

**Pioneer Federation**  
**Medium term plan**  
**Cycle B, Term 4**  
**ICT**



**Subject:** Purple Mash unit 1.6 Animated Storybooks

**Key Concept/ Theme:** • To introduce e-books and the 2Create a Story tool. • To add animation to a story. • To add sound to a story, including voice recording and music the children have composed. • To work on a more complex story, including adding backgrounds and copying and pasting pages. • To share e-books on a class display board.

**Prior Learning links:** EYFS: Children have been exposed to the layout of purple mash and have had experience of using a variety of technology including interactive whiteboards, ipads and using a keyboard.

**Cycle B**

Unit 1.1 Online safety • General use of Purple Mash • Design: avatar creation • Paint Projects: use of the simple paint tools

Unit 2.7 Making Music • Digitally creating music and sound effects

**Cycle A**

Unit 1.1 Online safety • General use of Purple Mash • Design: avatar creation • Paint Projects: use of the simple paint tools

Unit 2.6 creating pictures • 2Paint a Picture: art effects, collage effects

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**Key Vocabulary**

**Animation**

An object that moves on screen.

**E-book**

A book that can be read on the computer or on a tablet.

**Sound**

Sounds can be uploaded into software from a file or created.

**Background**

An image inserted into a file that sits behind text, objects, or buttons.

**Edit**

Edit means to change something. For example, change some text to improve it.

**Sound Effect**

A sound other than speech or music made for use in a play, film or computer file.

**Clip-art Gallery**

A place in software such as 2Create a Story where a library of images can be found and inserted into a file.

**Font**

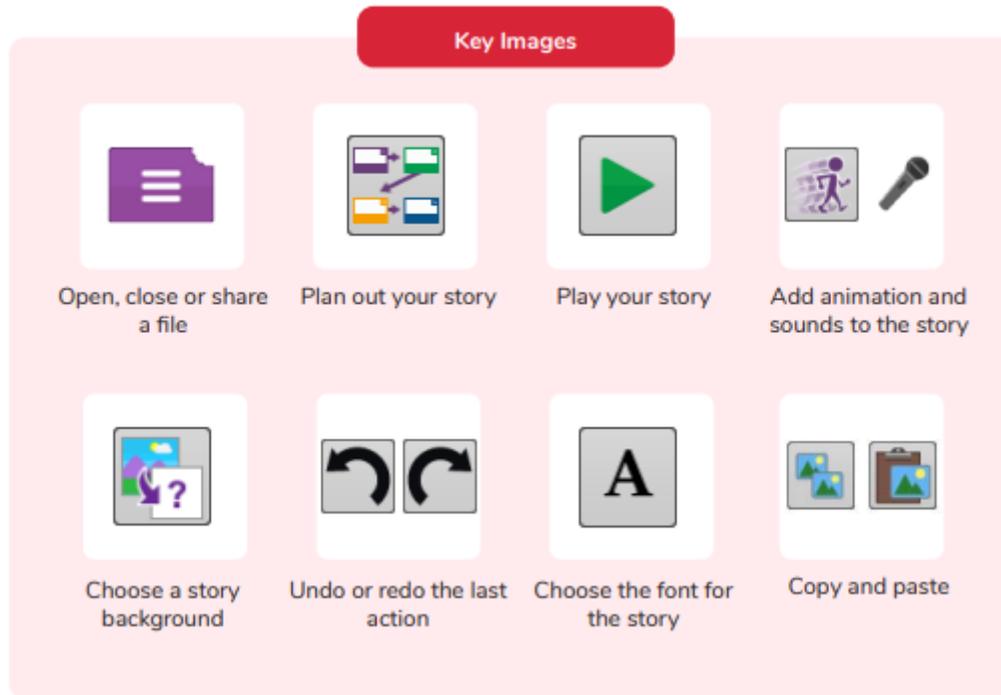
The style of text used in a piece of writing on a computer or tablet.

**Text**

Words, letters, numbers or symbols entered into a computer, such as writing text in 2Create a Story.

**Vocabulary:**

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Key Images:

**Resources needed for each lesson – 2dos to set.**

Lesson 1:

- 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.
- You can select the following objectives when setting the 2Do to make future assessment easier

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**Edit Objectives** ✕

Year:	Y1	▼
Subject:	Computing	▼
Strand:	IT	▼

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

**Lesson 2**

- 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.
- You can select the following objectives when setting the 2Do to make future assessment easier:

**Edit Objectives** ✕

Year:	Y1	▼
Subject:	Computing	▼
Strand:	IT	▼

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

**Lesson 3**

- 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.
- You can select the following objectives when setting the 2Do to make future assessment easier:

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**Edit Objectives** ✕

Year:	Y1	▼
Subject:	Computing	▼
Strand:	IT	▼

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

**Lesson 4**

- 2Create a Story tool. This can be found within the tools area of Purple Mash.
- You can select the following objectives when setting the 2Do to make future assessment easier:

**Edit Objectives** ✕

Year:	Y1	▼
Subject:	Computing	▼
Strand:	IT	▼

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

**Lesson 5**

- 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.
- You can select the following objectives when setting the 2Do to make future assessment easier:

**Edit Objectives** ✕

Year:	Y1	▼
Subject:	Computing	▼
Strand:	IT	▼

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<p>1. Unit 1.6 Lesson 1</p>	<p><b>Deeper learning questions:</b> have you ever seen books with a sound button? Have you ever read a book on the computer? What are the differences between an e-book and a traditional book? What features of an e-book make it more exciting? What do you like about electronic books?</p> <p><b>Reconnection:</b> EYFS: Exploring purple mash T6 Year 2 will have done an online safety unit so use them to build online safety knowledge of the class.</p> <p><b>LO:</b> To understand the differences between traditional books and e-books. To explore the tools in 2Create a Story's My Simple Story level. To save a page which has been created.</p> <p><b>Activity:</b> Go over new vocab. Discuss what the children know about different types of books. 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. Discuss the advantages of traditional books and e-books. Introduce the main activity. Demonstrate how to open up 2Create a Story – My Simple Story on the children's devices. Introduce the different drawing tools and allow children time to draw their own animal character. Demonstrate how the children can add some text to their story page. Demonstrate how children should save their work to their My Work folder with a sensible name that they will remember for next time. Go over vocab from lesson and Lo's</p> <p><b>Extension: Can you recreate a book you know as an e-book?</b></p>
<p>2. Unit 1.6 Lesson 2</p>	<p><b>Deeper learning question:</b> How does animation effect the book?</p> <p><b>Reconnection:</b> recap previous terminology and learning about e-books. Remind children about animation techniques they learnt last lesson children will be adding to their stories form last lesson.</p> <p><b>LO:</b> To add animation to a picture. To play the pages created so far. To save the additional changes and overwrite the file.</p> <p><b>Activity:</b> Go over new key vocab for lesson. Remind children what they learnt in the last session and introduce what they will be doing today.</p>

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	<p>Show children how to open their e-books from the last session and add some new pages.</p> <p>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.</p> <p><i>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.</i></p> <p>Explain 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.</p> <p>Children continue their stories with the ideas on this slide. Remind children to save again at the end of the session.</p> <p>Go over vocab and success criteria.</p> <p><b>Extension: Think about which animations are suitable for what you are trying to show.</b></p>
3. Unit 1.6 Lesson 3	<p><b>Deeper learning question: How does adding sound improve your story? Can you think of a way to add sound effects and voice over at the same time</b></p> <p><b>Reconnection:</b> Go over vocab and techniques learnt. They will be adding to their stories adding sound.</p> <p><b>LO:</b> To add a sound effect to a picture. To add a voice recording to a picture. To add created music to a picture.</p> <p><b>Activity:</b> Go over new vocab for the lesson.</p> <p>Introduce and show children how to access the next level in 2Create a story; 'My Story' mode.</p> <p>Show children how to open their e-books from within 2Create a Story.</p> <p>Show and discuss the different sound effects used in the example, The Pirate Cat story.</p> <p>Introduce the different sounds which can be added in 'My Story' mode. Allow children time to explore the different sounds.</p> <p>Allow children plenty of time to add sounds to their own animal stories on their own devices. Remind them to save their work.</p>

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	<p>review new vocabulary. Click on the words to reveal the definitions.</p> <p>Go over vocab and success criteria.</p> <p><b>Extension</b> Introduce an extension task. Children may wish to record their own sound effects whilst reading at the same time.</p> <p>Looking back at your story, are there any pages which need to have the text read out so the story make sense to all viewers?</p> <p>Can you think of a way to add sound effects and voice over at the same time?</p> <p>What could you use to make the sound effects?</p>
Unit 1.6  Lesson 4	<p><b>Deeper learning question:</b> Can you remember how to animate drawings? Why might bwe want to change font?</p> <p><b>Reconnection:</b> Recap vocab from previous lesson. Reminders of everything they have learnt on how to create a story and add animation and sound.</p> <p><b>LO:</b> To add a background to a story.</p> <p>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.</p> <p>Demonstrate the additional features of 'My Story' mode, allowing the children time to explore themselves after each slide.</p> <p><b>Activity:</b> Go over new vocab for the lesson.</p> <p>Remind children of how to access 'My Story' mode.</p> <p>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.</p> <p>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.</p> <p>Go over vocab and success criteria.</p> <p><b>Extension: Can you create a plan for your story including animation and sounds?</b></p>

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Unit 1.6  Lesson 5	<p><b>Deeper learning question:</b> What do you like about the story? What features work well? Can you think of one thing they would do to improve?</p> <p><b>Reconnection:</b> Recap vocab from previous lesson. Reminders of everything they have learnt on how to create a story and add animation and sound. Continueing story from before adding everything they have learnt.</p> <p><b>LO:</b> To use the copy and paste feature to create additional pages.</p> <p>To continue and complete an animated story.</p> <p>To create a class display board of story books created by the class.</p> <p><b>Activity:</b> Go over new vocab for the lesson.</p> <p>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.</p> <p>Demonstrate how copying and pasting pages can help save time when making similar pages.</p> <p>Children to continue working on their stories. Remind them of the features they should be including.</p> <p>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 <a href="#">Display Board User Guide</a> - linked in lesson plan).</p> <p>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 - see the <a href="#">Display Board User Guide</a> - linked in lesson plan).</p> <p>Introduce peer evaluation of stories from the display board.</p> <p>Go over vocab and success criteria.</p> <p><b>Extension:</b> Introduce an extension activity where children think critically about their own story.</p> <p>Think closely about your own story.</p> <p>Have you considered your audience?</p> <p>Have you added sound to help tell the story?</p> <p>Do the animations used match what is happening in your story? E.g. If it says the bird is flying, does the animation make it look like it is flying?</p>
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	Does your background match your setting? E.g. If your story is set in a wood, does your background show that?
	<p><b>End of unit quiz &amp; reflect on gaps from the unit:</b></p> <p>Unit 1.6 Quiz – found on unit page on PM</p> <p>Questions:</p> <p>What is an e-book? Tick the boxes to show the differences between animated storybooks and traditional paper books. The first one is done for you. Label aspects of 2story What is animation? Match the idea to the best animation for it. Click on the pictures to see them better. What sounds can you add to a page? Place images and features into front images and background images. You want to copy a page to a new page. What buttons will you need to use?</p>
<p><b><u>End Points:</u></b></p> <p>What is 2Create a Story? With 2Create a Story, you can create e-books including animated pages, sounds, narration and music.</p> <p>What is an animated story? An animated story is a story where the images in the foreground can move in a variety.</p> <p>How can I make my story better? As well as adding animation to the story, it can be improved by adding sounds or sound effects to the different pages.</p>	
<p><b><u>Evaluation:</u></b> What have the end of unit quizzes, pupil self-reflections and termly work told you about what the children can remember and recall? What are the gaps? Ensure that the areas that need further reinforcement are documented in the next subject unit MTP. <b>Plan in time to revisit gaps within units, determined by the quizzes.</b></p> <ul style="list-style-type: none"><li>•</li></ul>	