will have used tablet computers and smart phones in their home environment. They will have had access to a range of apps and software that they have used to 'play games' This unit will encourage the children to think specifically about the apps they choose depending on the outcome they wish to achieve. The children will use the ipads specifically to support their learning in other areas of the curriculum for example capturing a science investigation or maths work using the pic collage app.

Vocabulary

application	Applications are programs that do a specific thing, such as a game or a word processor.
Bee-bot	A Bee-Bot is a programmable floor robot
Collage	a collection or combination of various things
Direction	a course along which someone or something moves
Instrument	A musical instrument is a device created or adapted to make musical sounds
instructions	a direction or order.
navigate	to move on, over, or through
Programming language	A programming language is a type of written language that tells computers what to do in order to work.
sequence	a group of things that come one after another

Links (Websites/Apps):

Code-a-pillar

Bee-bot

Pic collage

Blue bot

Alex the robot

Tap a tune

Year 2 ipad applications to support the curriculum



What I should already know:

- ◆ To have used apps for a specific outcome
- ◆ To know how to take a photograph using an ipad
- ◆ That apps can be selected for a specific purpose such as developing coding skills, creating a collage of work or experimenting with sounds and pictures



By the end of this unit:

- The children will be able to use simple editing techniques to create a collage using an app
- The children will be able to make pictures come to life, presenting information in a new and fun way to support their learning
- The children will be able to create simple puzzles and quizzes to support their learning in other areas of the curriculum
- The children will be able to play with sounds and rhythms using a app

Key Information:

As the children become increasingly independent they can begin to consider ways in which tablet computers can support their learning in other areas of the curriculum. Our music programme with Charanga will be supported with the apps that allow the children to manipulate and play with different instrument sounds. Chatterkids is a great app to bring the curriculum to life particularly with significant people in history.

Vocabulary

Animation	Animation is the process of giving the illusion of movement to drawings
Beat	the beat is the steady pulse underlying the music
collage	a collection or combination of various things
evaluation	a report that tells the value or quality of something
pixel	one of the tiny dots of light that make up an image on a computer or television screen. A pixel is the smallest unit of a video image. The word "pixel" is a shortened form of the phrase "picture element"
pulse	any regular beat
Puzzle	a toy or problem that is solved by using thought
Rhythm	movement marked by the regular repetition of sounds
Soundboard	A soundboard is a computer program that catalogues and plays many short soundbites and audio clips.

Links (Websites/Apps):

Pic collage

Chatterkids

Tiny Tap

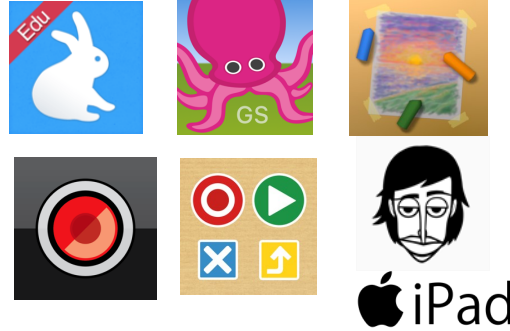
Keezy

Beatwave



What I should already know:

- ◆ I have used ipad applications before such as pic collage, code-a-pillar, alex the robot, box island and bluebot
- ◆ I have used the ipad to take photographs and videos
- ◆ I can use the ipad to safely search for photos and images on the internet and save these



Key Information:

The children will use a selection of apps to support their geography, art and music curriculum.

Once they are confident with these applications they could use them to support other curriculum areas such as history, writing, PSHE or P.E.

By the end of this unit:

- Children will be able to use editing tools in a paint package for a specific purpose
- Children will be able to sequence still images and video and edit these to create a presentation
- Children will be able to use music software to organise and reorganise sounds
- Children will begin to layer sounds using music composition software

Vocabulary

avatar	an icon or figure representing a particular person in a video game or internet forum
Camera roll	A gallery of images on your device
frame	a single complete picture in a series forming a cinema, television, or video film.
Green screen	a green background in front of which moving subjects are filmed and which allows a separately filmed background to be added to the final image
layer	Layering in music means when several sounds are stacked upon each other making it sound fatter and fuller. The sounds could be a selection of different musical instruments.
Presentation	a speech or talk in which a new product, idea, or piece of work is shown and explained to an audience.
Slow motion	the action of showing film or playing back video more slowly than it was made or recorded, so that the action appears much slower than in real life.
Stop motion	a cinematographic technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Links (Websites/Apps):

Shadow Puppets

DoInk

ipastels

SloPro

KomaKoma

Incredibox

Year 4 ipad applications to support the curriculum



What I should already know:

- ◆ How to search and save an image on an ipad or take a good photograph with the ipad camera
- ◆ The children will have used a range of apps including apps that edit music, create quizzes, art collages, make characters and experiments come to life.



Key Information:

The children will be able to find further ways to enhance their learning through the use of apps including recording a P.E lesson and playing the video back in slow motion. As they use more and more applications and software they can make comparisons and will be able to make an informed choice about the most suitable app for future work.

By the end of this unit:

- Combine images to create a video presentation
- Present information using an interactive poster
- Use an alternation app to create a collage of information and make comparisons to previous apps
- Collate ideas using a app

Vocabulary

Comparison	Comparison or comparing is the act of evaluating two or more things by determining the relevant, comparable characteristics of each thing, and then determining which characteristics of each are similar to the other, which are different
Green screen	a green background in front of which moving subjects are filmed and which allows a separately filmed background to be added to the final image
footage	a portion of movie or video film, such as one or several scenes, or all the frames pertaining to a single event
Hotspot	A hotspot is a clickable section in an HTML document or image map that forwards a user to a new page
interactive	allowing two-way communication between a computer and a person
Mind map	a diagram in which information is represented visually, usually with a central idea placed in the middle and associated ideas arranged around it.
Slow motion	the action of showing film or playing back video more slowly than it was made or recorded, so that the action appears much slower than in real life.
transition	a process of changing from one position, stage, or situation to another

Links (Websites/Apps):

Splice

SloPro

Thinglink

Adobe Spark

Popplet



What I should already know:

- ◆ How to use coding applications and software on a computer.
- ◆ They have previously used other apps that allow them to play with and manipulate sounds and rhythm
- ◆



By the end of this unit:

- Use applications that support the development of their coding skills and solve problems with increasing levels of difficulty
- Begin to create their own game, considering the characters and the goal
- Use another application that allows them to manipulate and combine instruments. Using the loops section that can create their own track.

Key Information:

There is a heavy focus on coding application again in this unit. It is critical to look back over the previous apps that have been taught prior and utilise these throughout the curriculum

There are some applications where the lessons involving these may need a longer sessions

Vocabulary

layer	Layering in music means when several sounds are stacked upon each other making it sound fatter and fuller. The sounds could be a selection of different musical instruments.
Live loops	A feature in the app GarageBand, which allows you to sequence existing recordings in real time.
obstacles	something that stops forward movement or progress
Platform	any raised surface used as a place to stand
Power up	a bonus which a player can collect and which gives their character an advantage such as more strength or firepower
trail	A trail is a series of marks or other signs of movement or other activities left by someone or something
X position	The x coordinate is a given number of pixels along the horizontal axis of a display starting from the pixel (pixel 0) on the extreme left of the screen.
Y position	The y coordinate is a given number of pixels along the vertical axis of a display starting from the pixel (pixel 0) at the top of the screen. Together, the x and y coordinates locate any specific pixel location on the screen.

Links (Websites/Apps):

Lego: Fix the factory

Hopscotch

Sketch Nation

Garageband

Year 6 ipad applications to support the curriculum



What I should already know:

- ◆ Have a wide range of apps that they have used to support many areas of the curriculum.
- ◆ Have experience of creating their own game using applications or software.



By the end of this unit:

- Complete games involving progressive levels and increasing difficulty
- Make their own game, puzzle or quiz to support another area of the curriculum
- Make their own game using code based on games they will have played before (e.g. Flappy Bird, Crossy Road)

Key Information:

Again, there is a further focus using the applications to teach coding. It is important to make comparisons so that the children can continue to make an informed choice about the app that is best suited for the intended project. Don't forget to look back over apps the children have previously used prior to this unit

Vocabulary

obstacles	something that stops forward movement or progress
Platform	any raised surface used as a place to stand
Power up	a bonus which a player can collect and which gives their character an advantage such as more strength or firepower
Pair programming	A technique in which two people work together on one device
Physics engine	The common set of rules that the objects in the game follow to make the world feel "real"
random	A surprise
Reverse engineering	Examining an existing program or machine and figuring out how it works so that we can reproduce it

Links (Websites/Apps):

Cargobot Lightbot Kahoot
Hopscotch Sketch Nation