Year 1 – ICT – Autumn 1 – Online Safety and Exploring Purple Mash

Key Questions:

What is a password?

Why do we keep passwords safe?

What is a digital avatar?

Where is my work stored on Purple Mash?

What will I learn?

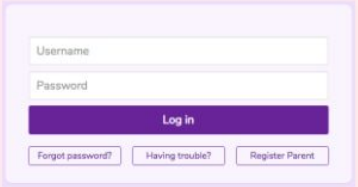
- To log in safely.
- To learn how to find saved work in the Online Work area and find teacher comments.
- To learn how to search Purple Mash to find resources.
- To become familiar with the icons and types of resources available in the Topics section.
- To start to add pictures and text to work.
- To explore the Tools and Games section of Purple Mash.
- To learn how to open, save and print.
- To understand the importance of logging out.

Activity:

Explore the tools section of Purple Mash and be familiar with some of the key icons: Save, Print, Open and New.

Key words: Log in, username, password, avatar, My work, Topics, Log out, notification, save, Tools.

Key Images

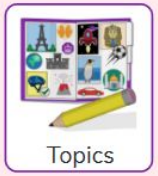


Log in Screen

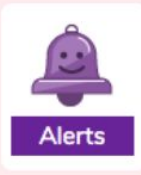
Avatar

Save your work

Tools section of Purple Mash



Topic section of Purple Mash



This picture shows you if you have any notifications

The area of Purple Mash where your work is stored

Year 1 – ICT – Autumn 2 – Grouping & Sorting, Pictograms, Lego Builders

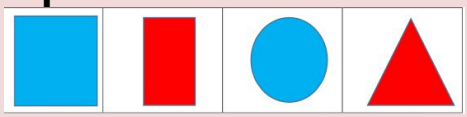
GROUPING & SORTING

Key Questions:
In what ways can we sort objects?

What will I learn?
- To sort items using a range of criteria.
- To sort items on the computer using the 'Grouping' activities in Purple Mash.

Key words: Sort, Criteria

Activity:
How could you sort these shapes into different groups?



Key Images

PICTOGRAMS

Key Questions:
In what ways can we show data?

What will I learn?
- To understand that data can be represented as a picture.
- To use a pictogram to record the results of a class experiment.

Key words: Pictogram, Data, Collate

Activity:
How could you show what the top 5 favourite friuts in the class are?

Key Images

LEGO BUILDERS

Key Questions:
What is an instruction?
Why do we need to debug code?

What will I learn?
- To follow and create simple instructions.
- To consider how the order of instructions can change the result.

Key words: Instruction, Algorithm, Computer, Program, Debug

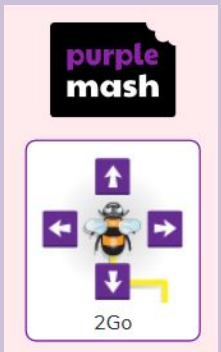
Activity:
Can you explain what an algorithm is to a friend?

Key Images

Year 1 – ICT – Spring 1 – Maze Explorers

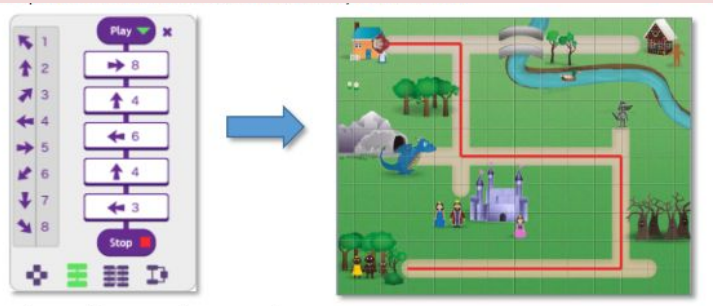
Key Questions:
What is 2Go?
How do I undo a mistake on 2Go?

What will I learn?
- How the direction keys work.
- How to create and debug a set of instructions.
- How to change and extend the algorithm list.
- To create a longer algorithm for an activity.
- To set challenges for my friends.



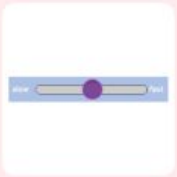
Key words: direction, rewind, left turn, right turn, challenge, debug, arrow, backwards, instruction, undo, algorithm.

Activity:
Use the direction keys to make an object move around the screen.



Key Images

Open, close or share a file


Change the speed in which the screen object moves

Rewind an instruction

Undo an instruction

Change the settings in 2Go

Change the colour of the path that the object leaves in 2Go

Control the direction in which the object moves

Year 1 – ICT – Spring 2 – Animated Story Books

Key Questions:

What is 2Create a Story?

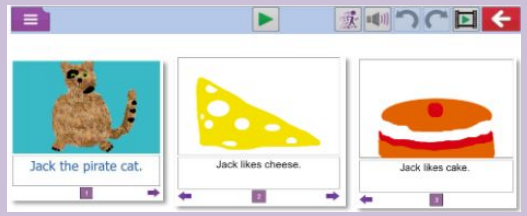
What is an animated story?

How can I make my story better?

What will I learn?

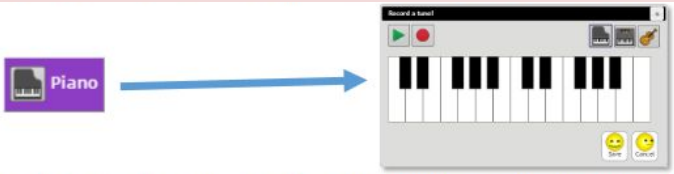
- To use 2Create in Purple Mash.
- To add animation to a story.
- to add sounds to a story including my own voice.
- to add backgrounds
- To use copy and paste functions.

Key words: animation, font, sound effect, e-book, file, display board.



Activity:

Use the piano function to make your own soundtrack.



Talk to the pupils about how adding the sounds might help people to 'feel' what the story is all about. How could you make music that made you feel happy, sad or scared?

Key Images

Year 1 – ICT – Summer 1 – Coding

Key Questions:

What is coding?

Why is it useful to design before coding?

How can you make characters move in a 2Code program?

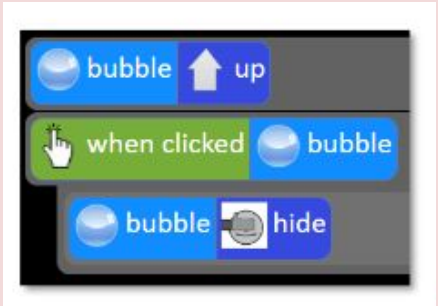
What will I learn?

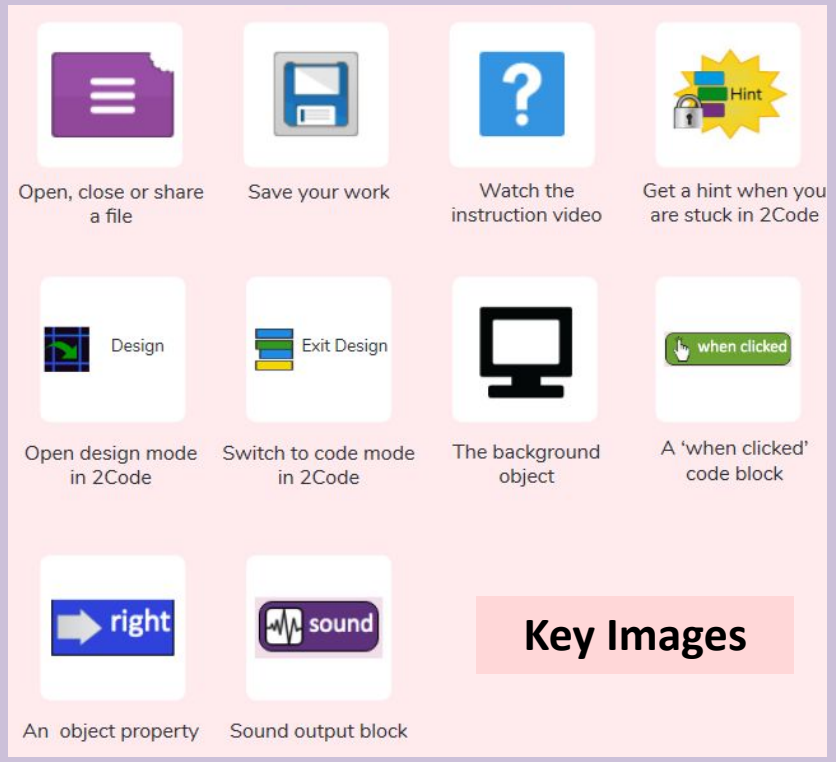
- To know what coding means
- To use design mode to set up a scene.
- to use code blocks to make the character perform actions.
- Top use collision detection.
- To save and share work.

Key words: action, character, coding, background, code block, collision detection, button, code design, command, design mode.

Activity:

Make an object do something by adding a 'when clicked' line in the code.





Year 1 – ICT – Summer 2 – Spreadsheets and Technology Outside School

SPREADSHEETS

Key Questions:

What does a spreadsheet look like?

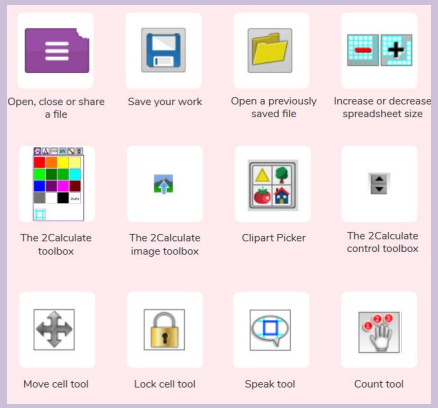
How could you use a spreadsheet to add up values?

How could you use the count and speak tools?

What will I learn?

- **To know what a spreadsheet looks like.**
- **How to open 2Calculate in Purple Mash.**
- **How to enter data into spreadsheet cells.**
- **To use 2Calculate control tools: lock, move cell, speak and count.**

Key words: cells, rows, columns, spreadsheet, lock tool, move cell tool, delete key, cursor



TECHNOLOGY OUTSIDE SCHOOL

Key Questions:

What is technology?

How does technology make our lives easier?

What will I learn?

- **To see where technology is used in the local community.**
- **To record examples of technology used outside school.**

Key words: technology

Activity:

Make a list of all the things you can see in your home that you think are controlled by a computer .