purple mash

Computing Scheme of Work Unit 1.6 –

Animated Story Books

Contents

Introduction

For this unit of work the children will be using the 2Create a Story tool. This can be found within the tools area of Purple Mash.

The lessons assume that children are logged on to Purple Mash with their own individual usernames and passwords so that you can set tasks as 2dos for the children to access them easily. Their work will be saved in their own folders automatically and can be easily reviewed and assessed by the class teacher. If your children do not have individual logins for Purple Mash, we can help you with this. Contact your school Purple Mash administrator or email us at support@2simple.com. A user guide for administrators to set up children is available on the Guides and Resources page of Purple Mash.

The series of lessons will provide an opportunity for the children to develop the skills to create, organise, store, manipulate and retrieve digital content through the creation of their own animated story book.

Having developed the necessary skills to use 2Create a Story, the children could then use and apply these skills using information technology to support writing activities.

The full teacher's help guide for using 2Create a Story can be found in the Teacher Section on Purple Mash.

Medium-Term Plan

Lesson	Title	Success Criteria
1	Drawing and Creating	• Children know the difference between a traditional book and an e-book. • Children can use the different drawing tools to create a picture on the page. • Children can add text to a page.
2	Animation	• Children can open previously saved work. • Children can add an animation to a page. • Children can play the pages created. • Children can save changes and overwrite the file.
3	Sounds and More!	• Children can add a sound to the page. • Children can add voice recording to the page. • Children can create music for a page.
4	Making a Story	• Children can add a background to the page. • Children can use the additional drawing tools on My Story mode. • Children can change the font style and size.
5	Copy and Paste	• Children can use the copy and paste function to add more pages to their animated e-book. • Children can share their e-books on a class story book display board.

Lesson 1 – Drawing and Creating

Aims

- To understand the differences between traditional books and e-books.
- To explore the tools of 2Create a Story's My Simple Story level.
- To save the page they have created.

Success Criteria

- Children know the difference between a traditional book and an e-book.
- Children can use the different drawing tools to create a picture on the page.
- Children can add text to a page.

Resources

Unless otherwise stated, all resources can be found on the unit main page. From here, they can be set as 2Dos by clicking on the icon. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you do not lose this page.

- 2Create a Story tool. This can be found within the tools area of Purple Mash.
- Some examples of actual paper books with sound buttons or buttons that read the story would be useful but not essential.
- 2Create a Story example to be used on the whiteboard – The Pirate Cat. This can be found on the unit main page. To preview, right-click on the link and 'open in new tab' so you don't navigate away from these plans.

Activities

Introduction	Display **slide 2** and outline the lesson aims. Display **slide 3** and outline the success criteria.
Reading Books	Using **slide 4**, discuss what the children know about different types of books.
The Pirate Cat	Using **slide 5**, open up the file 'The Pirate Cat'. Press the green 'play' button to play the story and use the arrows to move to the next page. When you have looked at the story, talk through the questions.
Traditional Books and e-books	Use **slide 6** to discuss the advantages of traditional books and e-books.

Activity 1: Creating an e-book	Introduce the main activity on **slide 7**. Demonstrate how to open up 2Create a Story – My Simple Story on the children's devices. Introduce the different drawing tools using **slide 8** and allow children time to draw their own animal character. Demonstrate using **slide 9** how the children can add some text to their story page.
Activity 2: Saving Your Work	Use **slide 10** to demonstrate how children should save their work to their My Work folder with a sensible name that they will remember for next time.
Review Success Criteria	Review the success criteria on **slide 11.** Children could rate how well they achieved this using a show of hands.

Lesson 2 – Animation

Aims

- To add animation to a picture.
- To play the pages created so far.
- To save the additional changes and overwrite the file.

Success Criteria

- Children can open previously saved work.
- Children can add an animation to a page.
- Children can play the pages created.
- Children can save changes and overwrite the file.

Resources

Unless otherwise stated, all resources can be found on the unit main page. From here, they can be set as 2Dos by clicking on the icon. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you do not lose this page.

- 2Create a Story tool. This can be found within the tools area of Purple Mash.
- 2Create a Story example to be used on the whiteboard – The Pirate Cat.

Activities

Introduction	Display **slide 2** and outline the lesson aims. Display **slide 3** and outline the success criteria.
2Create a Story	Using **slide 4**, remind children what they learnt in the last session and introduce what they will be doing today.
Activity 1: Continuing Your E-book	Use **slides 5 and 6** to show children how to open their e-books from the last session and add some new pages.
Activity 2: Adding Animation	Use **slide 7** to demonstrate how to add animation. Spend time talking about the animation effects and what they might be used for in other stories that they might write in the future. The animation examples are outlined in detail in the Appendix 1 of the lesson plan.

	When you come to use 2Create a Story as a literacy tool, you will want the children to focus on the literacy content and not the IT tools, so this is a good opportunity for the children to become familiar with the different animations they could use.
Activity 3: Saving Your Work	Explain using **slide 8** what the overwrite message means and the importance of saving their work as they keep adding to it. They don't want to make a story book in the future and then find that they have lost all or part of it because they haven't saved their work.
Activity 4: Continuing Your E-book	Children continue their stories with the ideas on **slide 9**. Remind children to save again at the end of the session.
Review Success Criteria	Review the success criteria on **slide 10.** Children could rate how well they achieved this using a show of hands.

Lesson 3 – Sounds and More!

Aims

- To add a sound effect to a picture.
- To add a voice recording to the picture.
- To add created music to the picture.

Success Criteria

- Children can open up a saved file.
- Children can add a sound to the page.
- Children can add voice recording to the page.
- Children can create music for a page.

Resources

Unless otherwise stated, all resources can be found on the unit main page. From here, they can be set as 2Dos by clicking on the icon. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you do not lose this page.

- 2Create a Story tool. This can be found within the tools area of Purple Mash.
- 2Create a Story example to be used on the whiteboard – The Pirate Cat.

Activities

Introduction	Display **slide 2** and outline the lesson aims. Display **slide 3** and outline the success criteria.
'My Story' Mode	Using **slide 4**, introduce and show children how to access the next level in 2Create a story; 'My Story' mode.
Opening your E-book	Use **slides 5 to** show children how to open their e-books from within 2Create a Story.
Adding Sound	Use **slides 6** to show and discuss the different sound effects used in the example, The Pirate Cat story.
Adding Sound – Categories, Record & Piano	Use **slides 7, 8 and 9** to introduce the different sounds which can be added in 'My Story' mode. Allow children time to explore the different sounds.
Activity 1: Adding Sound to Your Story	Using **slide 10**, allow children plenty of time to add sounds to their own animal stories on

	their own devices. Remind them to save their work.
Activity 2: Extension	Use **slide 11** to introduce an extension task. Children may wish to record their own sound effects whilst reading at the same time.
Review Success Criteria	Review the success criteria on **slide 12.** Children could rate how well they achieved this using a show of hands.

Lesson 4 – Making a Story

Aims

- To add a background to the story.
- To demonstrate a good understanding of all the tools they have used in 2Create a Story and use these successfully to create their own story.

Success Criteria

- Children can add a background to the page.
- Children can use the additional drawing tools on My Story mode.
- Children can change the font style and size.

Resources

Unless otherwise stated, all resources can be found on the unit main page. From here, they can be set as 2Dos by clicking on the icon. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you do not lose this page.

- 2Create a Story tool. This can be found within the tools area of Purple Mash.

Before this session, you may want to read a story to the children that they can retell in their own words. Alternatively, if appropriate for your class, they could use it as a stimulus to write their own story.

It will be useful to look at the background images available in the My Story level of 2Create a Story, as this may influence the story that you read to the children and ask the children to retell.

Activities

Introduction	Display **slide 2** and outline the lesson aims. Display **slide 3** and outline the success criteria.
'My Story' Mode	Using **slide 4**, remind children of how to access 'My Story' mode.
Adding a Background / Additional Drawing Tools / Changing the Font	Use **slides 5, 6 and 7** to demonstrate the additional features of 'My Story' mode, allowing the children time to explore themselves after each slide.
Retelling a Story	Use **slide 8** to introduce some questions for children to think about as you read them a story for them to retell (or to act as a stimulus for their own story if appropriate). This might be a simple fairy tale or a story related to your

	topic that they could retell easily with the tools and backgrounds provided.
Activity 1: Writing Your Story	Using **slide 9**, introduce the main activity where children are retelling a story that has been read to them. Remind children to save their work as they will be continuing the story in the next session.
Review Success Criteria	Review the success criteria on **slide 10.** Children could rate how well they achieved this using a show of hands.

Lesson 5 – Copy and Paste

Aims

- To use the copy and paste feature to create additional pages.
- To continue and complete an animated story.
- To create a class display board of the story books created by the class.

Success Criteria

- Children can use the copy and paste function to add more pages to their animated e-book.
- Children can share their e-books on a class story book display board.

Resources

Unless otherwise stated, all resources can be found on the unit main page. From here, they can be set as 2Dos by clicking on the icon. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you do not lose this page.

- A pre-created Display Board with the story you have created already saved to it. (For instructions on how to do this, see the Display Board User Guide).

- 2Create a Story tool. This can be found within the tools area of Purple Mash.

Activities

Introduction	Display **slide 2** and outline the lesson aims. Display **slide 3** and outline the success criteria.
Continuing your Story	Using **slide 4**, remind children how to open their file and encourage them to think about what they have done so far on their story. You may need to re-read the story they are retelling.
Copy and Paste Pages	Use **slide 5** to demonstrate how copying and pasting pages can help save time when making similar pages.
Activity 1: Complete the Story	Display **slide 6**. Children to continue working on their stories. Remind them of the features they should be including.
Activity 2: Add to a Display Board	Use **slide 7** to introduce Display Boards. You will need to have set this up before the lesson so you can show how to access your class display board and your story saved inside (For instructions on how to do this, see the Display Board User Guide - linked in lesson plan).

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Activity 2: Add to a Display Board	Use **slide 8** to show children how to save their stories to the Display Board (Teachers note that you may need to 'approve' the stories before they can be viewed on the boards).
Viewing Each Other's Stories	Use **slide 9** to introduce peer evaluation of stories from the Display Board.
Activity 3: Extension	Using **slide 10** to introduce an extension activity where children think critically about their own story.
Review Success Criteria	Review the success criteria on **slide 11.** Children could rate how well they achieved this using a show of hands.

Appendix 1 – Animation Examples

Click here to open the animations screen:
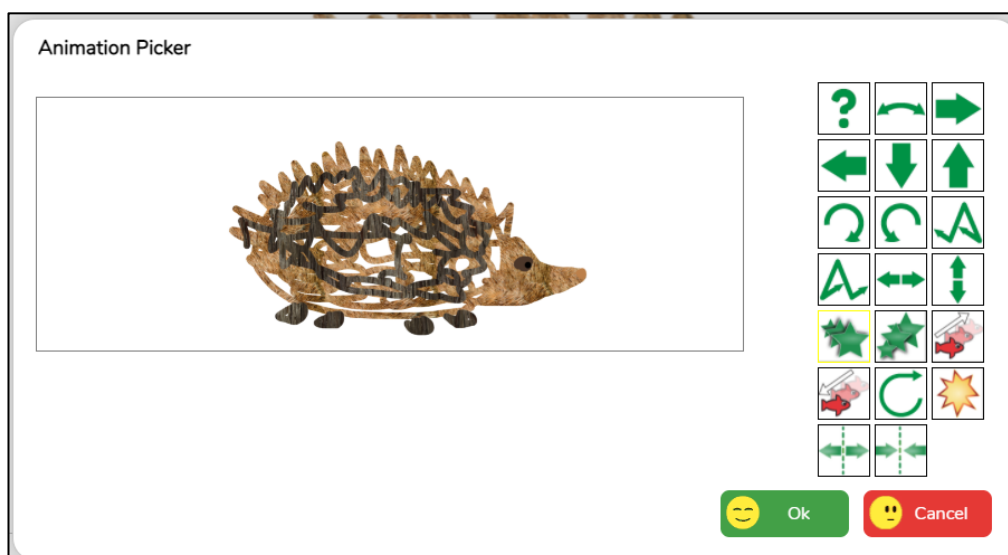
You can see a preview of how the animation effect will look as you select the animation effects. Each animation button has a different effect. My Simple Story has fewer animation effects available. Only one animation can be used on each page of the book.

Remove animation

Rotate button: this rotates the foreground through 360⁰. This example shows how it can be used to make a roundabout appear to spin.

We played on the roundabout

Grow and Shrink buttons: these effects make the image either get bigger to fill the screen or shrink. Using the Shrink effect in this example makes it look like the wolf is going into the house.
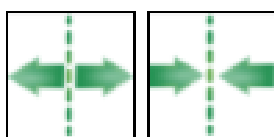

The wolf crept into the house.

Explode button: this splits the image into two halves that spin in opposite directions off the page. In the example, a cracker has been drawn in the centre so the children go flying off when they pull the cracker.

Come Together or Split Apart buttons: these animations split the image in two down the middle and the parts either come together or move apart. This is useful for giving the effect of two characters interacting.

The children pulled the giant cracker!

Assessment Guidance

The unit overview for year 1 contains details of national curricula mapped to the Purple Mash Units. The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Assessment Guidance	
Emerging	With support, children use the 'My Simple Story' aspect of 2Create a Story to create a simple interactive story (Unit 1.6 Lesson 1).
	With limited success, children can manipulate the properties of their story by changing the images, adding animations (Unit 1.6 Lesson 2) and sound (Unit 1.6 Lesson 3) as well as typing, copying and pasting pages (Unit 1.6 Lesson 5).
	Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work (Unit 1.6 Lesson 1).
Expected	Children can use the 'My Story' aspect of 2Create a Story to create an interactive story (Unit 1.6 Lesson 1).
	They can manipulate the properties of their story by changing the images, adding animations (Unit 1.6 Lesson 2) and sound (Unit 1.6 Lesson 3) as well as typing, copying and pasting pages (Unit 1.6 Lesson 5).
	Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work.
	Children can include their name and date within the text of their e-books.
	Children demonstrate their understanding by discussing e-books and by sharing their own book with others on a class displayboard.
	Children make valid comparisons between paper book and e-books. They can apply their knowledge of paper book when developing their e-books.
	Most children will be able to save their animated story files, using a memorable file name, to their own personal space on Purple Mash and understand that this can be retrieved later Unit 1.6 Lesson 1.
Exceeding	Children can use the 'My Story' aspect of 2Create a Story to create a detailed interactive story (Unit 1.6 Lesson 1).
	This demonstrates their ability to combine all the aspects available within the software e.g. recording their own sounds and importing backgrounds, to enhance their narrative.
	Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work (Unit 1.6 Lesson 1). Furthermore, they can publish this to a class display board (Unit 1.6 Lesson 5).

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