purple mash

Computing Scheme of Work Unit 2.8 –

Presenting Ideas

Contents

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Introduction

For these sessions, the children will need to have their own individual logins to Purple Mash. If you are currently using a single login per class or group and would like to set up individual logins yourself, then please see our guide to doing so at Create and Manage Users. Alternatively, please contact support at support@2simple.com or 0208 203 1781.

These lesson plans make use of the facility within Purple Mash to set activities for children which they can then complete and hand in online (2Dos). This enables you to assess their work easily as well as distribute resources to all children. If children have not opened 2Dos before then they will need more detailed instructions about how to do this. 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 teacher's guide to 2Dos can be found in the Teacher section: 2Dos Guide.

Medium-Term Plan

Lesson	Title	Success Criteria
[1](#)	Presenting a Story Three Ways	• Children have examined a traditional tale presented as a mind map, as a quiz, as an e-book and as a fact file. • Children know that digital content can be represented in many forms.
[2](#)	Presenting Ideas as a Quiz	• Children have made a quiz about a story using 2Quiz. • Children can talk about their work and make improvements to solutions based on feedback received.
[3](#)	Making a Non-Fiction Fact File	• Children have extracted information from a 2Connect file to make a publisher fact file on a non-fiction topic. • Children have added appropriate clipart. • Children have added an appropriate photo. • Children know that data can be structured in tables to make it useful.
[4](#)	Making a Presentation	• Children can use a variety of software to manipulate and present digital content and information. • Children can collect, organise and present data and information in digital content. • Children can create digital content to achieve a given goal by combining software packages.

Lesson 1 – Presenting a Story Three Ways

Aim

- To explore how a story can be presented in different ways.

Success criteria

- Children have examined a traditional tale presented as a mind map, as a quiz, as an e-book and as a fact file.

- Children know that digital content can be represented in many forms.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.8 page. From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- Three Bears mind map.

- 2CAS Example - The Three Bears.

- Three Bears quiz. Set the quiz as a 2Do for the children.

- Extension: Riddle Template. Set this as a 2Do.

Activities

Introduction	Display **slide 2** and outline the lesson aim.
	Display **slide 3** and outline the success criteria.
Goldilocks and The Three Bears	Display **slide 4.** Talk to the children about the story of Goldilocks and Three Bears. Can they summarise what happens in the story?
	Explain that they are going to be looking at some work that other children have done using Purple Mash to represent the story of the Three Bears.
Looking at an e-book	Display **slide 5.** Open the e-book on the whiteboard. Ask the children if they know what an e-book is. If they completed Unit 1.6 – Animated Story Books in Year 1, they will have made their own e-book. Click on the

	presentation to reveal the definition. Click on the story link in the presentation and watch/read the book together.
	Discuss the features of the book – text, pictures, animation, sound, how to turn the page.
	Do children think that it is a good representation of the story? Can they suggest any improvements?
Looking at Concept Maps	Display **slide 6.** Explain that we are going to look at something called a mind map (also known as a concept map) that is also about the story of the Three Bears. Open the mind map, click on the central text Goldilocks and the Three Bears node and then click on the Start button at the top left of the screen. This hides all the nodes except the central one.
Using Concept Maps	Display **slide 7.** Clicking on one of the ⊞ symbols will open a node for viewing. The information is then presented gradually rather than all in one go, which can be overwhelming for the viewer. Click on the top left ⊞; this reveals a node called 'Characters'

You can see that four nodes come from this one (there are four ⊞ symbols on the edge). Can children suggest what they might be?

Reveal the four nodes by clicking on the + symbols.

Continue to reveal nodes and discuss what they show. You could choose individual children and ask them to do this on the whiteboard. If you move in a clockwise direction around each node, the story is revealed in the expected order.

Once the whole mind map has been revealed, ask children to suggest how this type of presentation might be useful. |
| Using the 'Show Story' Button | Display **slide 8.** You can show them that

clicking on the Show Story button

opens a screen onto which you can type. |

	Mind maps can be very useful for organising your ideas, especially when a whole group of people get together to share ideas. You can then use the mind map to write a story or a report on the shared information.
Activity 1: Presenting Using a Quiz	Display **slide 9.** The next presentation of the story is a quiz. Children will be making a quiz next week so this should give them some ideas that they can use. Show children how to open the 2Do for the quiz on their own computers. Give them some time to work out the right answers.
Types of Quiz Questions	Display **slide 10.** Once the children have had a good go at this, have a brief discussion about the different types of questions in the quiz and any difficulties that they had with it. This will prepare the children for making a quiz next week.
Other Ways to Present the Story	Display **slide 11.** Review the different ways that the children have seen the story presented this week. Can they think of any other ways of presenting the story? A poster for a play or movie could be one. Children might have read books at home or school that use this story as the basis of other stories. *Beware of the Bears* by Alan MacDonald is a follow-up about what the bears do in response. *A Chair for Baby Bear* by Kaye Umansky is about how Goldilocks tries to make amends. *Believe Me, Goldilocks Rocks* by Nany Loewen tells the story from the point of view of Baby Bear. If you or the children have any of these books, they will lend an added dimension to the ideas in this lesson.
Activity 2: Presenting the story in a riddle	Display **slide 12.** Children should use the riddle template which has been set as a 2Do to create a three-clue "Who am I?" riddle for others to guess. The clues should contain information from the story.
Review Success Criteria	Display **slide 13.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

Lesson 2 – Presenting Ideas as a Quiz

Aims

- To make a quiz about a story or class topic.

Success criteria

- Children have made a quiz using 2Quiz.

- Children can talk about their work and make improvements based on feedback received.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.8 page. From here, click on the icon to set a resource as a 2do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- Three Bears quiz.

- Headphones.

Activities

Introduction	Display **slide 2** and outline the lesson aims. Display **slide 3** and outline the success criteria. Briefly review the different types of presentation of information that the children explored last week.
Goldilocks and the Three Bears Quiz	Display **slide 4.** Look at the Three Bears Quiz from last week (a link is in the presentation). Look at the different types of questions the quiz author has used.
Opening 2Quiz	Display **slide 5.** Show the children how to open 2Quiz on the computer from the Tools area in Purple Mash.
2Quiz Front Screen	Display **slide 6.** Give children a tour of the screen that opens first.
Adding Questions to 2Quiz	Display **slide 7.** Look at the process of how to add questions to 2Quiz. Look at the different types and how to add questions and answers. Depending on the ability of the

	children you just select three or four examples rather than looking at all the different types.
Activity 1: Creating a Quiz	Display **slide 8.** Discuss possible themes with the children. They might want to choose a different well-known story, or they could choose a topic that you are studying in class at the moment. The aim is for children to make a short quiz of at least two questions, save it and have a peer play it and give feedback. Children will have the opportunity to extend their quiz in a future lesson. The children can save their work into their own folder and then into the class folder using their name as the filename.
Activity 2: Playing a Quiz	Display **slide 9.** Ask the children to play their peers quizzes. Can they think what they like about the quizzes and what could be improved?
Activity 3: Extension – Adding More Questions	Display **slide 10.** If there is time, then the children could return to their devices and add more questions to their quizzes.
Review Success Criteria	Display **slide 11.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

Lesson 3 – Making a Non-Fiction Fact File

Aims

- To make a fact file on a non-fiction topic.

Success criteria

- Children have extracted information from a 2Connect file to make a publisher fact file on a non-fiction topic.

- Children have added appropriate clipart.

- Children have added an appropriate photo.

- Children know that data can be structured in tables to make it useful.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.8 page. From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- United Kingdom 2Connect file. This will be used on the whiteboard.

- United Kingdom fact file. This should be set as a 2Do for the children.

Activities

Introduction	Display **slide 2** and outline the lesson aim.
	Display **slide 3** and outline the success criteria
Fiction and Non-Fiction	Display **slide 4.** In the last two lessons, we have been looking at the presentation of fiction information. Today, we are going to look at non-fiction. Can children explain what fiction and non-fiction are?
	Click on the presentation to show the definition.
Presenting Information	Display **slide 5.** Open the 'United Kingdom' 2Connect file on the whiteboard and firstly review the way that it is presented. Can children remember what this is called (mind

	map or concept map)? How can they see just a bit of the information at a time? Next discuss the content of the information; what can children find out from reading this?
Introducing Fact Files	Display **slide 6.** Show the children the United Kingdom fact file. Draw their attention to the different features of this file.
Activity 1: Completing Fact Files	Display **slide 7.** Explain that you have set the fact file as a 2Do for them to fill in. If necessary, show children how to open the file from their 2Dos. Explain that the mind map will stay on the whiteboard for them to use to find the correct information. If the images disappear, click on the grey background and they will reappear. Children should try to complete the fact file and save their work.
Evaluation	Display **slide 8.** Near the end of the lesson, spend some time discussing which presentation is clearer for displaying the information. There is no right answer to this; it is a matter of opinion. Point out the use of the table to show information about the countries in the UK. Do they think that this is a clear way to present information?
Activity 2: Extension – Quiz Questions.	Display **slide 9.** The children can open their quiz from the last lesson and add in some more questions.
Review Success Criteria	Display **slide 10.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

Lesson 4 – Making a Presentation

Aims

- To make a presentation to the class.

Success criteria

- Children can use a variety of software to manipulate and present digital content and information.

- Children can collect, organise and present data and information in digital content.

- Children can create digital content to achieve a given goal by combining software packages.

Resources

Unless otherwise stated, all resources can be found on the main unit 2.8 page. From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- Children will have a choice of how to present their information using one of the methods that we have looked at in previous weeks.

- The blank fact file might be useful to set as a 2Do for children who decide to make a fact file.

- 2Connect and 2Create a Story can be accessed from the Tools area in Purple Mash.

- You could create a different 2Publish template for children to use with appropriate word banks and clipart.

- You could also use existing Purple Mash writing frames by using the search facility within Purple Mash to search for your topic and evaluate the resources.

Activities

Introduction	Display **slide 2** and outline the lesson aim. Display **slide 3** and outline the success criteria.
Presenting Ideas	Display **slide 4.** Discuss the different methods of presenting ideas that we have looked at in the last three lessons.
Activity 1: Creating a Presentation	Display **slide 5.** Explain that today children are going to create a presentation on a topic and that they can choose the method to use.

	Children will need to spend time creating their resource and practising presenting it. You might need to set time aside outside the lesson for children to do their presentations. They could present it as part of a class assembly.
Who Will I Work With?	Display **slide 6.** Children could work in pairs or groups depending upon how you think that they will work best. Organise the class as you prefer. Children should spend some time familiarising themselves with the topic then get started on creating one resource: a fact file, a 2Connect file or a brief 2Create a Story file (this can be used as effectively for a non-fiction book as for fiction).
Practising my Presentation	Display **slide 7.** They should then practise and perform their presentation.
Sharing my Presentation	Display **slide 8.** Children could share their presentations to a class display board. For information about display boards, see the user guide in the Guides and Resources section.
Activity 2: Extension - Adding in your own pictures	Display **slide 9.** This is an open-ended task, but children who finish early could be challenged to improve their work by creating artwork images in 2PaintAPicture (they have previous experience of this tool), saving, and inserting into their presentation.
Review Success Criteria	Display **slide 10.** Review the success criteria from **slide 3.** Children could rate how well they achieved this using a show of hands.

Assessment Guidance

The unit overview for Year 2 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 throughout, children use the software 2Create a Story on Purple Mash to create a simple narrative (Unit 2.8 Lesson 4). An emerging child will be able to explain their narrative to the teacher whilst referring to their 2Create a Story file. Throughout this unit, with support, children show that they can store and retrieve their work from their saved area on Purple Mash.
Expected	Children use the software 2Quiz (Unit 2.8 Lesson 2) 2Publish+, 2Connect (Unit 2.8 Lesson 3) and 2Create a Story on Purple Mash to create and present a narrative (Unit 2.8 Lesson 4). This demonstrates the children's understanding of how digital content can be represented in many forms. Throughout this unit, children show that they can efficiently store and retrieve their work from their saved area on Purple Mash. Throughout this unit, children are presenting ideas in different formats for different audiences. Most children can adapt their content to suit the audience and format. When children feedback to others whether face-to-face or online, their input shows consideration for the other person's feelings. Most children will be able to use Purple Mash as a platform for collaboration. Specifically, they will create a presentation for their class using a tool of their choice (Unit 2.8 Lesson 4). Most children can plan their own presentation which will utilise either: 2Connect, 2Create a Story or a Publishing Template (Unit 2.8 Lesson 4). They will effectively select the most appropriate tool to use during the planning and resource gathering stage of the task (Unit 2.8 Lesson 4). Most children can make improvements to their quizzes they have made in 2Quiz, fully able to select the most appropriate question out of the 8 choices (Unit 2.8. Lesson 2). Children can utilise a variety of software to manipulate and present digital content and information (Unit 2.8. Lesson 3).
Exceeding	Independently, children choose the software to use to represent their narrative and reason why- 2Quiz (Unit 2.8 Lesson 2) 2Publish+, 2Connect (Unit 2.8 Lesson 3) on Purple Mash to create and present a narrative (Unit 2.8 Lesson 4). This demonstrates the children's understanding of how digital content can be represented in many forms. Throughout this unit, children show that they

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Assessment Guidance

	can efficiently store and retrieve their work from their saved area on Purple Mash.