Term	Publishing (Pages)	Presentation (Keynote)	Filmmaking (iMovie)	Sound production (Garageband)	Social media (Clips)	Data handling (Numbers)	VR/AR (Reality Composer)	Coding (Scratch)
Aut	Create a short ebook using photos of your own work in English (or maths) to exemplify what makes a great piece of writing. This can be extended to different chapters for different genres and may include labels, sound buttons or video (but this takes up memory!). This can be added to over the year whilst providing a checklist of 'what does good look like?'	'How to do maths' a short presentation by pupil x. Each slide shows a key technique or fact that helps them work independently and develop skills over the year. The videos may be screen walk throughs or animations but will be personalised with labels (numbered?) and sound buttons to help learning	Create a short film using scenes from a narrative to tell the story - this could be from a historical story being studied, a piece of writing by the pupils or a book being studied. Focus is on effective use of camera/ sound/light to produce something more developed than 'point and click'. Examples of movie making on Spark (search for 'film')	Take a scene from a story being studied involving several characters. Create a podcast and write short 'witness statements' for each character in response to a key event. The scripts can be created into a short podcast about the event. A presenter may be used to tie it together e.g., 'Tonight we hear from three victims of a terrible crime….'	Create 10 second TikTok style videos that explain key grammatical points that improve writing (they can be incorporated into an ebook or presentation)	Pupils use the Money Matters spreadsheets and resources to discover how much money you actually earn after tax, food, accommodation etc. This can be an ongoing activity with versions of the spreadsheet set up to demonstrate the formulas if needed at first	Pupils produce a model of a historical artefact being studied in VR/AR	**Animate an adventure game** **Code a cartoon** **Pong Game** (2 lessons)
Spr	Pupils produce a fact sheet about a job that they would like to do when they are older using Spark resources and Indeed to research key information	Create a step by step guide to different types of circuits studied in science explaining how each works. This may include photos, diagrams (using shapes), labels and videos. Use of animation is also encouraged	Adapt a storyboard template to produce a 'how to' video based on a set of instructions written by the pupil. Attention (research) to genre techniques and language improves the outcome	Right or wrong? A short podcast featuring pieces of writing read as if scripted (could be as monologues or as an interwoven script) to illustrate two sides to an ethical issue. Effective use of music to intro and demarcate sections improve the output	Produce an Insta/TikTok style 30 second walk through of how natural selection and genetic transfer works - key facts and examples using appropriate images and film from the internet and self produced	Planning for an enterprise challenge. Pupils are challenged to create an event where they sell made products (cakes, jewellery, cards etc) to raise money for a specific cause. Once the products are planned, spreadsheets support effective buying of materials at different scales toe sure profits are maintained.	Create a scene using characters and objects in VR in 'layout' style, importing backgrounds created in Keynote as the 'walls'	Pupils use the stimulus of a story being studied (or one from history/RE etc) to produce an adventure game based on the plot. They will bring in their own sprites and backgrounds either drawn or found to make the game fit the genre
Sum	Pupils produce posters to advertise their leavers' show	Produce a presentation about key aspects of WW2 incorporating assets created in other apps such as iMovie, Numbers and Reality Composer	Produce a short film report from an event in WW2 (e.g., the morning after the Blitz). Use effects and green screen to make it look authentic	Produce a short piece of music that underscores a film report set in WW2 (see iMovie). Use of appropriate instruments and style need to be researched (Pathe) and attention to timing is essential	My Life at the School - a 1 minute(?) insta style review of things that the pupil remembers, liked etc. Needs careful planning to pin down key focus points and then gather appropriate images/content	Research information about relative weaponry (planes, tanks etc) available to Nazi Germany and the Allies in WW2 and produce charts and tables to illustrate effectively. These can be used in a Keynote about the subject	Reconstruct an object in VR from WW2 that supports a presentation about the subject (e.g., a Spitfire)	Pupils will create a game using a historical context (such as WW2) to reprogram the Pong Game with different backgrounds and sprites to fit the genre