



# PARK GROVE SCHOOL



## ICT Long Term Planning Year 1 (2017) with ideas to topics.

Autumn 2014	Spring 2015	Summer 2015
Y3/4	Y3/4	Y3/4
<b>E safety and digital literacy throughout</b>		
<p><u>Music and Sound a</u>  <i>Make podcasts (voice and sampled sound) linked to topic/science:</i></p> <p><i>Children record speech and sound effects to accompany their writing e.g. to be played alongside or performance poetry.</i></p> <p><i>Use Audacity / Podium to record and perform an advert persuading people to recycle or visit a studied country (Aut1) combining voice, sound effects and music.</i></p> <p><i>Upload MP3 files of scientific investigations as podcasts onto the Internet to share with a wider audience.</i></p> <p><i>Create podcast explaining the changes in Britain from the Stone Age to the Iron Age to present to other children a similar age.</i></p> <p><i>Record own composed music related to</i></p>	<p><u>Computer Science a</u>  <i>Making and manipulating shapes with LOGO. Introduction to Scratch.</i></p> <p><i>Create a maze game in Scratch e.g. Escape the Blitz (Spr1) or Mayan temple themed maze (Spr2)</i></p> <p><i>Use Logo to create a pattern repeating a range of same sized squares – take inspiration from Mayan and Aztec patterns to create own usin LOGO (Spr2). + Explore the impact changing the variable of length and side relating to shapes and patterns.</i></p> <p><i>Use procedures in LOGO to combine 2D shapes including a variety of angles.</i></p> <p><i>Algorithms activities <a href="http://learn.code.org/">http://learn.code.org/</a></i></p> <p><i>Discrete: Use Tynker (<a href="https://www.tynker.com/">https://www.tynker.com/</a>) to allow children to code and program different games independently using the software. (Teachers can sign up for free and use the free lesson tutorials online – please see CP for more</i></p>	<p><u>Multimedia</u>  <i>Presentation of information in any curriculum area using sound/text and graphics</i>  <i>+ comment on blog</i></p> <p><i>Children to create a multimedia PowerPoint presentation explaining what they found during their local study (Sum1) or their ideas for enterprise activities (Sum2)</i></p> <p><i>Children create, edit and illustrate poems related to their topic adding images and located sound.</i></p> <p><i>Children produce a poster, tourist leaflet or newspaper based on their school visit to the local studied area (Sum1) or about the school enterprise event (Sum2).</i></p>

<p><i>studied country (Aut1) or in the style of cavemen (Aut2).</i></p> <p><b>Purple Mash</b> Learn about the Stone Age through slideshow: <a href="http://www.purplemash.co.uk/#app/bloglinks/stone_age_slideshow">http://www.purplemash.co.uk/#app/bloglinks/stone_age_slideshow</a></p> <p>Use for children to retrieve information and create podcast explaining Neolithic life. Same for Iron Age: <a href="http://www.purplemash.co.uk/#app/bloglinks/ironageslideshow">http://www.purplemash.co.uk/#app/bloglinks/ironageslideshow</a></p> <p>Create a 'day in the life' comparing sheet about life as a modern child and a child in the bronze age. Use as a template to create a podcast inviting the children to describe their day. <a href="http://www.purplemash.co.uk/#app/pup/bronze_compare">http://www.purplemash.co.uk/#app/pup/bronze_compare</a></p> <p>Who is the Amesbury archer? Write about here <a href="http://www.purplemash.co.uk/#app/pup/amesbury_archer02">http://www.purplemash.co.uk/#app/pup/amesbury_archer02</a> and use as a basis for a documentary style podcast. Upload sheet with audio so the audience can learn more.</p>	<p><i>information or check out the website)</i></p> <p><b>Purple Mash</b> Use 2code to teach computing curriculum: <a href="http://www.purplemash.co.uk/#tab/themes/computing/2code_lessons">http://www.purplemash.co.uk/#tab/themes/computing/2code_lessons</a> Plans/resources on the website to show how to teach computing skills on LOGO etc.</p> <p>Use 2Code to create maze game related to topic: <a href="http://www.purplemash.co.uk/#app/tools/2diy/Maze">http://www.purplemash.co.uk/#app/tools/2diy/Maze</a></p> <p>Use 2Code to create a collecting game related to topic e.g. Collect all the chocolate! Collect the magnets etc... <a href="http://www.purplemash.co.uk/#app/tools/2diy/Collecting">http://www.purplemash.co.uk/#app/tools/2diy/Collecting</a></p>	<p><b>Purple Mash</b> Use 2Create a Story to create a story based in York/school (the local area) <a href="http://www.purplemash.co.uk/#app/tools/2cas">http://www.purplemash.co.uk/#app/tools/2cas</a> (App does say for 3-7 year olds but can be extended by creating a more detailed story combining words, pictures (including own photos), sounds and animation. Can create these and link up with KS1 class to share during storytime?)</p> <p>Create storybook using 2Publish. <a href="http://www.purplemash.co.uk/#app/tools/2pubextra/storybook">http://www.purplemash.co.uk/#app/tools/2pubextra/storybook</a></p> <ul style="list-style-type: none"> <li>• Writing own story written in English and create storybook, using pictures/illustrations drawn in Art sessions to tell story.</li> <li>• Focus on class book and use photos of freezeframes/drama of story and own writing to retell the story.</li> </ul> <p>Present to rest of class/peers.</p> <p><u>Visual Media a</u> <i>Children create a persuasive trailer encouraging people to visit the local studied area (Sum1) or to take part in enterprise event (Sum2).</i></p>
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Compose music using 2sequence

<http://www.purplemash.co.uk/#app/tools/2sequence>

(lots of prepared sounds to fit together to sequence a composition) Can also use **2Beat** and **2Explore** to explore sound and music.

#### Data Handling b

*Use spreadsheets to collate data researched from studies into countries around the world or studies into recycling (Aut1) or from research into the changes in Britain from the Stone Age to the Iron Age (Aut2)*

*Conduct a survey with a questionnaire and ask children to graph it (and present to class):*

*Aut1 – Survey about recycling/what other children know about different countries around the world.*

*Aut2 – Survey asking children to identify whether a certain object/artefact/event happened in the Stone Age or the Iron Age/what they know about the differences between these two periods.*

*Children explore relationships in personal data (e.g. leg length and long jump).*

*Children survey their parents/carers about jobs e.g. distance travelled to work, travel method, job type and enter information into a graphing*

*Children research and find relevant photographs/images to illustrate and create a poster representing the local study area (Sum1) or to advertise their enterprise ideas (Sum2).*

*Create an advert for local study area (Sum1) or Enterprise event (Sum2) using video camera/iPad.*

*Create a copy of a TV program to fit with other topic e.g. Countryfile, Summerwatch?*

*Use a camera to capture freeze frame in drama to present the research found during the local study (Sum1) or what happened during the enterprise event (Sum2).*

#### **Purple Mash**

Create storybook using 2Publish.

<http://www.purplemash.co.uk/#app/tools/2pubextra/storybook>

- Use photos and text to present what happened during enterprise event and share between classes?

Use 2Animate:

<http://www.purplemash.co.uk/#app/tools/animate>

<p><i>package to answer questions.</i></p> <p><b>Purple Mash</b>  Use 2investigate  <a href="http://www.purplemash.co.uk/#app/tools/2investigate">http://www.purplemash.co.uk/#app/tools/2investigate</a> to explore database of countries around the world. Children to use database to identify information about each country and how they are grouped/sorted etc.</p> <p>Create own database of information collected from research into Stone Age to Iron Age. (Open 2investigate, select videos and click 'making own database' for step by step tutorial)</p> <p>Create graph using 2graph  <a href="http://www.purplemash.co.uk/#app/tools/2graph">http://www.purplemash.co.uk/#app/tools/2graph</a> to show data, e.g:</p> <ul style="list-style-type: none"> <li>• Graph to show research into different languages spoken in different countries.</li> <li>• Graph to show data collected from recycling questionnaire.</li> </ul>		<ul style="list-style-type: none"> <li>• Create animation showing how plants grow (link to science) – video tutorial on website!</li> <li>• Create a advert combining images and sounds to advertise Enterprise event</li> </ul>
<p>Y 4/5</p>	<p>Y4/5</p>	<p>Y 4/5</p>
<p><u>Data Handling b (3/4)</u>  As Y3/4.</p> <p><u>Multimedia a (5/6)</u>  As Y5/6.</p>	<p><u>Computer Science a (5/6)</u>  As Y5/6.</p>	<p><u>Visual Media a (3/4)</u>  As Y3/4.</p> <p><u>Music and Sound a (5/6)</u>  As Y5/6.</p>

Y5/6	Y5/6	Y5/6
<p><u>Data handling a</u>  <i>Search a large pre-prepared database of data to draw conclusions about different countries/continents and/or compare them according to a range of criteria (Aut 1) or search through data comparing Stone age to Iron Age and gather changes made in Britain (Aut 2).</i></p> <p><i>Children create a simple database to record information gathered during research of different countries/continents (Aut 1) or the changes made from Stone Age to Iron Age e.g. dates, relevant vocabulary (Aut 2).</i></p> <p><i>Children record and analyse the results of an experiment i.e. link to science.</i></p> <p><b>Purple Mash</b>  Use 2investigate  <a href="http://www.purplemash.co.uk/#app/tools/2in">http://www.purplemash.co.uk/#app/tools/2in</a>  <u>y</u> to explore database of countries around the world. Children to use database to identify information about each country and how they are grouped/sorted etc.</p> <p>Create own database of information collected</p>	<p><u>Computer Science a</u>  Control hardware:</p> <ul style="list-style-type: none"> <li>- Control a pair of traffic lights to control a junction, narrow bridge, using Flowol/Flowgrid, GoControl, 2code, cocco control, raspberry pi, code club <a href="https://www.codeclub.org.uk">https://www.codeclub.org.uk</a>.</li> <li>- Control a fairground ride or castle drawbridge, including motors, lights and buzzers – e.g. .Lego Weedo.</li> </ul> <p>Controlling electrical circuits in a variety of contexts.</p> <p>Create a game in Scratch that includes a point scoring system: Spr1 – WW2 themed ‘shooter’ style games. Spr2 – Chocolate theme (e.g. Find the cocoa bean!)</p> <p>Discrete: Use Tynker (<a href="https://www.tynker.com/">https://www.tynker.com/</a>) to allow children to code and program different games independently using the software. (Teachers can sign up for free and use the free lesson tutorials online – please see CP for more information or check out the website)</p>	<p><u>Visual Media a</u>  Create a news report based on what is found during the local study (Sum1) or regarding the enterprising projects (Sum2).</p> <p>Storyboard and shoot a short film to persuade people to visit the local area (Sum1) or to be involved with the enterprise projects (Sum2).</p> <p>Use stop-motion animation to retell a local story (Sum1).</p> <p>Create and evaluate a silent movie with appropriate music based on ‘Our school’ or the local studied area (Sum1).</p> <p>Create a movie trailer based on the Y6 production.</p> <p>Create a persuasive advert encouraging people to see the upcoming Y6 production.</p> <p><b>Purple Mash</b>  Create storybook using 2Publish.</p>

from research into Stone Age to Iron Age. (Open 2investigate, select videos and click 'making own database' for step by step tutorial)

Create graph using 2graph

<http://www.purplemash.co.uk/#app/tools/2graph> to show data, e.g:

- Graph to show research into different languages spoken in different countries.
- Graph to show data collected from recycling questionnaire.

#### Multimedia a

*Children create a presentation about a country/continent they have explored through the topic(Aut1) or explain the changes they have understood from Stone Age to Iron Age and present to class (Aut2).*

*Create a narrated presentation book of a studied story for a younger audience including sound/image/text etc. E.g. Sinbad the Sailor (Aut1) or Stone Age boy (Aut2).*

*Children collaborate to develop and extend their fiction writing through the creation of a presentation telling their own story (can use sound to narrate, images to move on screen etc)*

#### **Purple Mash**

Use 2code to teach computing curriculum:

[http://www.purplemash.co.uk/#tab/themes/computing/2code\\_lessons](http://www.purplemash.co.uk/#tab/themes/computing/2code_lessons)

Plans/resources on the website to show how to teach computing skills on LOGO etc.

Use 2Code to create maze game related to topic:

<http://www.purplemash.co.uk/#app/tools/2diy/Maze>

Use 2Code to create a collecting game related to topic e.g. Collect all the chocolate!

<http://www.purplemash.co.uk/#app/tools/2diy/Collecting>

<http://www.purplemash.co.uk/#app/tools/2pubextra/storybook>

- Use photos and text to present what happened during enterprise event and share between classes?

Use 2Animate:

<http://www.purplemash.co.uk/#app/tools/animate>

- Create Stop Motion animation showing the changes of materials (e.g. ice cube melting to water)
- Create an advert combining images and sounds to advertise Enterprise event/Y6 play.

**Purple Mash**

Use 2Create a Story to create a story based on a Stone Age/Iron Age boy/girl

<http://www.purplemash.co.uk/#app/tools/2cas>

(App does say for 3-7 year olds but can be extended by creating a more detailed story combining words, pictures (including own photos), sounds and animation. Can create these and link up with KS1 class to share during storytime?

Create storybook using 2Publish.

<http://www.purplemash.co.uk/#app/tools/2pubextra/storybook>

- Writing own story written in English and create storybook, using pictures/illustrations drawn in Art sessions to tell story.
- Focus on class book and use photos of freeze frames/drama of story and own writing to retell the story.

Present to rest of class/peers.

## Purple Mash general ideas

2Do it yourself: Use to create own puzzles/pairs games relating to topics in general. Create own quizzes linked to topics or maths/science concepts. <http://www.purplemash.co.uk/#tab/tools/2diy>

Explore activities organised under topics and ask children to complete. Topics that can be used for this year:

- Maps – whole world activities
- Stone Age / Bronze Age / Iron Age
- WW2
- Mayans
- Maps – focusing on England to show different counties and then focus on York to go into ‘Local Fieldwork’

### **Science:**

- Sound
- Animals / The Human Body (*Animals including Humans / All Living Things*)
- Forces
- Light and Dark
- Plants
- Materials

Further resources/ideas:

- Simon Haughton’s website explaining how he has used Purple Mash at school (lots of other ideas!): <http://www.simonhaughton.co.uk/purple-mash/>
- Lesson ideas from Purple Mash. Lower KS2: [http://www.purplemash.co.uk/#app/links/lessonideas\\_LKS2](http://www.purplemash.co.uk/#app/links/lessonideas_LKS2)  
Upper KS2: [http://www.purplemash.co.uk/#app/links/lessonideas\\_UKS2](http://www.purplemash.co.uk/#app/links/lessonideas_UKS2)  
Using iPad: [http://www.purplemash.co.uk/#app/links/lessonideas\\_ipad](http://www.purplemash.co.uk/#app/links/lessonideas_ipad)