

purple
mash

Computing

Scheme of Work



Unit 1.6 – Animated Story Books



Year Group: 1
Number of
Lessons: 5

From **2**simple



Contents

Introduction	3
Medium-term Plan	4
Lesson 1 – Drawing and Creating	5
Aims	5
Success criteria	5
Resources	5
Activities	5
Lesson 2 – Animation	8
Aims	8
Success criteria	8
Resources	8
Activities	8
Lesson 3 – Sounds and More!	11
Aims	11
Success criteria	11
Resources	11
Activities	11
Lesson 4 – Making a Story	14
Aims	14
Success criteria	14
Resources	14
Activities	14
Lesson 5 – Copy and Paste	16
Aims	16
Success criteria	16
Resources	16
Activities	16
Appendix 1 – Animation Examples	18
Assessment Guidance	21



Introduction

For this unit of work the children will be using the 2Create a Story tool.

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 pupils 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 pupils 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	Aims	Success Criteria
<u>1</u>	To introduce e-books and 2Create a Story.	<ul style="list-style-type: none"> I know the difference between a traditional book and an e-book. I can use the different drawing tools to create a picture on the page. I can add text to a page and change the colour, font and size of the text. I can save my work.
<u>2</u>	To continue a previously saved story. To add animation to a story.	<ul style="list-style-type: none"> I can open work that I saved in my last lesson. I can add an animation to my picture. I can play the pages I have created. I can save my changes and overwrite the file.
<u>3</u>	To add sound to a story, including voice recording and music the children have created.	<ul style="list-style-type: none"> I can add a sound to the page. I can add my own voice recording to the page. I can create my own music and add it to my page.
<u>4</u>	To work on a more complex story, including adding backgrounds and copying and pasting pages.	<ul style="list-style-type: none"> I can add a background to the page. I can copy and paste a page in the book.
<u>5</u>	To use additional features to enhance their stories. To share their e-books on a class display board.	<ul style="list-style-type: none"> I can enhance the features of my story book by adding additional pages and animations. I can share my story book on a class story book display board.



Lesson 1 – Drawing and Creating

Aims

- To get started with 2Create a Story's My Simple Story level.
- To be aware of the differences between traditional books and e-books.
- To become familiar with the drawing tools.
- To become familiar with the Text tool.
- To save the page they have created.

Success criteria

- I know the difference between a traditional book and an e-book.
- I can use the different drawing tools to create a picture on the page.
- I can add text to a page and change the colour, font and size of the text.
- I can save my work.

Resources

- 2Create a Story – available in the Tools section on Purple Mash.
- Some examples of actual paper books with sound buttons or buttons that read the story would be useful but not essential.
- 2Create 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.

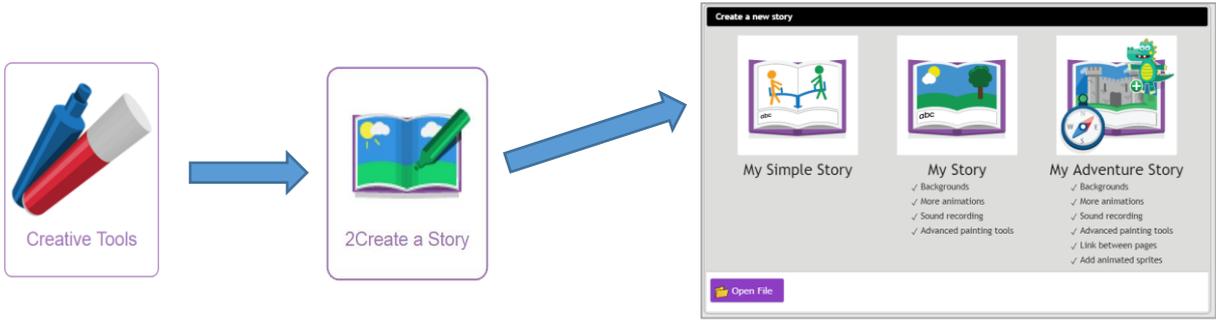
Activities

1. Start by talking to the children about how books can be read on the computer as well as the traditional books we usually pick up in the classroom and read. If you have examples of books with sound, show these to the children and discuss how they differ from traditional books.
2. Ask the children if any of them have ever seen a book that they can read on the computer or on a tablet. Tell the children that these books are often called 'electronic books' or 'e-books'.
3. On the whiteboard, show the children the 2Create a Story example book, [The Pirate Cat](#). Press the 'play' button to play the story and use the arrows to move to the next page.
4. Talk to the children about the differences between an e-book and a traditional book.
5. Think about how the animation can make the story more interesting and how the sound effects can help the story to come to life.
6. Talk about all the things we like about e-books and all the things we like about traditional books.
7. Talk to the children about making their own e-book like [The Pirate Cat](#).



Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 1

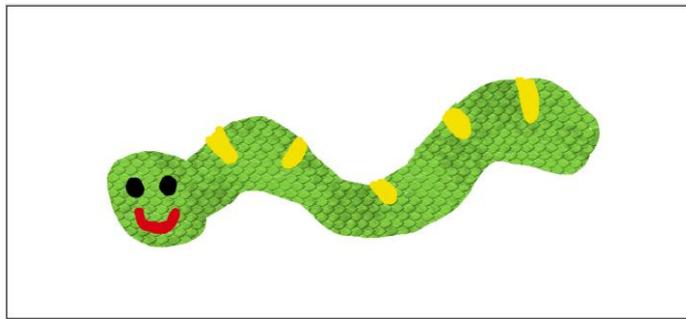
8. Open 2Create a Story and go to the My Simple Story level.



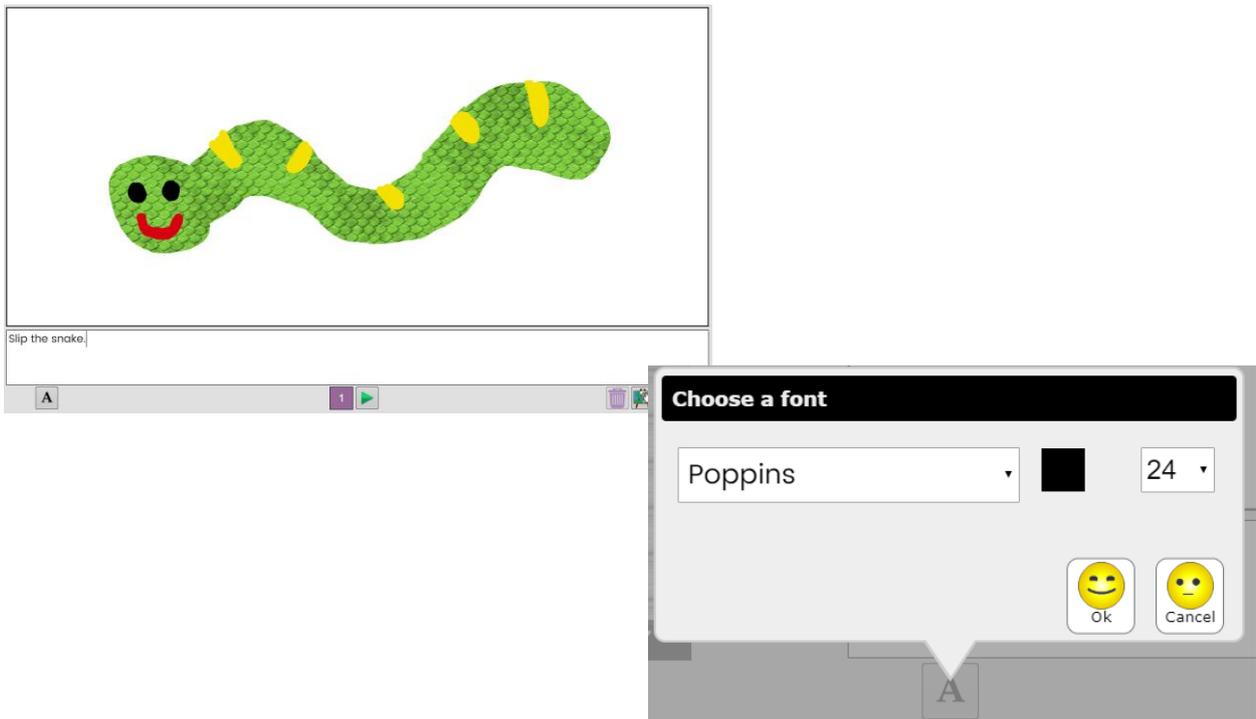
9. Tell the children that they are going to create some pictures to make their own e-book.

10. Let the children choose their own character and use the paint tools to draw the character. Draw their attention to the undo and redo buttons so they don't spend time erasing their images when they make a slip of the hand: .

11. Draw their attention to the different-textured pens.



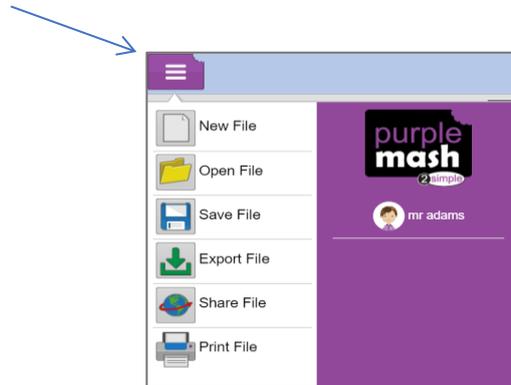
12. Show the children how to add text at the bottom of the page and how to change the text style (font).





Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 1

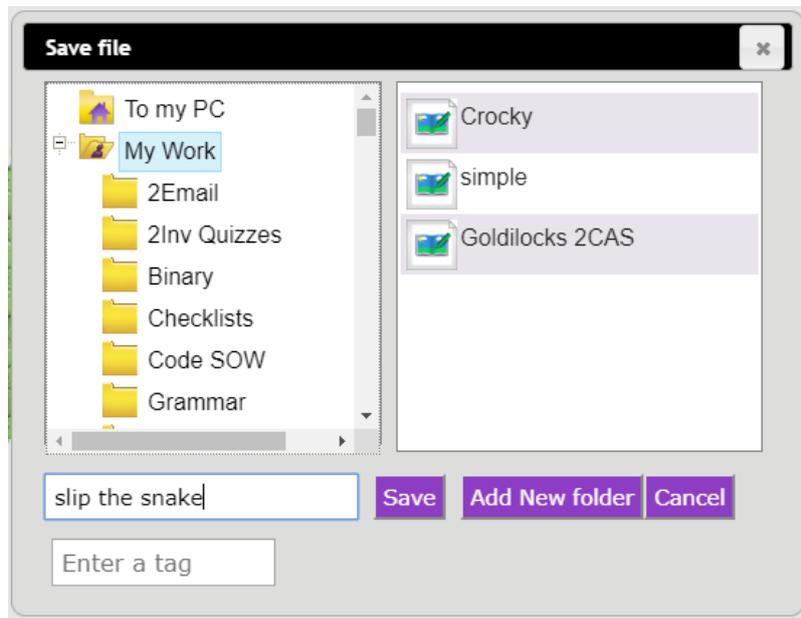
- 13. Show the children how to save their work to be able to add to their story in the next lesson.
- 14. Click on the Menu button. From the drop-down menu, select the Save File option.



- 15. Tell the children to give their piece of work a name which will help them find it next lesson – perhaps the character’s name.



- 16. Make sure that the children are saving their work in their own My Work folder.





Lesson 2 – Animation

Aims

- To be able to continue the saved story.
- To be able to add animation to the picture.
- To be able to play the pages created so far.
- To be able to save the additional changes and overwrite the file.

Success criteria

- I can open work that I saved in my last lesson.
- I can add an animation to my picture.
- I can play the pages I have created.
- I can save my new changes and overwrite the file.

Resources

- 2Create a Story

Activities

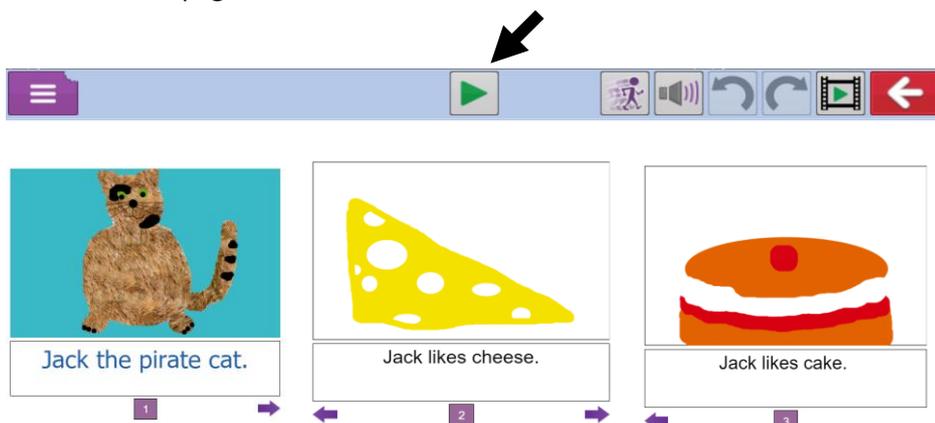
1. Show the children how to find the file they previously saved in 2Create a Story by going to their Online

Work section on Purple Mash  and finding their My Story file.

2. Double-click on the file or click on the file and then the  button and it will open.
3. Continue the story by moving to the next page: click on the forward arrow at the bottom of the page.



4. Remind the children how to access all the pens and add text.
5. Add another page to the story and show the children how to use the arrow keys to go forward and backward through the pages.
6. When the children have created another page in the book, show them how to run the two pages together by using the big play button at the top of the page.
7. The children can then move forwards and backwards through the book by clicking on the purple arrow keys at either side of the pages.





Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 2

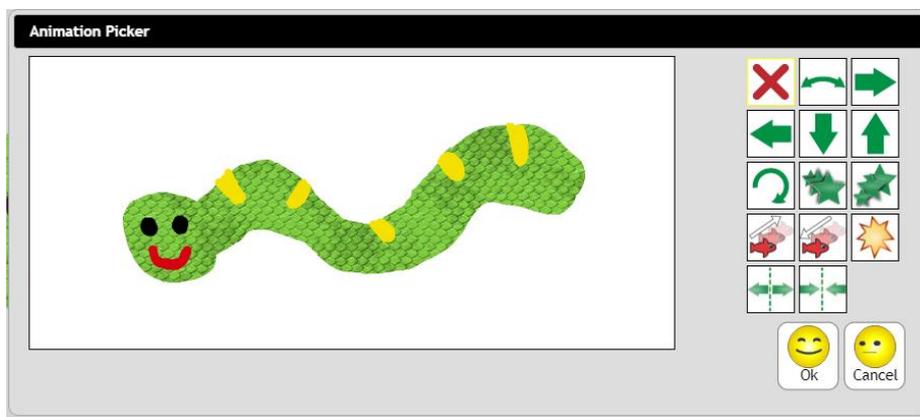
8. The children will be desperate to add the animation, so at this point, show them how to animate the pictures they have already created using the Animation tool: .

1. Spend some time talking to the children about the animation effects and what they might be used for in other stories that they might write in the future. The 2Create a story help videos accessed by clicking



the  button on the top-right and the 2Create a Story manual will give you some ideas. The relevant section of the manual is reproduced [in Appendix 1](#) of this document.

2. Let the children try the different animations on their picture and select one for their character.



3. 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.

4. Once the children have chosen their animation, remind them how to run the page and see the picture animated.

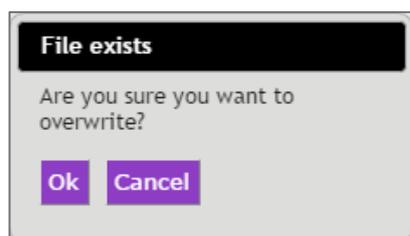
5. Click on the play button at the bottom of the page to play the one page you have just completed.



6. Now the children have added to their work, remind them about saving the changes they have made.

7. Click on the Save icon. The name of the file should appear, and the children can select the Save option. At this point, the children will be told that they are going to overwrite their work.

8. Is this ok?





Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 2

9. Spend some time with the children just explaining what this 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.
10. The children could now add several additional pages with animation and save the pages as they add to them.
11. Keep the content of the additional pages simple.
 - What does your animal like to eat?
 - What does your animal like to play with?
 - Where does your animal like to sleep?
 - What kind of noise does your animal make?



Lesson 3 – Sounds and More!

Aims

- To be able to open and continue working on their saved file.
- To work on the next level: My Story.
- To be able to add a sound to the picture.
- To be able to add a voice recording to the picture.
- To be able to create and add music they have created to the picture.

Success criteria

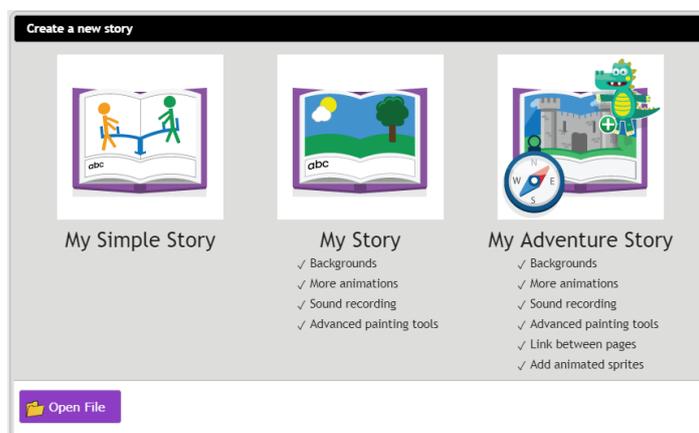
- I can add a sound to the page.
- I can add my own voice recording to the page.
- I can create my own music and add it to my page.

Resources

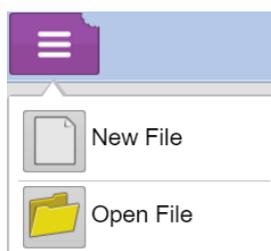
- 2Create a Story

Activities

1. Tell the children they are going to work at the next level in 2Create a Story and that they are going to find some new features to use.
2. Open 2Create a Story and select the My Story level.



3. Show the children how to open the story they previously saved and where to find it in the drop-down menu.

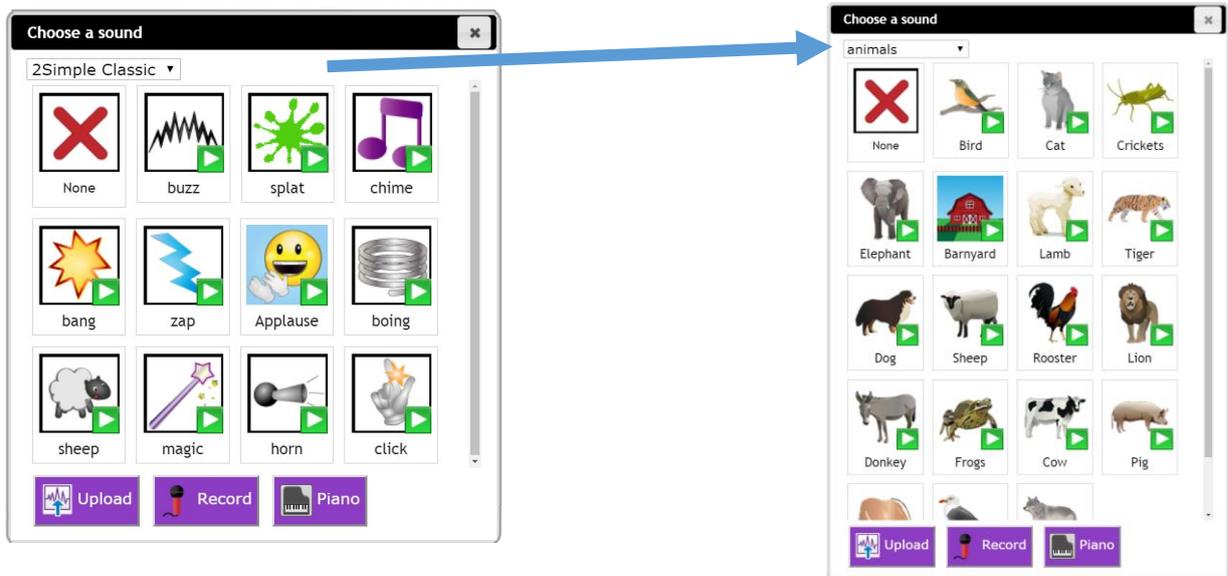


4. Give the children the opportunity to go back and run the pages they have created so far in their story. Remind them how to do this using the big 'green for go' arrow at the top of the page.

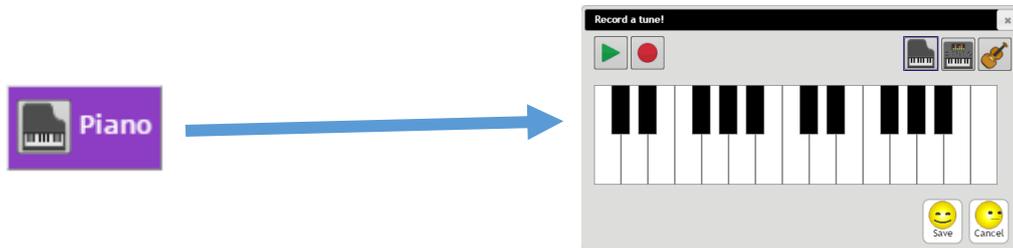


Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 3

5. Talk to the children about how adding the sounds and animation to the pictures makes the pages of the story more fun to look at and how this could make the stories that they write in 2Create a Story more exciting.
6. Open the Pirate Cat file and show the children how to add sounds to the pictures.
7. The children will need time to play with and explore the sound choices and to add sounds to their pictures.
8. Give the children the opportunity to explore all the different sound categories; these are often missed as the children need to use the drop-down menu to see all the choices.



9. Having explored the range of sounds in 2Create a Story, move on to show the children how to record their own music and add it to the page.
10. Talk to the children about how this might be useful in their stories if they wanted to make their own tune or sounds.
11. Give the children time to explore this option and to try making and creating their own tunes.

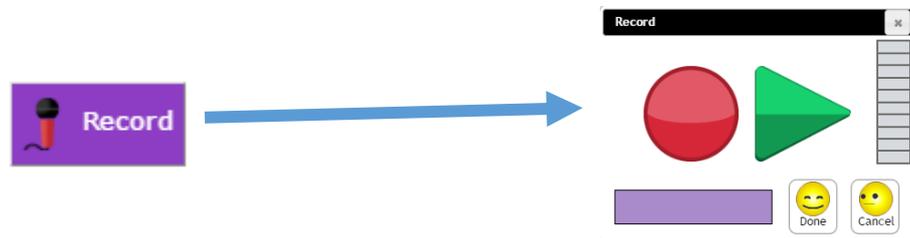


12. Talk to the children about how adding the sounds might help people to 'feel' what the story is all about. How could you make music that made you feel happy, sad or scared?



Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 3

13. In the final section of the sounds, talk to the children about making stories for people who may not be able to read or see very well and how you could help someone to understand the story better by recording your own voice to tell part of the story.



14. The children will have 15 seconds of recording time to create a recording for the page.
15. Talk to the children about all the different sound options and think about when you might want to use each one.
16. Let the children explore the sound recording options and try adding different options to the pages they have created.
17. **REMEMBER**, only one sound option can be added to a page; you cannot add a voice-over with a sound effect too.
18. Finally, remind the children to save all the additions to their work and overwrite their existing file.



Lesson 4 – Making a Story

Aims

- To understand how to use additional features in the next level: My Story.
- To be able to add a background to the story.
- To have 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

- I can add a background to the page.
- I can copy and paste a page in the book.

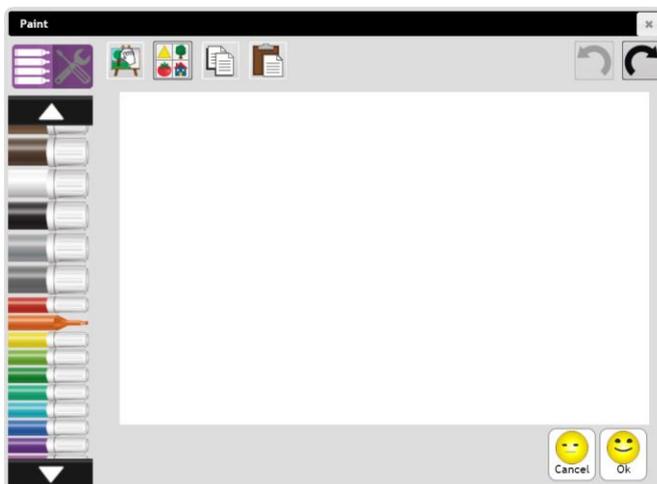
Resources

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

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

1. Using 2Create a Story, ask the children to click on the next level, My Story. The children are going to start their own story.
2. Explain to the children that this level has some new tools that they are going to explore.
3. Show the children the Background Image tool and let them explore all the different backgrounds. They will want to spend some time doing this, so allow them some time to add backgrounds to a few pages.





Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 4

4. Show the children the different ways in which they could add a background to their page.

- Using the clipart gallery.



- Uploading their own image.



- Painting their own background using the pens and the tools.

5. Explain to the children that you can draw on top of the backgrounds, but you can only add animation to the picture that you draw, not the background.

6. Remind the children about the story you have just read with them and explain that they are going to retell the story using all the tools they have found out about in 2Create a Story.

Reminder

You could set a story-writing activity for the children as a 2Do and ask the children to complete the activity outside the lesson time.



Lesson 5 – Copy and Paste

Aims

- To understand how to use additional features in the next level 'My Story.'
- To be able to open and add to the story
- To be able to continue with the story using the copy and paste feature to create additional pages.
- To create a class, display board of the story books created by the children.

Success criteria

- I can enhance the features of my story book by adding additional pages and animations.
- I can share my story book on a class story book display board.

Resources

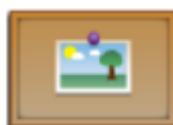
- Display boards

Activities

1. Let the children find and open their saved file in the My Story level of 2Create a Story.
2. Give the children time to go back to their story and read the story so far.
3. Let the children try all the features they have added so far to their story.
4. Let the children continue with their story but show them how to copy and paste pages.
5. Talk to the children about this feature and how it can help them to save time making pages.
6. Show the children how they could copy a page and then change the text or images on the page to make a new page.



7. Let the children try this feature for the next pages that they are going to create and edit.
8. Tell the children that they are going to create their own online library of all the stories that the children have written.
9. Show the children a display board with the story example you created.

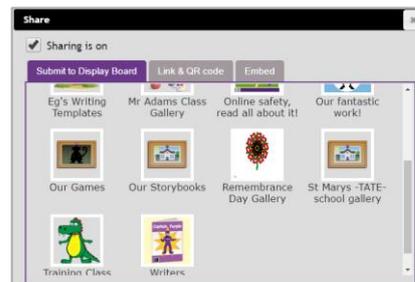
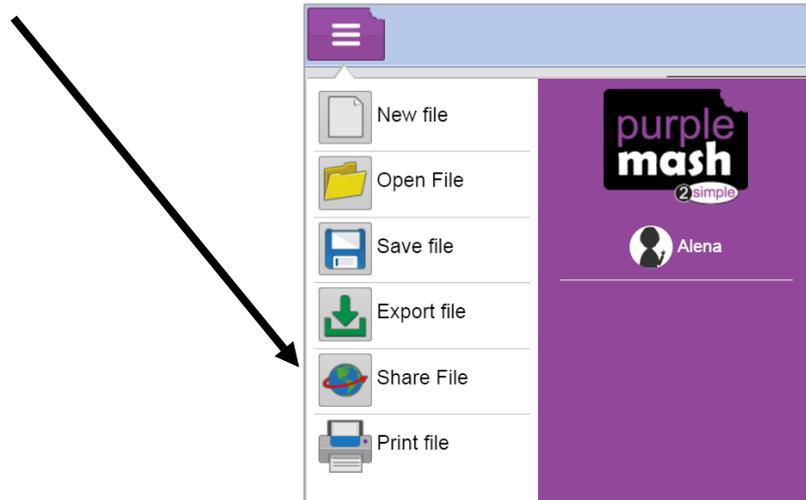


10. Explain to the children how the display boards work and why they are used.



Purple Mash Computing Scheme of Work – Unit 1.6: Animated Story Books – Lesson 5

11. Show the children how to use the share feature from the drop-down menu to send their story book to the class story book display board. Give the children the opportunity to view each other's story books on the display board.

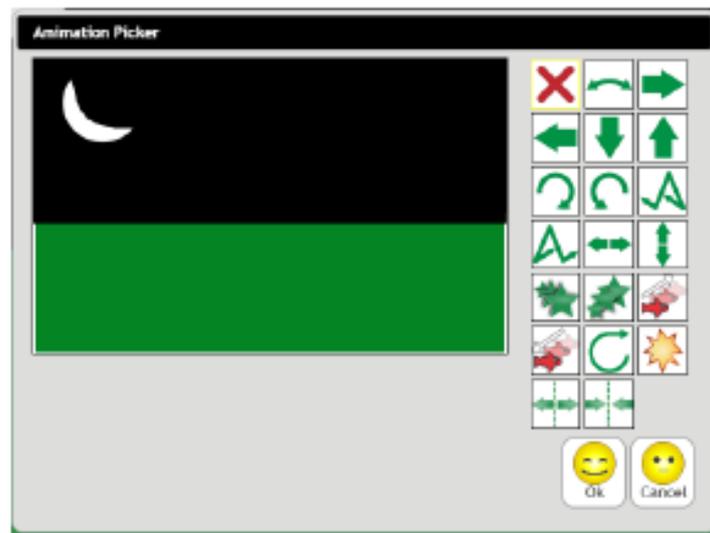




Appendix 1 – Animation Examples



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.

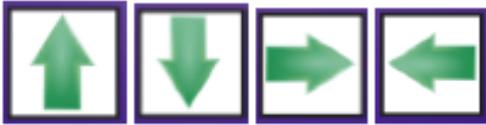


Remove animation



Rotate button: this rotates the foreground through 360°. This example shows how it can be used to make a roundabout appear to spin.





Move Up, Down, Right and Left buttons: This will make the image move in the selected direction off the screen and is useful to make characters appear to walk across the page, take off or sink.



Rock: This makes the screen appear to rock around the central point. In this example, it has been used to make a see-saw move:



We shared the see-saw.



Wallow: this makes the image rock from side to side whilst moving off the screen; it can make characters look like they are walking off the screen.



Slide: This makes the character move either up and down repeatedly or side to side.



Appear button: this makes the image gradually appear.



Fade button: this makes the image gradually fade. In this example, a night sky has been drawn as the foreground with a daytime background. The fade effect makes it look like it is turning to daytime.



The night time darkness faded into daylight.



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.



The children pulled the giant 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.



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	<p>With support, children use the ‘My Simple Story’ aspect of 2Create a Story to create a simple interactive story (Unit 1.6 Lesson 1. Point 7).</p> <p>With limited success, children can manipulate the properties of their story by changing the images, adding animations (Unit 1.6 Lesson 2. Point 7) and sound (Unit 1.6 Lesson 3. Point 7) as well as typing, copying and pasting pages (Unit 1.6 Lesson 5. Point 4).</p> <p>Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work (Unit 1.6 Lesson 1. Point 9).</p>
Expected	<p>Children can use the ‘My Story’ aspect of 2Create a Story to create an interactive story (Unit 1.6 Lesson 1. Point 7).</p> <p>They can manipulate the properties of their story by changing the images, adding animations (Unit 1.6 Lesson 2. Point 7) and sound (Unit 1.6 Lesson 3. Point 7) as well as typing, copying and pasting pages (Unit 1.6 Lesson 5. Point 4).</p> <p>Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work.</p> <p>Children can include their name and date within the text of their e-books.</p> <p>Children demonstrate their understanding by discussing e-books and by sharing their own book with others on a class displayboard.</p> <p>Children make valid comparisons between paper book and e-books. They can apply their knowledge of paper book when developing their e-books.</p> <p>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 Point 9.</p>
Exceeding	<p>Children can use the ‘My Story’ aspect of 2Create a Story to create a detailed interactive story (Unit 1.6 Lesson 1. Point 7).</p> <p>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.</p> <p>Children are taught the importance of saving their work, overwriting saved files and retrieving their saved work (Unit 1.6 Lesson 1. Point 9). Furthermore, they can publish this to a class display board (Unit 1.6 Lesson 5. Point 8).</p>