



**Computing at
St Andrew's CE (VA)
Infant School**

Purple Mash

Planning

Purple Mash is the primary source of lesson plans for computing at St Andrew's Infant School. Purple Mash have produced schemes of work based on the **National Curriculum 2014**. Children all receive their own personal purple mash logins to access during lessons; they are printed and organised in wallets. The children have their logins in their home/school reading record so that they are able to access activities at home. The benefit of children having their own login is that they can access '2dos' and also save their work. It teaches children about online safety by keeping their username and passwords private. Lessons are ordinarily taught in the ICT suite which has computer/internet access and pupils are given allotted time to be able to complete their lessons with Charlene Kerry (HLTA). We are determined to provide the children with opportunities to develop their computing skills when working in other areas of the curriculum. The children use a wide range of computing skills including:

- Word processing to write stories, poems or letters
- Databases to record information, e.g. minibeasts databases
- IWB screens to pose mathematical problems and to model work
- Desktop publishing to design posters, leaflets or cards
- Multimedia presentations to present text, pictures and sound
- Drawing programs to create pictures and designs
- Using search engines to find information
- Cameras/ iPads to record what they have done in class or on a visit
- Using Purple Mash to produce a range of work showcasing their understanding in different subjects including- newspaper reports, animations and whole class mind maps.
- Playing educational games online to support learning
- Videos to enhance learning experiences
- Simulations to explore real and imaginary situations

EYFS

In Reception, children use technology in their everyday lives, pupils starting school ordinarily have a good understanding of technology and how it works. In the EYFS Statutory Framework 2021, technology is not taught as a set of lessons but it is interwoven within the other areas of learning. Purple Mash have suggested some areas of learning that technology can link to.

Communication and Language



Early Learning Goal:

Speaking

Children at the expected level of development will:

Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.

Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.

Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.

Teachers show children how to access age-appropriate games/apps and use it for a purpose on computers, laptops, IWB and tablets etc. Children are shown how to use a mouse and keyboard to access age-appropriate activities during continuous provision during Autumn and Spring term. Purple Mash has age-appropriate games for EYFS children to access "Mini Mash". This section of the program looks like a

classroom and it gives younger pupils an opportunity to access simple games and activities. In the Summer term, children are taught to log on and access other features of Purple Mash in order to prepare them for KS1.



KS1

In Key Stage One, pupils are primarily taught through the Purple Mash scheme. Each year group have overviews which details the units and a suggested time frame in which to teach it. The lessons are designed to be interactive; each 'aim' per lesson is linked to **National Curriculum** objectives and all resources are attached within the Purple Mash program. The units are sometimes rearranged and this is determined by the class needs/topics that pupils will cover at different points in the academic year.

Year 2 Whole Year Overview

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

These units can be taught in any order to meet the needs of your wider curriculum.

Unit 2.1 Coding Number of lessons – 5 Programs – 2Code	Unit 2.2 Online Safety Number of lessons – 3 Programs – Various	Unit 2.3 Spreadsheets Number of lessons – 4 Programs – 2Calculate
Unit 2.4 Questioning Number of lessons – 5 Programs – 2Question, 2Investigate	Unit 2.5 Effective Searching Number of lessons – 3 Programs – Browser	Unit 2.6 Creating Pictures Number of lessons – 5 Programs – 2PaintAPicture
Unit 2.7 Making Music Number of lessons – 3 Programs – 2Sequence	Unit 2.8 Presenting Ideas Number of lessons – 4 Programs – Various	

Year 1 Whole Year Overview

Predominant Area of Computing*		
Computer Science	Information Technology	Digital Literacy

*Most units will include aspects of all strands.

It is recommended that you teach unit 1.1 first as it introduces Purple Mash. Except for unit 1.1, these units can be taught in any order to meet the needs of your wider curriculum.

Unit 1.1 Online Safety & Exploring Purple Mash Number of lessons – 4 Programs – Various	Unit 1.2 Grouping & Sorting Number of lessons – 2 Programs – 2DIY	Unit 1.3 Pictograms Number of lessons – 3 Programs – 2Count
Unit 1.4 Lego Builders Number of lessons – 3 Programs – 2DIY	Unit 1.5 Maze Explorers Number of lessons – 3 Programs – 2Go	Unit 1.6 Animated Story Books Number of lessons – 5 Programs – 2Create A Story
Unit 1.7 Coding Number of lessons – 6 Programs – 2Code	Unit 1.8 Spreadsheets Number of lessons – 3 Programs – 2Calculate	Unit 1.9 Technology outside school Number of lessons – 2 Programs – Various

Teachers have a clear success criteria and this enables any pre-teaching of specific vocabulary or any misconceptions to be addressed before/during/after the lesson. The lesson plans give details on the types of activities that will happen during the lesson and also any resources that will be required (usually the resources/pictures will be linked in). The Purple Mash PowerPoints show the lesson objective and instructions on how to gain the skills and knowledge needed to complete the activity. Purple Mash knowledge organisers that are shared with the pupils and displayed throughout the lesson. The lesson plans also set out a clear sequence to the lesson to show what a "typical" lesson should look like. Staff are offered technical support during 'webinar' training as well as contacting the Computing Co-ordinator and other teachers. Any technology issues that cannot be resolved within school should be reported to Steph Hardaker (office) to be transferred to Calderdale ICT support.

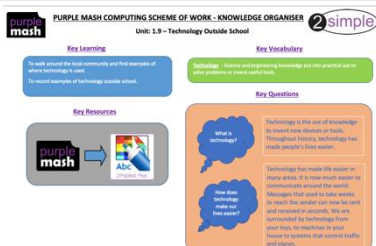
All classrooms have a minimum of two computers so that technology can be seen as an important part of our daily lives. All teachers have access to Purple Mash and can set up '2dos' for pupils in their class this is

similar on the program Education City teachers can set up 'my city', this might be as a lesson starter, catch up or to embed knowledge or skills further.

Source: Aston Computing Scheme of Work - Overview - Year 1

Year 1 Whole Year Overview

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	Unit 1.1 Online Safety & Exploring Purple Mash				Unit 1.2 Grouping & Sorting		Unit 1.3 Photograms				Unit 1.4 Logo Builders		Unit 1.5 Maze Explorers			Unit 1.6 Animated Story Books			Unit 1.7 Coding				Unit 1.8 Spreadsheets				Unit 1.9 Technology outside school				
Number of Weeks	4				2		3				3		3			5			6				3				2				
Tools Used	Avatar creator Paint Projects Writing Templates 2Count (Photograms) 2Fophone (Music)				2Count		2Connect				2Count Paint Projects Writing Templates		2Size			2Create A Story			2Code				2Programs 2Calculate				2Writing Templates				



Purple Mash Computing Scheme of Work - Unit 1.1 - Online Safety - Lesson 1

Lesson 1 - Safe Logins

Aims

- To help children understand why it is important to create their own avatar and understand why it is useful.
- To be able to create their own avatar and add their name to it.
- To be able to understand the idea of 'ownership' of their creative work.
- To use their work to their My Work area and understand that this is their space.

Success criteria

- Children can log in to Purple Mash using their own login.
- Children understand the importance of logging in safely.
- Children have created their own avatar and understand why it is useful.
- Children can add their name to a picture that they created on the computer.
- Children are beginning to develop their understanding of ownership of work online.
- Children can save their work in the My Work folder in Purple Mash and understand that this is a private saving space just for their work.

Resources

- Individual login cards for the children. These can be made using the Print Pupils Login icon in the Admin section.
- Purple Mash Avatar creator, this is accessed by clicking on the user portrait near the top right of the screen.
- Create your own avatar in advance for showing to the children.

Activities

- The children might have used Purple Mash during the Foundation Stage but are unlikely to have used individual logins. If they have, this will be a good time to remind the children about logging in to Purple Mash. If they haven't, it's a great introduction to learning about keeping login information safe.
- Before giving the logins out to the children, talk to them about Purple Mash and how it is their own space for working and saving what they do.
- Demonstrate how to login using your teacher's login and how important it is that you keep your login safe and don't give it to anyone else to use. Explain why the password comes out as "X" if you type and why you wouldn't tell the children your password.
- Give all the children their own login cards.
- The picture passwords look like this and this can be either two or four-digit.

Discuss what children should do if they find someone else's login card? Talk about keeping their login details safe. Start by giving children to think about what someone with bad intentions could do if they logged in as you e.g. spend your work. The idea is to

Purple Mash Computing Scheme of Work - Unit 1.1 - Online Safety - Lesson 1

get children thinking about private and personal information and protecting this. You could also link this to a circle time session about looking after and respecting each other and understanding 'things that belong to me' and 'things that I can share'.

- Let the children log in.
- Show the children the Avatar you have created and ask them about why it's useful to have a picture that looks like you when you have logged in and how helpful it is for the teacher to see that it is you. Also, briefly touch on why people use avatars rather than their own photos because when you start to use computers to communicate with people that you might not know personally, it's safer not to use photos.
- Show the children how to create their own avatar, let them have a try with some of the random pictures and then let them make an avatar which looks like them.
- The avatar creator is next to the login box.
- Click on the image (which will just be a grey outline image if an avatar has not yet been created).
- The avatar creator will open ready for the children to be creative.
- Once they have logged in and created a new avatar, show the children the Print Projects in the Tools section. You might need to demonstrate how to scroll down the page to the Art and Design section.
- Scroll down this section and let the children select a picture they would like to create.
- At the bottom of the picture there is a space for the children to write their name.

Assessment

When children have completed their '2 dos' on Purple Mash teachers are able to comment on how well it has been completed, offer suggestions to improve their work and comment on positives. All children's assessment is recorded half termly on the St Andrew's Infant School tracker (located on the P: drive) and this is based around the units that have been completed and what knowledge has been tested against the **National Curriculum 2014**. The information recorded then indicates what skills need to be recapped or integrated within future lessons.

Resources & safety

ICT equipment is mainly found within the ICT suite which consists of desktop computers, IWB, cameras and Beebots. The equipment is kept in well ventilated areas, away from any liquids and is kept in either locked cupboards or rooms to ensure security. Classroom ICT equipment is kept locked to comply with GDPR regulations if not in use. Any issues with equipment should be shared with the office staff so that Calderdale ICT can be notified.

Pupils are educated on the importance of Online Safety in all ICT lessons. There are displays around school explaining to pupils what they should do if they see something they do not like. As a school we have a Safer Internet day. On that day children have an assembly recapping internet rules and also how to keep themselves safe online in school and at home.

Useful websites

Parents receive notifications through homework, newsletters and in-house workshops on useful and educational websites that pupils can access at home.

Phonics

Letters and sounds- <http://www.letters-and-sounds.com/>

Phase 2 Games- <http://www.letters-and-sounds.com/phase-2-games.html>

Phase 3 Games- <http://www.letters-and-sounds.com/phase-3-games.html>

Oxford Owl- <https://home.oxfordowl.co.uk/>

Geraldine the Giraffe (a puppet to read words using phonics). One short programme for each new sound in Phase 2 and

3. Watch on You Tube- https://www.youtube.com/results?search_query=geraldine+the+giraffe

Alphablocks (a BBC children's show aimed at developing phonics)-

<http://www.bbc.co.uk/cbeebies/shows/alphablocks>

Maths

Maths games- <https://www.topmarks.co.uk/maths-games/3-5-years/counting>

Ten ways to help your child with maths- <http://www.bbc.co.uk/cbeebies/joinin/numberblocks-help-your-child-with-maths>

Numberblocks (a BBC children's show designed to help development of number)- <http://www.bbc.co.uk/iplayer/cbeebies/episode/b08r41qb/numberblocks>

The Big Number Song (Helps children count to 100 in

1s) https://www.google.co.uk/search?q=the+big+number+song&rlz=1C1VFKB_enGB709GB709&oq=the+big+number+song&aqs=chrome..69i57.4440j0j4&sourceid=chrome&ie=UTF-8

Count by 2s- <https://www.youtube.com/watch?v=GvTcpfSnOMQ>

Count by 5s- <https://www.youtube.com/watch?v=EemjeA2Djjw>

Count by 10s- <https://www.youtube.com/watch?v=Ftati8iGQcs>

General

Topmarks <https://www.topmarks.co.uk/>

Education City www.educationcity.co.uk

Cbeebies <https://www.bbc.co.uk/cbeebies>

Cbbc <https://www.bbc.co.uk/cbbc>

ICT Games <http://www.ictgames.com/>

Twinkl www.twinkl.co.uk

Useful Apps

BBC Bitesize



Maths kids

Sticky Knowledge

Computer science		Beebot buttons instructions forwards backwards direction move go	Sorting Criteria Instruction Algorithm Computer Program Direction Challenge Arrow Undo Rewind Forward Backwards Left turn Debug	Action Algorithm Button Debug/debugging Event Nesting
Digital Literacy		Website Safe Password Tools Trays Share Print Create Alert	Unit 1.1 online safety and exploring Purple log in Username Log out Save Password	Unit 2.2 online safety Unit 2.5 effective searching Search Internet Sharing Email Attachment Digital footprint Search engine
Information Technology		Technology Internet Mini mash Games	Unit 1:3 pictograms Unit 1.6 animated story books Unit 1.8 Spreadsheets Pictogram Data Collate Animation E-book Font File Sound effect Display board Arrow keys Backspace key Cursor Columns Cells Clipart Count Delete key Image toolbox Row Spreadsheet	Unit 2:3 pictograms Unit 2.4 questioning Unit 2.6 creating pictures Unit 2.7 making music Unit 2.8 presenting ideas Backspace key Copy and paste Columns Cells Count tool Delete key Equals tool Lock tool Rows Spreadsheets Pictogram Question Data Collate Binary tree Avatar Database Impressionism Palette Pointillism Share Surrealism Template Bmp Composition Digitally Tempo Volume Concept Node Animated Quiz Non-fiction Presentation Narrative Audience