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

What I will 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.

What I have learned already:

How to complete a simple program on a computer
(EYFS).

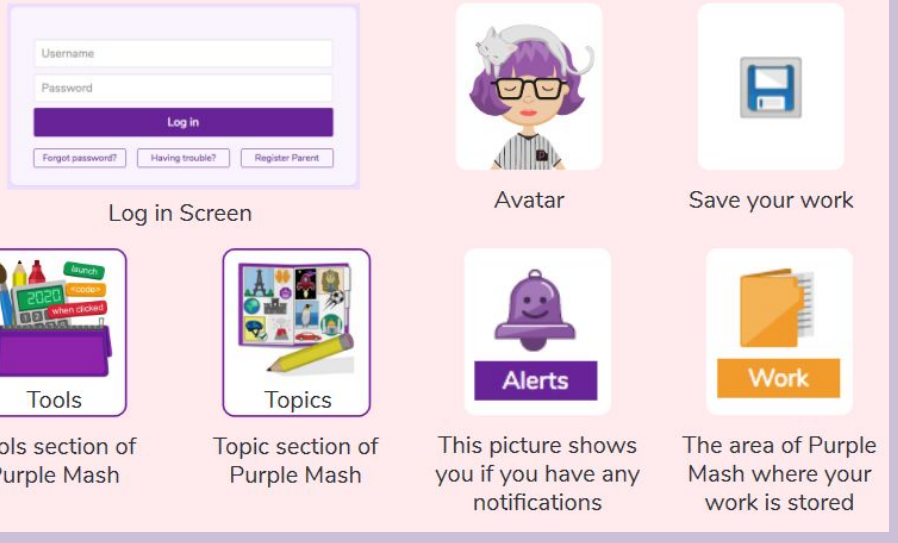
Key Questions:

What is a password?
Why do we keep passwords safe?
What is a digital avatar?
Where is my work stored on Purple Mash?

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



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

What I have learned already: Use ICT hardware to interact with age-appropriate computer software (EYFS).

GROUPING & SORTING

Key Activities:
I will sort objects into groups

I will 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:
I will identify the colour and number of sides a shape has and think of the different ways I can sort them into groups

Key Images

PICTOGRAMS

Key Activities:
I will show data in different ways.

I will 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:
I will show what the top 5 favourite friuts in the class are.

Key Images

LEGO BUILDERS

Key Activities:
I will learn how to debug a code by following instructions

I will 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

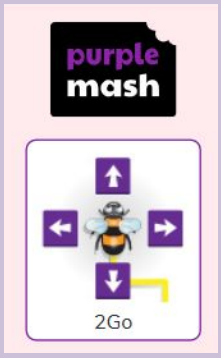
Activity:
I will explain what an algorithm is to a friend.

Key Images

Year 1 – ICT – Spring 1 – Maze Explorers

I will 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.

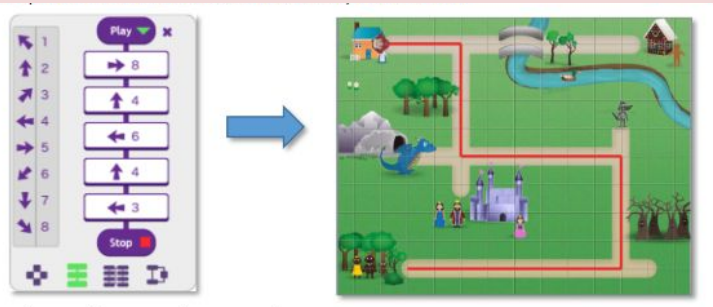
What I have learned already:
How to complete a simple program on a computer
(EYFS).



Key Activities:
I will learn about 2Go
I will learn how to undo a mistake on 2Go

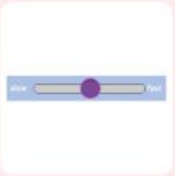
Key words: direction, rewind, left turn, right turn, challenge, debug, arrow, backwards, instruction, undo, algorithm.

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

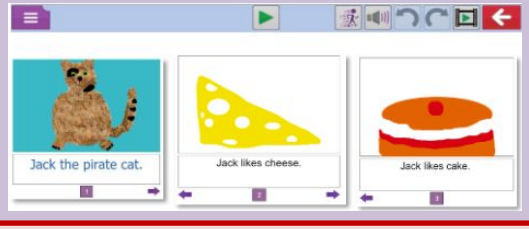
I will learn:
- To use 2Create in Purple Mash.
- To add animation to a story.
- to add sounds to a story including my own voice.
- to add backgrounds
- To use copy and paste functions.

What I have learned already:
Uses ICT hardware to interact with age-appropriate computer software (EYFS).

purple mash

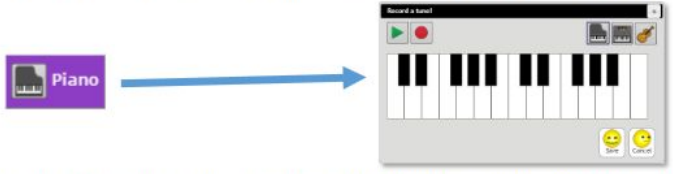
2Create a Story

Key Questions:
What is 2Create a Story?
What is an animated story?
How can I make my story better?



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

Open, close or share a file

Plan out your story

Play your story

Add animation and sounds to the story

Choose a story background

Undo or redo the last action

Choose the font for the story

Copy and paste

Year 1 – ICT – Summer 1 – Coding

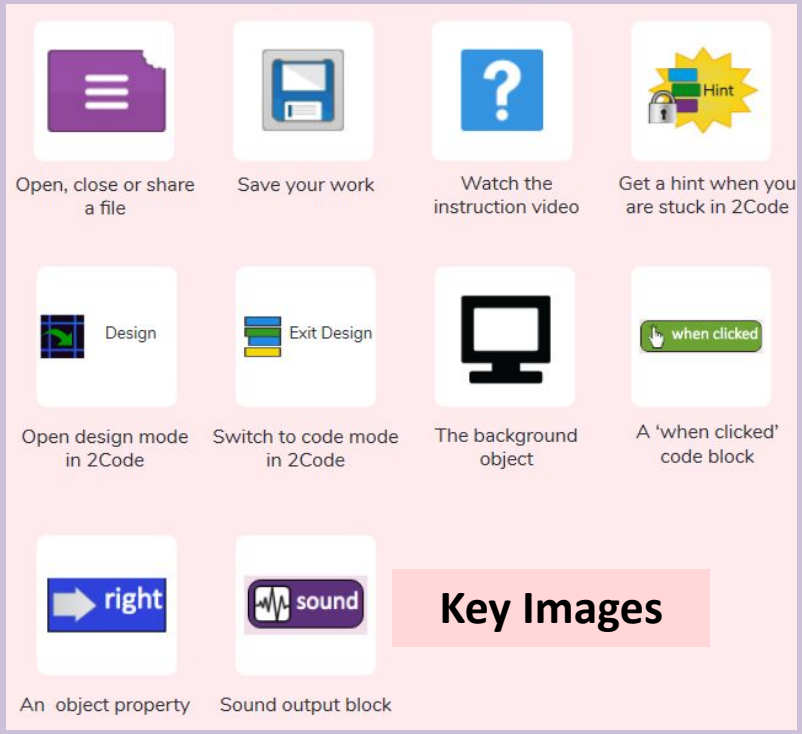
What I have learned already:
How to complete a simple program on a computer (EYFS).

What I will 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 Questions:
What is coding?
Why is it useful to design before coding?
How can you make characters move in a 2Code program?

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

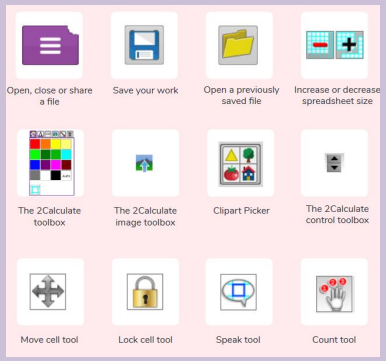
What I have learned already:
Uses ICT hardware to interact with age-appropriate computer software (EYFS).

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 I will 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 I will 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 .